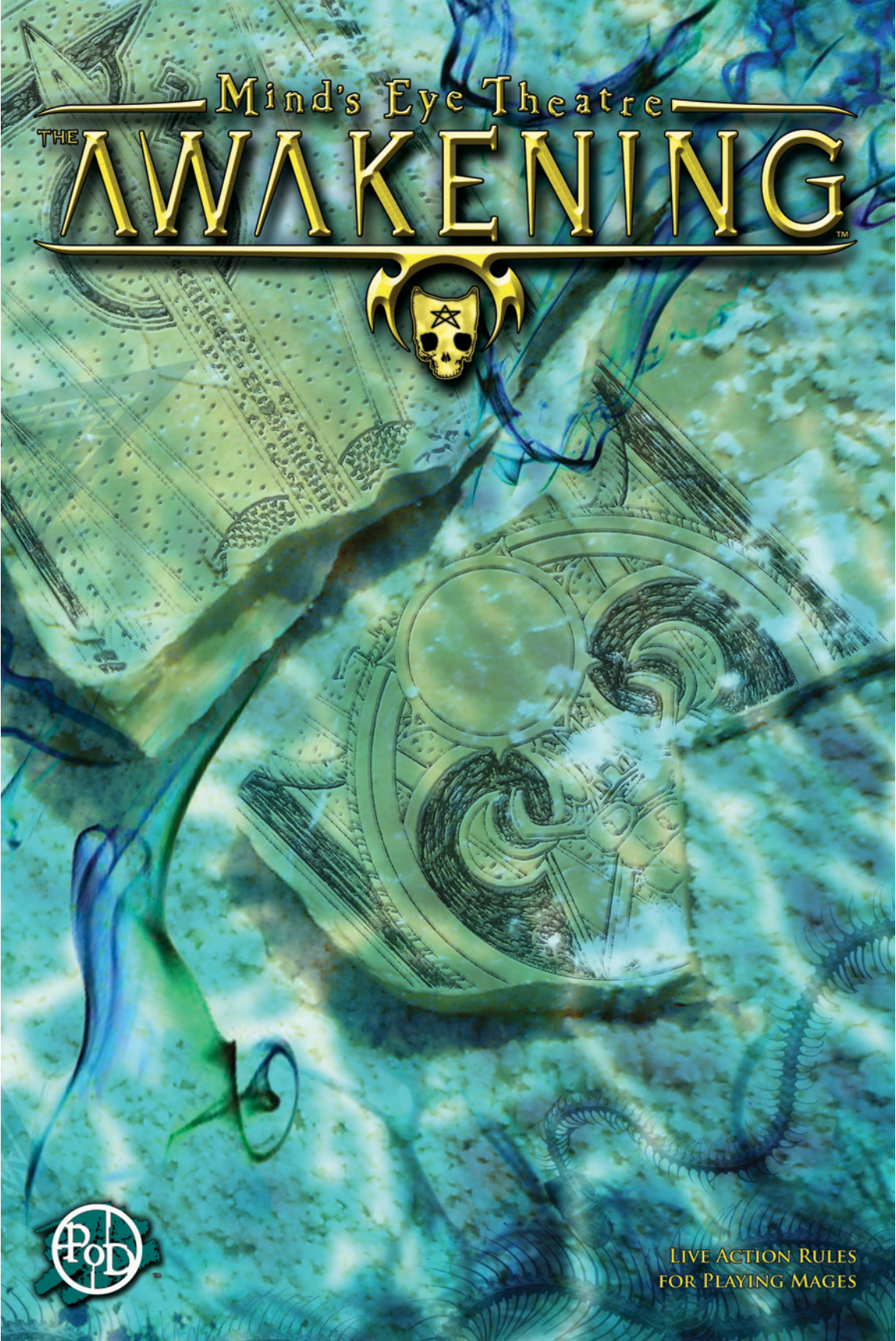

Mind's Eye Theatre
THE AWAKENING
Live Action Rules
for Playing Mages

The Power to Remake the World

You were a normal person before you Awoke to the infinite possibilities of reality. Your life was turned upside down when you carved your secret name into the mystical Watchtower, but now you hold the power to remake the world, the power of true magic. The Mysteries of the universe are unveiled before your eyes. You are a mage now. You can do anything. And you are not alone.

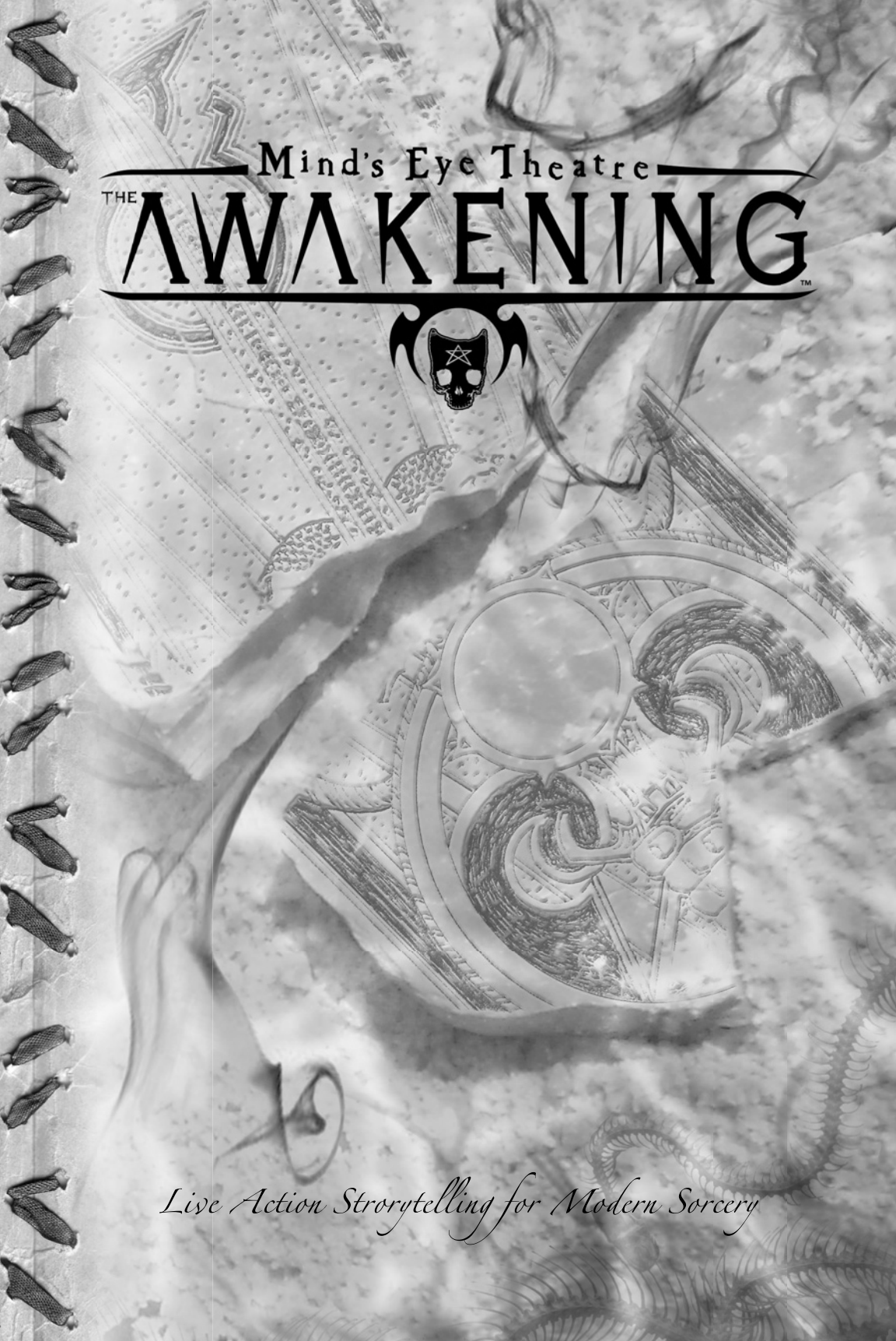
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- Provides everything you need for a Mind's Eye Theatre chronicle set in the popular Mage: The Awakening setting.
- Expanded political mechanics and revised spell-casting systems designed for the unique aspects of live-action roleplay.
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- For Use with the Mind's Eye Theatre Rulebook

Mind's Eye Theatre

White Wolf Game Studio
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MAGE THE AWAKENING


Mind's Eye Theatre
THE AWAKENING™
Live Action Storytelling for Modern Sorcery

Credits

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Mind's Eye Theatre: The Awakening is based on **Mage: The Awakening**, which was developed by Bill Bridges

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Dedication:
This book is dedicated to my wife, who always supported me no matter how crazy my dreams, and my grandfather, who taught me to dream in the first place.

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Mind's Eye Theatre

THE AWAKENING™



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KALUTA

INTRODUCTION

The whole artistic and intellectual joy of magic is in the subtlety of it all, and in the occasional need for instantaneous rational and/or instinctive judgments about life and death situations. All that is missing, and so is the simulation accuracy, when a magical wand becomes just another sort of laser pistol.

— Isaac Bonewits,
Authentic Thaumaturgy

A MAGICAL WAND BECOMES JUST ANOTHER SORT OF LASER PISTOL

INTRODUCTION

Magic is something everybody dreams of but nobody seems to possess. The power to conjure something from nothing, to change a man into a toad, to curse one's enemies, to call down lightning from the sky — all powers from legends and fantasy tales. We are drawn to these stories, but not just because of the power displayed in them. Wizards present a different kind of allure: the desire for power *tempered with wisdom.* Mages have the power of knowing when and how to use power. While this can be a limitation, it is a self-imposed one, displaying a discipline rare in this world.

Mind's Eye Theatre: The Awakening is a game about these kinds of mages, and the trials and temptations they face on the path of discipline and enlightenment. A mage is someone who has Awakened, whose soul has been freed of an ancient curse afflicting mortals. Most people's souls are asleep, unaware of the raw power they can tap to remake their world. The truth has been hidden from them for many lifetimes; all they know is a Lie. Mages can see through the Lie and enact humanity's birthright: magic.

A Modern Sorcery World

Mages live here, now, just down the street from you. They use planes and cell phones and the Internet. They also live in a world where the hoarding of secrets is a form of currency. Disagreements between mentor and student, master and adept, turn into rifts as apprentices accuse masters of withholding necessary knowledge and masters declare most apprentices unworthy of it. When a mage can no longer work with his mentor, the mage leaves and seeks his own cabal, a group of mages to whom he can trust his own secrets — in theory. In practice, cabals can be contentious, backbiting groups fighting over the same ownership of secrets as before.

Humanity at large is ignorant of this occult underground. Sorcerers and witches drive the same cars and shop at the same stores, but the public is ignorant of them. Even if the existence of mages were to become known, most people wouldn't believe, and those who did would see the existence of mages as cause for alarm and fear rather than wonder and awe.

High Magic

Awakening presents a vision of magic different from that portrayed in most fantastical literature, although **Awakening** incorporates many occult elements. **Awakening** hearkens to stories of high magic, mythic tales of wizardly might and terrifying hubris, but set in the here and now, not in some distant neverland. Instead of assuming a character is a practitioner of voodoo, Cabalism, Hermeticism, Taoist exorcism or any number of other magical forms, **Awakening** imagines a mortal who performs magic by connecting to an invisible world. All the magical practices mentioned above hint at the existence of this higher realm, but none fully prepares a magician to encounter it. For that, he must walk down paths of sheer mystery. He must enter a reality unknown to mundane occult traditions, but that completes and realizes their fragmentary knowledge.

Characters in **Awakening** are not solitary men and women living in distant, crumbling towers. Mages form cabals, for few of the Awakened can master all the Mysteries of the Arcana. A group can pool its magical resources and lore to achieve what one mage working alone would need decades to accomplish. But working together isn't easy — each mage has personal ideas on how things should work. Mages are used to

getting their own way with reality and find it difficult to adjust to the expectations of others, often leading to a contentious existence in which everyone jealously hides the fruits of his labors and research from one another until it becomes absolutely necessary to reveal them. There's good reason for this paranoia, though, since mages have discovered that secrets must be earned, not given away freely. Learning magic requires one to solve riddles and answer inscrutable questions. In the World of Darkness, knowledge really is power.

The Age-old Dream of Power

Although a few mages might spend their days contemplating their navels and the awesome secrets of the universe, most mages are in the thick of things. They don't just think, they *act* — by casting magic.

Mages' actions affect reality itself — for good or ill. Yet mages act unseen, their powers invisible to Sleepers, ordinary people who are blind to the truth. Worse, if a Sleeper does get a glimpse of the truth, it taints the mage's spellcasting, increasing the likelihood that something terrible will go wrong — that a Paradox will occur, altering reality in ways the mage never intended.

Magic is not the goal, but the means. The goal is to attain the Supernal World (the higher reality that is the source of magic) so that the limitations of the Fallen World — *this* world — never again plague a mage. The small-mindedness of mortals, however, extends even to the enlightened. Many mages think they're in competition with one another, as if there are only so many tickets to the heavens waiting to be claimed. A select few are open-minded enough to realize that only if mages tackle their hurdles on multiple fronts does any individual stand a chance of Ascending.

Mages fight over their own destinies. They do this not on some cosmic chessboard, but on the streets they call home. Journeys to the Shadow Realm, the domain of spirits separated from the material world by an invisible barrier, can provide insights and power — and glimpses of the true enemies of the Awakened — but these tools must be brought back home to be of any use. There are plenty of threats, from neighboring mages to the other supernatural denizens of the World of Darkness.

The persistent rivals of all mages are the Seers of the Throne, wizards from a mystical order that seeks control of the world in the name of the Exarchs. The Seers do not run the government, but their agents are influential in the bureaucratic offices, speeding up or slowing down the engines of governance. Beyond the Seers are the Exarchs, who, according to ancient myth, Ascended to the Supernal World and wrote their own exclusive visions on the Tapestry (the whole of reality), and who still rule beyond the knowledge and reach of mere mortals — including the Awakened. These secret masters are said to manipulate events in ways unseen by even the Awakened. Only the truly wise can discern the Exarchs' shadowy hand behind events and work to thwart them.

All is not lost to these shadowy forces, though, for the Oracles are said to work against the Exarchs on the same cosmic level. Just as the Exarchs, these mages Ascended, but instead of gloating, the Oracles wage war against the false rulers, hoping for a day when enough mortals Awaken to turn the tide and win the fight. Not all mages believe in the existence of the Exarchs and Oracles, but the legend of these mighty mages' rise and usurpation of the Tapestry motivates many in their own quests for power.

Theme: Power Corrupts

There's danger in magic. Reweaving the Tapestry of creation can swallow a mage in hubris. As he gains more power over reality through casting spells of increasing control and complexity, he risks losing touch with his own mortal nature, forgetting the limits of his mind, body and soul. Some mages grow callous, caring little if their magic has unintended consequences on innocent bystanders. Others see no reason to curtail their mighty wills, and use spells for even the most banal and mundane tasks that the wise claim should be performed without recourse to Supernal power. The Abyss that separates the world we know from the higher world is said to grow larger with every misuse of magic. Each time a mage invokes a Paradox through faulty spellcasting, the worlds grow farther apart, and fewer and fewer souls Awaken.

Balancing power with wisdom is not easy — as can be imagined for anyone with the might to make his wishes come true. Beyond the metaphysical consequences for misuse of power, there is the more prosaic: everyone hates a jerk. A mage who can't control his will soon finds himself ostracized at the least, or murdered by another mage's magic.

Mood: Ancient Mystery

The true nature of reality is an enigma always beyond reach. The various mystical orders hold different beliefs, but none can ever prove them. In the end, Mystery prevails. This cosmic Mystery has a powerful pull on the minds of the Awakened. They are drawn to seek the Mystery out and solve it, even if solving one aspect only raises a thousand more unanswered questions. This mood is a more metaphysical version of the theme of the World of Darkness as a whole — a dark, secret conspiracy beckoning those in the know. Instead of being a *theme* for **Awakening**, the search for answers to the Mystery is a *mood*: a pervasive atmosphere of ciphers, secrets and looming cosmic revelations.

How to Use This Book

The chapters within this book each present a different facet of the modern sorcery world.

This **Introduction** is meant to give you a quick look at the setting and its theme, and a sense of what mages do.

Chapter One presents an in-depth look at mage society, including the Awakened's own mythology about their origins and the nature of the universe. This chapter introduces the Paths, the Consilium, the Lex Magicus and the Realms Invisible.

Characters are the focus of **Chapter Two**, presenting information on building a persona and detailing it with rules traits so it can be played in conjunction with other players' creations, as well as various rules systems related to those traits.

Chapter Three presents the heart of a mage: magic. This chapter is filled with extensive rules for casting spells of all stripes, rules for the soul itself, and the supernatural world around a mage.

Chapter Four supports Chapter Three by providing detailed descriptions of the spells available to each Arcanum.

Finally, Storytelling is the focus of **Chapter Five**. Suggestions for running stories, dealing with themes, setting the mood and defining conflicts are presented, along with a long list of possible antagonists that make life a challenge for any mage.

The Difference Between Live Action and Tabletop

Readers familiar with **Mage: The Awakening** will notice a lot of changes in the rules here. These changes reflect the difference in play style between the **World of Darkness** and **Mind's Eye Theatre** systems — what works well in a tabletop chronicle might be problematic in live action, while rules well suited to live-action play might be useless or excessive in a tabletop game. For example, a spell that affects everyone in the room isn't a problem in a tabletop game, as most characters are handled by the Storyteller. However, in a live-action setting, nearly all of those characters are portrayed by other players. Since players' characters are intended to be exceptional, this makes such a spell far more potent than originally intended. On the other hand, a detailed system for status and politics isn't often needed in a tabletop game — the Storyteller simply handles character reactions to the players' cabal — but it is very important when the entire Consilium is portrayed by players.

The goal of **Awakening** is to allow enough similarity with **Mage** so that supplemental books, character sheets and the like can be used with very little conversion, while providing modified rules that reflect the more "player vs. player" style of live-action play. We tried to offer information so troupes can tweak and modify their chronicles to their preferences, but a Storyteller can use any rules his troupe prefers, whether they come from this book, the **Mage: The Awakening** Storytelling game or his own imagination.

Spellcasting Rules Glossary

aimed spell: A spell that manifests as a projectile or force directed physically at its target's body instead of mystically against the target's Pattern. Aimed spells cannot be contested or resisted, although they can be avoided just as any ranged attack.

Arcane Experience: A special type of experience point awarded for epiphanies about the supernatural world. Arcane Experience can normally be spent only to raise a character's Gnosis.

aspect: A spell's seeming or semblance, how the spell appears to onlookers and how acceptable it is to reality. A spell's aspect is either covert or vulgar.

automated resistance: Some spells allow a target a reflexive defense from the spells' effect. Spellcasting test pools are penalized by one of the target's Attributes (usually a Resistance Attribute).

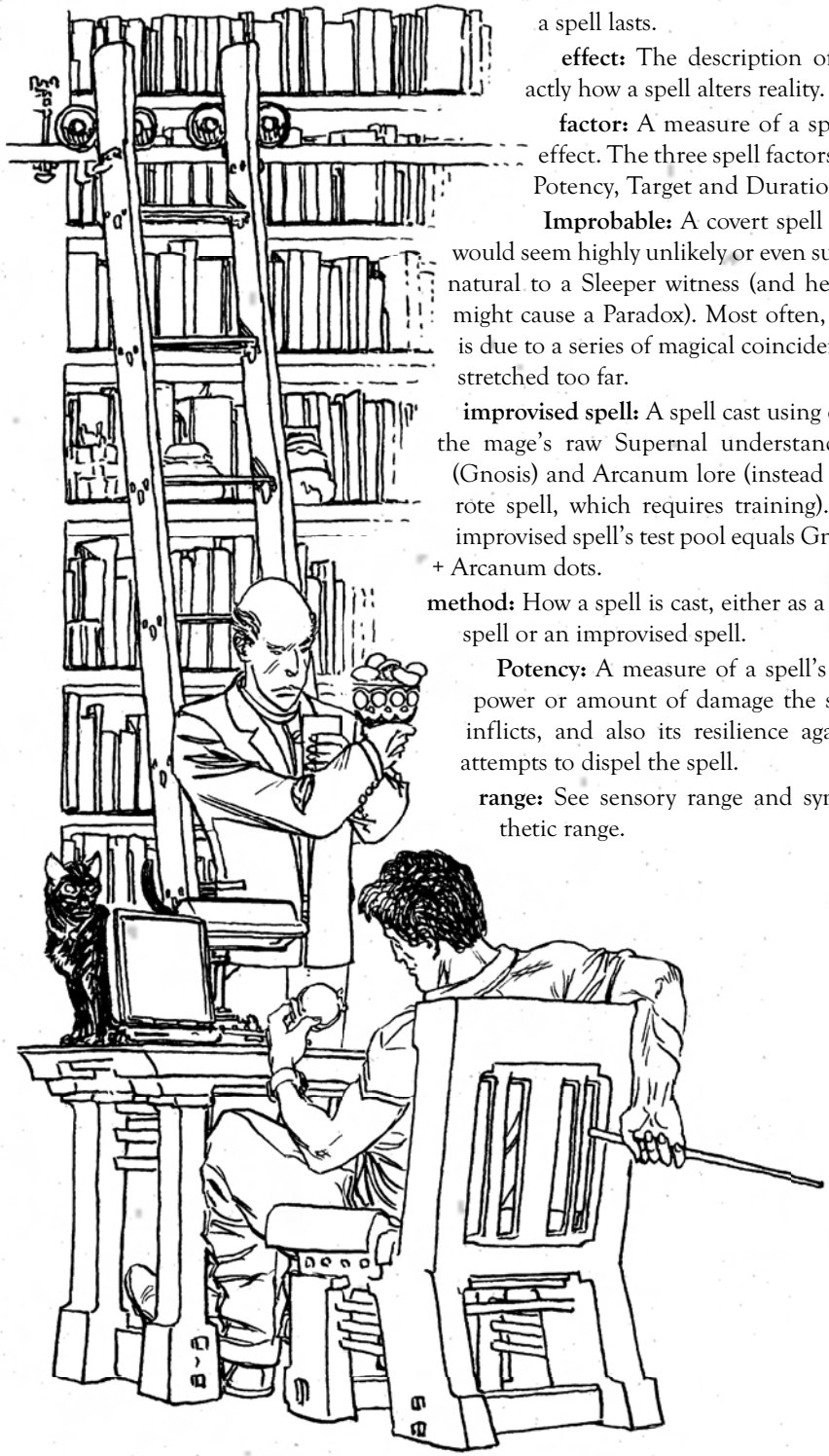
casting: See spellcasting.

combined spell: A spell that combines two or more discrete spell effects into a single spell.

conjunctional spell: A spell effect that requires use two or more Arcana.

contested resistance: Some spells allow a target to make a reflexive contested test to avoid the spell's effect. The test pool is usually a single Resistance Attribute. Mages can also add their Gnosis to the test pool.

covert spell: A covert spell's effect is weaker, hidden, innocuous or seemingly coincidental. Reality accepts the spell without complaint (there is no chance of a Paradox), and Sleepers likewise accept that the spell's occurrence is not supernatural.



Duration: The amount of time a spell lasts.

effect: The description of exactly how a spell alters reality.

factor: A measure of a spell's effect. The three spell factors are Potency, Target and Duration.

Improbable: A covert spell that would seem highly unlikely or even supernatural to a Sleeper witness (and hence, might cause a Paradox). Most often, this is due to a series of magical coincidences stretched too far.

improvised spell: A spell cast using only the mage's raw Supernal understanding (Gnosis) and Arcanum lore (instead of a rote spell, which requires training). An improvised spell's test pool equals Gnosis + Arcanum dots.

method: How a spell is cast, either as a rote spell or an improvised spell.

Potency: A measure of a spell's raw power or amount of damage the spell inflicts, and also its resilience against attempts to dispel the spell.

range: See sensory range and sympathetic range.

reflexive instant action: An action that takes a turn as an instant action, but can be performed reflexively at any point before the mage's initiative. Dodge actions **(Mind's Eye Theatre**, pp. 216–217) are an example of a reflexive instant action.

relinquish spell control: A mage can relinquish control of an indefinite Duration spell by spending one Willpower point. The spell no longer counts toward the total active spells he can maintain, but he can no longer control it; it is as if it were another mage's spell.

Resistant Damage: Damage that cannot be healed through supernatural means, such as Life magic. This damage heals at the normal rate.

rote: A tried-and-true spell learned through training and the expenditure of experience points (as opposed to an improvised spell, which requires no training). A rote's test pool = Attribute + Skill + Arcanum dots.

sensory range: Anything within a mage's immediate sensory perception.

spell: What occurs when the laws of a higher reality are imposed upon the laws of common reality, creating an exception to the laws of physics. A spell manifests the wishes of its caster.

spellcasting: When a mage channels a higher reality to change common reality in accordance with his wishes. See spell.

sympathetic range: A distance that depends not on physical space but on a caster's mystical connection to a target using the Space Arcanum. The stronger the connection, the easier it is to affect the target.

Target: The subject of a spell; the person, place or thing suffering or receiving the spell's effect.

vulgar spell: A vulgar spell's effect is powerful, obvious or impossible by the normal laws of reality. Vulgar spells risk a Paradox.





CHAPTER ONE

ARCANUS MUNDUS (THE SECRET WORLD)

"Beneath the broad tide of human history there flow the stealthy undercurrents of the secret societies, which frequently determine in the depths the changes that take place upon the surface."

— Arthur Edward Waite, The Real History of the Rosicrucians

THE STEALTHY UNDERCURRENTS OF THE SECRET SOCIETIES

We like to believe that we are thinking, rational beings who are aware of the world around us to a greater degree than is possible for any animal. We fool ourselves. As mystics from cultures the world over have said, from time immemorial, we are only sleeping and dreaming that we are awake. If this is true, then reality is not what we think it is. We see only that part of life that filters through to our dreams. There is a greater world out there, full of things unseen and literally undreamt. To know it, we have but to Awaken. That is what a mage does — he Awakens and begins to consciously dream new things into existence.

Mythic History

The sea of time grows murky as one approaches the distant past. Ruins, artifacts, cave paintings — all this evidence of history tells an incomplete tale. Even master mages cannot part the curtains of time so far back to see what truly occurred. The magical orders have a mythology about their beginnings, the legend of a fallen civilization and a war for the throne of reality. The names for that civilization are many. Some refer to such mythic names as Camelot or the City of Brass. Others point to archeology and ancient history such as the city of Ur in Sumeria. Many more names were lost over the years, but even the Sleepers know one of them, a name that has become the commonly accepted name for the Awakened City: Atlantis.

The Island of the Magi

For uncounted years, mortals suffered at the whim of monsters, hunted by spirits, and preyed upon by bloodthirsty revenants. Mortals in those times adhered to superstitious customs, which proved humanity's only means of keeping weak spirits at bay while appeasing the strong ones. Mortals found it nearly impossible to rise above their need for survival and to envision ways of living outside of fear.

Then came the dragon dreams. Certain mortals, in lands scattered far and wide, began to dream of a lonely island, jutting from a windswept sea far from any known coast. A spire rose from the center of the isle; it seemed to the dreamers that this was the axis of the world, the pole upon which the bowl of the sky turned. At the spire's apex nested the dragons. In the dreams, these great worms of legend would circle the spire with their leathery wings, one by one, and set off to places the dreamers could not imagine. No other creature stirred on the isle, and no spirit hunted there; no being intruded upon the dragons' lair. As the dreams progressed, the dreamers realized that the dragons never returned. Each night, another dragon would leave until the last dragon took wing and glided away, never again to be seen.

For many nights, the dreamers saw the isle abandoned and forlorn and knew that it waited for them. The island had called to them, compelling them, seeking new inhabitants. Following the lead of the dreamers, small bands of mortals, each following the vision, set out to sea from many different lands. They came to the isle, following the pole star and saw that it was exactly as seen in their dreams. Mortals came together from many lands, speaking many languages and following different customs, and by silent assent settled in peace, for they had traveled far to flee from struggle.

And still they dreamed. The island sent them new visions and showed them how they might learn to master the strange sights they witnessed in their sleeping minds. The mortals retreated into dark caves, and their bodies entered deep sleep while their

Was Atlantis Real?

There's a lot of ambiguity regarding the legend of Atlantis. Some legends claim that Atlantis wasn't the island Plato detailed but was in any one of a number of different lands (including the Americas, India, Mongolia, Palestine and Sardinia, among many others). It's been called by dozens of different names, and some theories even state that Atlantis is a *future* Awakened City that is putting fragments of itself in the past so that the city can be built in the future. Over time, theories have come and gone, but the name Atlantis is understood to refer to the Awakened City.

One thing that *is* commonly agreed on is that there are artifacts, ruins and remnants that come from some ancient past. High Speech evolved from this time, and magic abilities and effects have been uncovered that are far more powerful than what is possible today. Regardless of where Atlantis was or what it was called, there is some evidence of an ancient society of mages. Most see this as proof of the existence of Atlantis while others reserve judgment as they piece together a clearer picture of life at that time.

For more information about the Atlantean myth, see **Secrets of the Ruined Temple.**

minds traveled to far Astral Realms. There they met the Others, the daimons of the mortals' own souls and the hidden twin of each soul traveler. These judges challenged the dreams to prove by what right they came on astral roads to the Realms Supernal, and set them to a series of tests. Many failed and were sent back to their bodies in sorrow, unable to again journey forth in dream.

The few who succeeded returned with their souls aglow, lit by a celestial fire. They could see into the Realms Invisible and discern the secret workings of Creation, the principles and substances from which everything was wrought. Through the sympathy their far-journeying souls now shared with the Realms Supernal, and the knowledge they gleaned from studying realms visible and invisible, these mortals could call down the ways of heaven, the higher principles that ruled over the lower realms of matter and spirit. The mortals made their very thoughts real.

They had discovered magic.

The loose confederation of immigrants to the island soon organized into a city-state led by the magi. Legend says that they called it Atlantis, but that is only one of many legends. Over time, the enlightened founded separate orders to fulfill the roles of governance, from mystical militia to scholars to a priesthood of the Mysteries to guide them all.

The magi of Atlantis traveled once more to the forsaken lands from whence they had come, searching for new clues into the Mysteries, the tantalizing yet obscure secrets that ruled over everything that was, is and shall be. Mortals there witnessed the magi's power, and word of them spread as rumors and legends. Many left their homes to seek fabled Atlantis, the island of the magi. No chart marked its place; the stars no longer guided mariners to its rocky shores. Only those who saw it in their dreams could find their way.

Rumors came now and then of foreign sorcerers, men and women who had also attained the Realms Supernal on their own, far from Atlantis, but they were rare. These people more often than not destroyed themselves by misuse of their power or were

killed by commoners who feared the sorcerers' wizardry. Only on Atlantis were the Ars Mysteriorum mastered and codified for others to learn.

Thaumatology

The practice of magic was intertwined with the theory of magic — how it was that the mortal mind was able to will reality to do what it wanted. The Atlanteans believed that the practice of magic was the purposeful incarnation by a mage of the *Supernal* — the heavenly or celestial — into the lower, prosaic realms of matter, including the subtle realms of spiritual matter called ephemera. The mage, by virtue of his soul's attainment to the higher realms, could bring the ruler ship of those realms down into the common world through sympathy and the principle that like affects like regardless of distance.

But a sympathetic connection through the soul was not enough. The mind had to understand the complex Tapestry of the universe, which is how the Patterns of various things were woven into a whole. Only by understanding the threads could a mage weave them into Patterns of his own devising. These threads were the 10 Arcana that comprised all of reality.

The Atlanteans also pondered the *reasons* behind their art. They knew with certainty that there was more to reality than what met the common eye and that there was more than one state of existence beyond the material. They believed that behind the many forms and shapes of things, the world was in fact One, heaven and earth together in a single continuum. Subtle veils divided the realms and states of being from one another, separating high from low and creating the illusion of division.

Mortal souls originated from on high and descended to the lower realm, seeking knowledge through manifestation in flesh. Once their sojourn was accomplished, they would ascend again to their source to be renewed. On their descent, they would strip away their celestial raiment and don garments of clay, discarding memories of the Realms Supernal. When their cloaks of clay finally crumbled, they would rise again as sparks from a flame, called by the stars to return in glory and would be mature with the wisdom they had gained during their time among the limited and uncomprehending forms of the lower realm.

So it is said that mortals came to be, clay bodies worn by luminous souls in forgetfulness. Why were mortal souls forced to descend at all? Some magi claimed it was how the universe came to know itself. Others said it was a punishment, a terrible cycle designed to keep mortals from becoming more than gods, levied by mad and cruel gods. Still others said it was a challenge meant to be overcome, a trial that only the fit could pass. Only those whose souls had journeyed inward to the Astral Spaces, and who passed the tests put to them by their daimons could remember the truth, and so ascend in life and escape the cycle of incarnations.

The Celestial Ladder

The power to distort the very skein of Creation soon outstripped the wisdom of those who wielded it. Many generations after the first had established Atlantis, their legacy turned sour. Mage turned on mage, and so was born the first wizards' war.

The victors claimed Atlantis as theirs and drove the losers to the far corners of the Earth. Then, the victors, combining their power, wrought a great spell and erected a Ladder to the Realms Supernal. They spurned the traditional astral paths because they sought to walk the celestial reaches in their own bodies. They stormed the heights and

claimed the thrones of the gods for themselves. Ruling from on high, no longer bound to Earth, their petty dictates and whims became real. The subtle veils were rent, and the higher and lower worlds came together — the pure mixed with the impure, and the universe trembled.

Spurred by the imminent destruction and corruption of the world, the exiled mages banded together and assaulted Atlantis, climbing the star ladder and wrestling with the celestial mages in their heavenly palaces. Their struggles were terrible. The two sides clashed in a chaos of realms, and the losers — sorcerers from both sides — were flung back into the lower realm.

The Ladder shattered, disintegrating into dust, leaving the victors beyond the reach of the earthbound mages. Where the Ladder had been, reality cracked and fell into itself, creating an Abyss, a terrible void that sucked life and energy into itself, between the higher and lower realms.. The Abyss was now a gulf of unreality, and an aberration that was never meant to be. What was before a single world became two worlds — the Supernal World and the Fallen World, with a vast Abyss between them. The veil between the worlds of spirit and matter hardened, becoming the daunting Gauntlet, a barrier impassible except through magic. Shaken by the reverberations of the Ladder's destruction, the foundations of Atlantis crumbled, and the island sank beneath the waves.

Once again, the enlightened escaped to the far corners of the Earth and there began the long, slow process of relearning what was lost. Hunted once again by monsters, the mages' progress was slow because the needs of survival came before the slow study of the Mysteries. Those souls that had not already been touched by the Realms Supernal grew dim like cold lumps of coal hiding faint cinders within. Many forgot their magical heritage, and their souls entered a slumber deeper than they had known before.

This great decline was known as the Quiescence — the Sleeping Curse — the Lie. Cut off from the higher realms and divided from their birthright by the Abyss, souls could not maintain their luminosity and so fell into Sleep. Worse, the gravity of the Abyss pulled on them and weighed down the lids of their inner eyes, causing them to refuse any vision of the higher world. The mages — those who remained Awake — could no longer work their magic before those who Slept without invoking the powers of the Abyss. Only a rare few in any place at any time remained Awake, tending the flame of Supernal knowledge and keeping the lore of magic alive.

The Return of Magic

With the Abyss between the mages and the Supernal World, the mages' power began to wane. It became harder and harder to draw the Supernal energies across the void, and when they could be drawn, they sometimes arrived warped and twisted with effects unwanted by their wielder. In a number of years, all contact with the higher world would be gone, and all of humankind would Sleep forever.

Then, one by one, the Watchtowers appeared with their flames sending beacons from the Supernal Realms across the vast night to the souls of the Awakened. Legends tell of five Atlantean kings, the mage heirs of the Awakened City, who led the fight against the Exarchs. The kings climbed the Ladder and dueled within the celestial palaces. When the Ladder shattered, the Atlantean kings remained in the higher world and continued to resist the Exarchs. These were the Oracles, their numbers few but their powers potent.

Realizing the danger the Abyss posed for the lower world, the Oracles broke off their fight with the Exarchs and set off through the Supernal Realms. Using lore beyond

The Watchtowers

Watchtower of the Golden Key: Founded in the Aether, the Realm of the Celestial Spheres, where lightning illumines the sky and magic falls like rain.

Watchtower of the Iron Gauntlet: Founded in Pandemonium, the Realm of Nightmares, where the labyrinths of the mind can drive one mad and all paths are an illusion.

Watchtower of the Lead Coin: Founded in Stygia, the Realm of Crypts, where the treasures of the earth are hoarded and all things must one day end.

Watchtower of the Lunargent Thorn: Founded in Arcadia, the Realm of Enchantment, where time runs strangely and a carelessly spoken word can rule one's fate forever.

Watchtower of the Stone Book: Founded in the Primal Wild, the Realm of Totems, where flesh is forever renewed and the ephemeral is as solid as matter.



the ken of the Exarchs — for the Oracles were royal heirs, privy to magical knowledge allowed to only nobles — they each, using magic, erected a tower, modeled after the tall spire that had guided the first vessels to Atlantis, in a single Supernal Realm. Each invested in his tower the virtues of his own soul and the sum of his magical knowledge, which was imbued into the very stones of the structures.

The Watchtowers sent visions across the Abyss to mages in the Fallen World, calling to them as Atlantis had once called to their ancestors. Those who interpreted the visions properly and remembered the old ways retreated to caves or secluded towers, sheltering themselves in the dark. They lay their bodies down and, following the lure of the Watchtowers, sent their souls onto astral roads long untrod.

Through harrowing journeys, some finally arrived in astral form at one of the five Watchtowers. There they carved their names into the foundation stones and awoke in their bodies. They once more claimed sympathy with the Realms Supernal although each claimed only in that realm in which her Watchtower stood.

Without the mystical foundation of Atlantis, mortals could no longer willingly choose to set out on soul journeys to attain the Realms Supernal. Only those who were already mages could reach the new Watchtowers, and even then the journeys were hard and not all returned. But Awakenings were not denied to Sleepers. By Oracular magic, miracle, happenstance, divine grace or sheer luck, a mortal's soul could stir and find itself at the gate of a Watchtower. If his will was strong enough, he could carve his name into the tower's stones and secure for himself mystical sympathy with the Watchtower and its realm. He would return Awakened and changed by his sojourn in a strange land.

As time passed and the Abyss widened, the journeys of the soul grew fewer, but Awakenings still occurred. Where the Atlanteans could willfully enter the soul journey of Awakening in the Dragon's Tomb, mortals in the Fallen World Awakened only by strange happenstance, and the causes for which are still debated by mages in the modern age. If only mages could know just who would Awaken, and how and when, they could more easily bolster their numbers and work to ensure the Awakening of humanity. But there seemed to be no such laws or guidelines. Even mages, masters of the miraculous, had to rely on rare miracles to maintain their lineage.

The Hidden Hands Behind History

The mages who had survived the fall of Atlantis clung to the ways of the lost city with a religious fervor and were surrounded by Sleeping souls who could not remember any of the truths told to them by the Awakened. The enlightened were forced to keep the magical traditions secret and to teach them to only those who proved they could accept the precious knowledge. Caretakers of the Mysteries, the sorcerers swore to keep magic from the sight and misuse of the Sleeping. The Atlantean orders codified their stages and degrees of initiation to ensure that only proper initiates were given access to the Arcana, the ways of magic. Mages devised terrible punishments for those who would reveal the Mysteries to uninitiated Sleepers.

In the chaos of the escape from the ruins of the island, the Atlantean orders spread in all directions. Sundered from one another, their once-unified philosophy splintered, and each order's goals became exalted over the others. Where before each order served a purpose balanced by the other orders and played one part in a whole, they all now tried to subsume the roles of the others into their own hierarchies. Each order came to

view itself as the sole path to magic. Initiation soon became more than just a method of protecting secrets and hiding lore from unprepared eyes. It became a means of weeding out the undeserving and venerating the gifted.

Many ancient high civilizations were influenced by the Atlantean exiles: Vedic India, Pharaonic Egypt and Incan Peru. Their monuments are said to still hide Atlantean secret codes indecipherable even by their heirs. In many places and many times, mages tried to recreate lost Atlantis and to guide the minds of Sleepers in erecting civilizations that sought to reclaim the ancient ways. Each attempt failed. Sleepers were creatures of urges and ruled by whims and unconscious yearnings. They had not the discipline or will to long keep what was good, just and beautiful. In the end, each civilization descended into decadence and decay. These untimely ends were, unfortunately, helped along by mages who could not master their own souls, and who sought to use Sleeper institutions for the mages' own aggrandizement or power. Ever cautious to keep the secrets and display of their power away from the masses, these wizards nonetheless fought with one another in the shadows.

The legacy of Atlantis's own failures also haunted them. For too long, the sorcerers of the ocean city had ignored the plight of mortals in the far lands. Not just monsters but willworkers had come to rule certain places with fear. The bitter seeds they had planted grew into towering weeds of hatred. Mortals had been promised to demons, and Hallows of primal power had been poisoned. Barbarian mages resorted to human sacrifice to fuel their spells, ensuring that the world the others found when they finally left Atlantis was nearly beyond redemption.

The early mages did not adapt well to their exile. In some cases, they expected to be worshiped as gods or at least great leaders. But the Abyss ensured the failure of these dreams, lashing mages with harsh, mystic punishments for their hubris — anomalous events later called "Paradoxes." The mystic thread of the Supernal World could not be woven into the Fallen World without risk of rupturing the Pattern. What's more, barbarian mages vied with Atlantean exiles for Hallows and places of powerful resonance. These mages hated the Atlanteans because the barbarians blamed the Atlanteans for the Abyss. Driven underground just as all sorcerers, the barbarians' cults died or were subsumed by the Atlantean orders but not until after many magical battles for supremacy or revenge.

From their place in the shadows, then, the enlightened have affected the world. Mages have claimed for themselves many of the most remarkable innovations of history. The truth of these claims is nearly impossible to disentangle from the boasts made about them, for mages are a secretive lot. If they are quick to speak and tutor on a topic, then surely that topic is shallow and unimportant. They save the best material for initiates alone.

Many like to claim that the efforts of the Awakened have been in humankind's best interest and that the Awakened have been noble martyrs searching out occult secrets that might aid humanity and reunite the worlds. Unfortunately, overwhelming evidence runs counter to this claim. More often than not, mages have used their power to control others and play them as pawns in a vast contest for territory and might.

The Atlantean exiles refused to accept their ejection from the heavens and so sought to find a path whereby they could ascend to its reaches once again. Allowing

mages to overcome the lash of the Abyss in certain areas, the Atlantean exiles broke off pieces of their own souls and charged them with the power to touch the Realms Supernal. Soon, all mages sought to establish "Demesnes" of their own. Legends of wizards' towers, sacred groves and cavernous shrines speak of these early magical sites. It was said that the mage who could solve the most magical secrets, establish the best Demesnes and wield the mightiest magic would gain the Final Key and Ascend to the Throne of Creation. Humans would once more shake off the clay that bound them and become as gods.

Today

Magic does not sit comfortably in the modern world. A majority of the world's citizens would rather not have magic exist at all — unless, of course, it were placed firmly in their hands, in which case they would find it the most precious phenomenon known to humanity.

The secretive nature of magic cuts the Awakened off from one another, turning it into a furtive, shameful practice — far from the glory magic held in ages past. Mages have argued over their modern dilemma. The Abyss grows wider, and fewer and fewer Sleepers now Awaken. What are mages to do? Revealing the Mysteries to the uninitiated is not an option, while initiating only those who prove their mettle threatens to thin the numbers of new recruits.

Two responses to this dilemma have gained many converts in recent years. The first is the path of Ascension. In the tale of Atlantis, the Exarchs seized the heavens and now control the universe from their unseen thrones. The Oracles, those Atlanteans who originally opposed the Exarchs, also exist in the higher realms ready to aid those who strive once more for the heavens. This cause is supported by the magical orders, which have kept the stories of Atlantis alive throughout the ages of darkness. Just how mages are supposed to go about overthrowing an unseen, celestial foe is a matter for intense debate among the orders, but almost all agree that the place to start is through opposing the Exarch's puppets: the Seers of the Throne, an order of mages dedicated to serving the will of the Exarchs. The Seers of the Throne are labeled betrayers and tyrants by the Atlantean orders.

The other response, one popular among the worldlier, is to Awaken everyone. If only the Awakened can learn the Mysteries, the argument goes, then more and more Sleepers must be Awakened, even those who are not necessarily ready for it. Many within the orders resist this possibility because they are used to years of maintaining strict secrecy and inducting only a few Sleepers who showed some worth or merit. Some mages have come to disdain the Sleeping and abhor the idea of intentionally trying to Awaken the undeserving. To such mages, Awakening is a gift from on high or the result of one's own Herculean efforts. Others counter that each Awakened person must be allowed to prove himself on his own merits. It is not for the orders to choose who is to be allowed to Awaken and who is to remain in Sleep.

For now, the progressive ideal of promoting Awakenings wins the debate although conservatives within the orders wait for the right opportunity to sway opinion back to their more traditional viewpoint. Until that time, many mages work to disturb the dreams of the Sleeping and rouse them from their long night.

The Awakening

From time to time, everyone has moments of clarity in which they're able to connect the pieces of the larger pattern and, if only for a moment, *understand.* For one brief, shining moment, their minds are open to all that the universe has to offer and are ready to reach out and touch the Great Mystery...

... and then the phone rings, the baby cries, the neighbor comes knocking, someone honks her horn and waves of everyday problems roll in unbidden and wash away the nascent glimmering of understanding.

From a mage's perspective, none of this is particularly noteworthy. These are the usual and predictable pulsations of a Sleeping mind, and while they rarely have any effect on the world, they represent the potential for Awakening that lies in all people. When a mage does sit up and take notice is when a Sleeper has a moment of *understanding* that lasts for more than a few moments. A Sleeper, by himself, might have epiphanies, intimations that magic is possible. Such times are a brief escape from the Quiescence. They may last a day, a week or even a month, and these are cases for which mages look because a mystical experience can elevate the Sleeper's epiphany to an Awakening. Why some experiences stir some individuals' souls and not others is one of the great mysteries.

Awakening is a very personal experience. Just as snowflakes and fingerprints, no two Awakenings are alike. Unfortunately, Awakenings are not typically pleasant experiences. It's like realizing all at once that everything you thought you knew is wrong. A mage may feel as though he's been plucked from the shallow end of the pool and dropped into the open ocean, but before the mage can accept his new world, he must dispense with his old one, and that act often feels like a violent betrayal of his former self. This conflict helps to shape a potential mage's soul for Awakening, and an element of mental maturity is needed for the conflict to have meaning (although sometimes teenagers can emerge from such a crucible Awakened where older men and women fail). In reality, far more people *almost* Awaken than actually *do* Awaken because the fear of leaving the world they knew causes many to retreat into black-and-white fundamentalism as they seek out any available anchor to cling to in a sea of shifting realities. A rare few souls, dispensing with *everything* they once were, including their ethics, morals and sense of self, exist who embrace the chaos of Awakening with *too much* zeal.

Not surprisingly, then, Awakening is the sort of thing that people initially ignore and deny. As their moment of understanding grows imminent, they often fight it tooth and nail right up to the terrifying, fateful moment when they give up and give in to enlightenment. The more stubborn an individual, the harder he's likely to fight his own understanding, and the more suffering and trauma his growing awareness causes, but the more powerful a mage he'll be once he's fully Awakened.

Ordeals of Awakening

A soul, once stirred, is either sent in a dream or ecstatic vision onto strange astral pathways or plunged into a "mystery play," a hallucinatory experience whereby the common, mundane phenomena of the world are transformed into highly symbolic and meaningful ciphers. A person experiencing an Awakening is called a seeker. Many seekers think they're going crazy and in a sense they are. The insane sometimes perceive meaning in random events, but the mage sees how no event is truly random in a vast Tapestry woven by consciousness.

Mystery Plays

During a mystery play, the seeker experiences the real world as if it were a dream. People and places appear strange and can even take on semblances and roles alien to them, such as when a truck-stop waitress, bearing the ambrosia of the gods (in reality, a $1.00 slice of apple pie), appears to be a shining maiden dressed in gossamer robes or when the truck stop itself appears to be a filthy den of trolls, strewn with the bones of their kills.

For the seeker, this dream world is real; the ambrosial pie is truly divine and the trolls truly nasty. But only she experiences this "truth." To everyone else around, including any other Awakened mages, it's just a normal truck stop with a dumpy, middle-aged waitress and a stale, two-day old slice of pie. To their eyes, the world is mundane. To the eyes of the seeker, it is alive with enchantment and pregnant with possibility. Every action and every thing communicate the deepest truths about the universe and the seeker's relation to it. The seeker has only to play along to find the key to Awakening.

Anyone who doesn't realize that the seeker is experiencing an Awakening might think him crazy. When he begins addressing a homeless beggar as the King of the Elves, the seeker's friends think he's surely lost his mind. The seeker himself is usually unaware that he is undergoing a conversation with his soul. The Awakening's reality is indistinguishable from normal waking reality.

Astral Journeys

Those people who for various reasons refuse to see the world as full of enchantment might instead find it in their dreams. People often deny the call, but if the call is urgent enough, it cannot be avoided forever. In dream, deep meditation or the reverie of an ecstatic experience, the mage's consciousness is propelled across the Astral Threshold and into the vast infinities of his own soul. Although he does not yet know it, the path he follows leads to one of the five Watchtowers. Whether or not he reaches that tower before he is drawn back into bodily awareness is the challenge.

Inside the soul, the normal rules of reality do not apply. The environment could appear to be a featureless plain, a dense jungle, a shining cathedral or the depths of intergalactic space, and the environment may change instantly. The same is true of the figures that populate this space; people, animals, plants, spirits, and objects may appear as they are normally seen or transformed into something else. While such appearances and transformations may seem nonsensical, they are nonetheless bound to a kind of dream logic designed to offer the seeker a chance to raise his awareness.

Initiation at the Watchtower

The ultimate end of both a mystery play and an astral journey is to deliver the soul to a Watchtower for initiation. The Awakening is sometimes named "the Call." The Watchtower does the calling. The soul, hearing its name whispered from the Supernal World across the infinity of the Abyss, either responds and enters the trance of Awakening or refuses the call and remains in Sleep.

In a mystery play, the Watchtower can be nearly anything in reality: a skyscraper, a phone booth or a grove in the woods. The Watchtower's true form is evident to the seeker but to no one else. It is the archetypal Castle Perilous, the tower of testing, before which the seeker might be found wanting. If he passes the tests — by proving his perseverance throughout the Awakening — he is admitted into the tower, where he sees a multitude of names carved onto its walls. With a knowing beyond reason,

he recognizes the empty space reserved for his name and begins to write, carve or will his name onto the surface. Even the illiterate know how to do this, for the process of writing is an archetypal image, not a literal act of writing. It is the Awakened one's first spell, which is the declaration of his true self and his right to stand in the Supernal World.

By virtue of this name and its expression within the Watchtower, the Awakened soul gains sympathy with the Supernal Realm in which his name is written. This process is archetypal and can take many forms. In a mystery play, the seeker might write his name into the ledger at a bank although the clerks there might believe that he is merely signing up for a safe-deposit box and are unaware that he now claims a much greater treasure than all the assets within the bank. Once he has established his name in the heavens, the seeker returns to bodily awareness in the "real" world, no longer a Sleeper. He is now a mage.

The Soul

Beneath the trappings and props of a person, beneath the gross elements of appearance and physicality, beneath the subtler elements of beliefs, attitudes and memories, lies the kernel of an individual that is the central stitch in his Pattern. The rest of his being accrues around that. This secret, sacred core is the soul.

Among academically inclined mages, few topics have been the subject of as much mystical exploration and discussion as the soul and its impact on being. And yet, no one has been able to explain the soul in any but the vaguest terms. What is commonly known is that the soul is the vital element of a person's being. The soul is that portion of a person that is responsible for her liveliness, vitality, curiosity, sense of wonder and connection to the world. The soul is also the portion of a person responsible for the use of magic. The clearest way to see what the soul does for a person is to remove it. A person who has lost her soul still retains her identity, memories and personality, but she lacks vigor, vitality and conviction. In the absence of a soul, the soulless one slowly loses her empathy for both herself and her fellow beings.

No loss can compare to the loss of one's soul. The horror of watching yourself or someone close to you slowly degenerate into the husk of a human being is incalculable. Souls that have been severed are rarely regained; most are devoured or traded back and forth between spirits as delicacies or commodities. Mages versed in the ways of Spirit can track down a lost soul and reconnect it to a body, but there are too few such willworkers to prevent and cure all cases.

A mage who loses his soul slowly enters Sleep until his soul is restored as his connection to the Supernal withers away. His ability to perform magic fades away. If the mage somehow gets his soul back, he will need time (to allow his soul to "reseat" itself) before he can use magic again.

The Lore of the Soul

Some knowledge of the soul is relatively common although not necessarily available to every mage. The prevailing theory among the orders, inherited from Atlantean lore, is that the soul is the Supernal spark of a person's being (and thus, supposedly immortal). Since the soul is from the Supernal World, there is much that cannot be known about the soul by those in the Fallen World. The soul is a Mystery eluding the attempts of the wise to encompass it with any single theory.

The soul is subtle enough that it is relatively hard to affect by making those few entities capable of tampering with it particularly frightening and reviled, including a handful of powerful spirits whose function in the world is to tend to souls. Most such spirits perform their duties properly. There are some, however, who have grown corrupt and no longer perform their obligations as they were charged.

In the grand scheme of things, a mage is less likely to lose her soul to a random spiritual predator than she is to bargain it away. Certain evil spirits are known to promise all manner of services and power in exchange for the souls they covet. That being said, most souls are not worth much, and spirits (or "demons") are not likely to offer that much for souls. Souls are valuable to whatever degree they are hard to come by. Corrupt souls are a dime a dozen. Only a particularly noble soul or that of a powerful mage is really worth the kind of effort on the part of a demon that the old tales recount.

The Quiescence

The Sleeping Curse is an affliction of the soul. Mages believe the cause to be the Abyss, the void between the Fallen and Supernal Worlds. This vale of nothingness dampens the soul spark of beings within the Fallen World by cutting them off from their source in the Supernal Realm. In a sense, the Abyss cuts off the oxygen that the fire of the soul needs to stay alive. The Abyss never completely diminishes the spark, but quells it enough to keep most mortals from realizing the true nature of reality. Instead, they believe the Lie shown to them by the Quiescence of their souls.

The Quiescence is even more pernicious, however, in that it actively seeks to keep Sleepers from Awakening. Any hint of the Supernal World is resisted. The very sight or sensation of magic causes a Sleeper's soul to flinch and the Abyss to stir. Many enlightened believe that a Sleeping soul has a certain magical sympathy with the Abyss, which is similar to how Awakened souls have sympathy with a Supernal Realm. For the Sleeper, this is not a formal initiation but a result of his own soul's unconscious desperation to return to the Supernal. The Sleeper's soul hovers near the Abyss while savoring the far shores on the other side but does not the strength to attempt the crossing — unless the Sleeper Awakens.

There are a few mortals whose souls have stirred just enough to rise above the Quiescence but not enough to be called Awake. They have not heard the call of a Watchtower and remain ignorant about magic and the truth behind reality unless it is taught to them. These half-aware mortals are called Sleepwalkers. None can say just what causes some souls to walk in their Sleep, but mages prize such individuals. Willworkers often recruit Sleepwalkers as assistants and acolytes, people who can work within the Sleeping world without attracting the attention of entities who are drawn to the Awakened.

Paradoxes

Magic is the act of drawing down Supernal reality into the Fallen World and changing the mundane world by dint of higher laws, which hold precedence over lower laws. This is not a mechanical and efficient process. It's an Art that is made challenging by a mage's degree of Supernal understanding and mistakes occur. Therein lies the irony: the more a mage knows the Supernal, the less she heeds the Fallen World's precedents and the more likely it is that she'll impose the higher upon the lower too forcefully.

Doing so can cause a break or rent, a hitch in the Tapestry or fabric of reality. This flaw of *unreality* is called a Paradox. Mages believe that such flaws or holes in the Tapestry are filled immediately by the Abyss, but its attempts to mold itself into reality are a mockery that is expressed through twisted, catastrophic phenomena, from out-of-control spells to the manifestation of an Abyssal creature. A Paradox is the punishment a mage suffers for misuse of magic.

The chances of a Paradox occurring increase dramatically whenever Sleepers witness an obvious or even improbable act of magic. Their souls recoil, and the Abyss stirs in response. If their exposure is prolonged, their very Disbelief can unravel spells. Very few spells can withstand the long-term scrutiny of a Sleeping soul. The spell's threads fray and are soon unwoven. The things of the lower world taint the things of the higher world and poison their enchantments. For this reason, mages avoid casting spells before unenlightened eyes. It is considered a crime to work the Art before Sleepers and a high crime to speak of the Mysteries to them lest Supernal wisdom become tainted by Abyssal sympathy.

The Awakened

Once the soul Awakens, a person can never truly be part of normal life again. His friends and relatives are still trapped in Sleep and unable to understand what he's going through, no matter how hard they try. He can change reality with force of will, for he knows the truth behind the Lie and can contact the higher world that is closed and unknown to those he loves. He drops out of their lives and is soon forgotten. He enters a new world, one fraught with the kind of socio-political sniping one would expect more from politics than mysticism. It's little wonder that mages retreat into their own underground world of occult secrets.

Mages adhere to ancient forms of social interaction, such as the traditional master-apprentice relationship, the respect for those of higher rank (i.e., mystical attainment) and the obedience due one's superiors. To most mages, democracy and other forms of social egalitarianism are fads, products of a world wherein one Sleeper is little different from another or at least when judged from a magical perspective. One mage can definitively demonstrate to another his superiority in the Ars Mysteriorum, so ideals of equality are meaningless. Nonetheless, modern mages come out of a world that has struggled for centuries to establish such values, so it is little wonder that mages bring these mages into the society of the Awakened — a society normally more concerned with ancient Atlantean customs than modern values. For the first time in ages, the orders struggle with new ideals. To some, this is a breath of fresh air that hints at new possibilities in a struggle long defined as nearly impossible to win. To others, it is a distraction from a mage's true purpose and another example of how Sleepers can taint even the souls of the Awakened.

All of that aside, mages still share commonalities and customs. The most basic, foundational identity a mage can claim is the Path upon which he walks, the means by which he draws down the higher into the lower.

The Paths

Every mage is said to walk one Path that leads through a Supernal Realm to a Watchtower. This is not a literal or physical route but a metaphorical road or direction for the soul. Each realm has its own metaphysical laws that favor some principles over others.

These laws are represented by the Arcana and their degree of power within a realm described as Ruling (the principles represented by the Arcana are manifested in their most pure forms), Common (the Arcana are more powerful than in the Fallen World, but not as pure as the Rulers) and Inferior (the Arcana are still more powerful than in the Fallen World, but they exert little influence over the realm). A mage's beginning Arcana, the magical lore he knows from his Awakening and immediate studies afterward, tend to be the Ruling Arcana for his realm.



Acanthus

An Acanthus mage walks the Path of Thistle that winds through the realm of Arcadia to the Watchtower of the Lunargent Thorn (the "moonsilver thorn"). Sleepers know Arcadia dimly through the legends of faeries, nymphs and dryads of the plant kingdom. In Arcadia, everything is enchanted and wears a magical glamour of intense beauty or ugliness. Things tend toward extremes; there is very little compromise in the abode of the Fae. Change is common and encouraged. Those who walk this Path tend to be fickle and ever eager to try new things.

The Ruling Arcana for Arcadia are Fate and Time. Fairy stories from around the world reflect the timelessness of the realm as people who enter places under its influence and spend an evening often emerge many years later since that is how time is measured in the Fallen World. Likewise, a promise or oath is binding, and none can betray it without terrible consequences.

Acanthus, also called Enchanters, are often thought of as the archetypal "divine fools," for they seem to achieve their goals by not trying or by waiting for things to come to them. But this over-reliance on luck (and the Fate Arcanum) can be to their detriment as they spurn patience and plunge into situations that are best tackled with some degree of foresight and strategy. The Acanthus are the wildcards of the Awakened world, and both loved and hated by others for it.



Mastigos

A Mastigos mage walks the Path of Scourging through the nightmarish labyrinth of the realm of Pandemonium, at the center of which is the Watchtower of the Iron Gauntlet. Pandemonium is also called the Realm of Nightmares, for its echoes appear to Sleepers most often in their most terrible and dreaded dreams, where Sleepers fall from endless heights never to hit the ground or run for what seems like hours but never make any progress. Their worst fears or repressed emotions are brought forth in places touched by Pandemonium to be examined and judged by strangers who mock and condemn them. Through such a gauntlet of humiliation and submission, a soul is scourged of its sins and is thus purified to reunite, cleansed and free, with the divine.

The Ruling Arcana of Pandemonium are Mind and Space. The darkest corners of the unconscious mind are readily apparent here and worn like badges while all roads twist in upon themselves and leading a traveler to confrontations with his own failings.

While Mastigos Warlocks are often considered diabolists and demon-summoners (those who make deals with the Devil), Mastigos are more properly the masters of such infernal urges, and those who by strength of will command that within them which is most unsavory. While all humans sin, the Mastigos learn from the follies of the material world and use them to attain higher power.



MOROS

A Moros mage walks the Path of Doom, treading the barren wastes and black rivers of the realm of Stygia to attain the Watchtower of the Lead Coin. There is a price to be paid for entering places influenced by Stygia since there are many tollgates on the road, and the soul must travel through death to attain new life. This price isn't in mundane lucre but in the treasure reaped by the soul during life. If the soul's weight is light, like that of precious metals, the soul can rise above its death. But if the soul is heavy, like lead, the soul must remain in the abode of shades until the soul can relinquish its hold on life.

The Ruling Arcana of Stygia are Death and Matter, for it is the place of shells, whether it's the hollow shells of egos worn in life or the heavy shells of material greed. Whatever is heaviest falls to the influence of this realm, such as ghosts that are anchored to the world they have already left, material treasures that distract the soul from its true work and even metaphorical darkness, which weighs down the light.

Moros Necromancers are often stereotyped as dour and quiet, and there are certainly those mages who fit that description, but this image is based more on others' misunderstanding of what mages who work so close to death must be like. If a Moros is gloomy, it is because he is all too aware of the doom that others face while he rises above it all and is alchemically transformed by his sojourn in the dark land to which all eventually travel.



OBRIMOS

An Obrimos mage walks the Path of the Mighty while gliding on celestial winds through the realm of the Aether and the firmament of the stars to reach the Watchtower of the Golden Key. Only the elect can enter here since it is guarded by the Hosts with their swords of fire. Lightning strikes any who fly with false wings as Icarus was downed by his hubris. Those who would wield the Supernal flame must not flinch in the face of adversity but cleave to one of the many visions of the divine.

The Ruling Arcana of the Aether are Forces and Prime. The very realm bristles with energy—sometimes too much energy that threatens to burn those not shielded by divine purpose. The raw power of the prima material, the fire of Creation that fuels magic, is born here and meted out to the Tapestry by Providence.

Other mages often fear Obrimos Theurgists for their temperaments as much as for their judgmental attitudes. Nonetheless, all admire their strength and call upon them first when the need is dire.



Thyrsus

A Thyrsus mage walks the Path of Ecstasy while forging his own trail through the realm of the Primal Wild to discover the Watchtower of the Stone Book. Most of the hallmarks of civilization are not yet dreamt in this realm, where the world into which mortals were first born thrives in all its grandeur and horror. This place speaks to the primordial in all beings by causing them to lose themselves to ecstasies of the flesh or spirit and exalting in being alive. Some claim that all wine is blessed with the taste of the Primal Wild and that those who get madly drunk dance in its humid embrace.

The Ruling Arcana of the Primal Wild are Life and Spirit. The pounding drums of the heart and lungs, the surging blood in every vein, the tingling nerves and salty sweat are things that are an alphabet of desire written in this realm. Not just flesh, but ephemera, too, is included as the instincts of beast and spirit alike are wrought in the Primal Wild's jungles.

Thyrsus Shamans celebrate the moment and the sheer thrill of existence. Surrounded by spirits, these mages are never alone, because there is always a partner ready to take up the dance anew. While some Shamans are looked upon by other mages as uncivilized louts, Thyrsus mages are no "hippies." The Path of Ecstasy is also about pain, for life is there, too. Only the dead feel no pain. Thyrsus are often the first mages sought when the Realms Invisible intrude.

Cabals

Mages are strong-willed and dogmatic individuals by nature. They don't always play well with others. The intense focus and study required to learn magic do not foster a great deal of social interaction among the enlightened. At first glance, it seems as though it would be more attractive for a mage to try to go it alone and establish a small sanctum of her own rather than put up with the distraction and competition of interacting with other Awakened individuals. However, a mage's chances of survival increase enormously when she puts her solitary inclinations aside and works with at least one other Awakened. Simultaneously, her chances of descending unchecked into the madness that magical power can cause drop significantly as well.

Most mages join a *cabal*, which is a group of other mages, usually peers at the same level of magical development. Despite their frequent tendency toward individualism, mages on the whole are intelligent enough to realize that they're more likely to achieve their goals if they work in tandem. Any given mage has a slew of reasons to work with his fellow willworkers. Nonetheless, some mages work alone. They are called *solitaries*. If they once had a cabal that broke up or was destroyed, their reticence to join another gives them a certain amount of respect, while those who never join cabals are distrusted as antisocial freaks.

A cabal often has a mystical significance that is chosen around a theme inherent to the member mages. Such *symbolic* cabals might base their theme on their number of members, the quality of their magical practice, their locale or any other factor that members' orders recognize as a proper magical correspondence. A cabal might be formed along an elemental theme with one member taking the position of fire,

Symbolic Themes

Some examples of symbolic themes are as follows:

The Four (or Five) Elements: Each member of the cabal takes the role of an element — earth, air, fire, water and sometimes spirit. In the East, the elements might be earth, fire, wood, water and metal. These roles don't simply mean that a member must perform magic using those physical materials. The elements are also conceptual. Earth = sensation, perception; air = thought, intellect, reason; water = emotion, instinct; fire = intuition, will.

Astrology: Members identify themselves with houses of the Zodiac or planets.

Alchemy: Members identify themselves with certain alchemical substances (gold, lead) or processes.

Trees: Each member aligns himself with a particular tree, such as in the Celtic Ogham alphabet used by Irish druids.

Pantheons: Identifying with deities is empowering, but cabals should be careful to honor the gods while doing so lest the cabals invoke divine ire.

Deck of Cards/Tarot: Members "rule" court cards or represent suits or even Major Arcana figures from the Tarot.

Totems: Each member represents a powerful animal totem or even a magical creature such as a griffin or chimera.

Venomous Animals: Members name themselves after poisonous creatures (toads, scorpions), or perhaps everyone is named for a type of poisonous snake. Such cabals often specialize in martial arts or assassination.

Circus: Members assume roles from under the Big Top: ringleader, lion tamer, acrobat, clown.

Baseball: Members fill certain positions — pitcher, outfielder, catcher — and explore how America's pastime really is a metaphor for the nation.

As evidenced by this list, the possibilities for symbolic cabals are nearly endless.

another water and so on until all four (or five, depending on the paradigm) elemental roles are filled. Other cabals might use astrological signs or Arcana roles as their symbolic unifier.

Due to mages' inherent nature as well as the uncanny events that tend to follow them around, mages attract supernatural attention — most of which is unwanted. Many Awakened can see through the disguises and illusions that other supernatural creatures hide behind. Those entities find the ability *intensely* disturbing and are likely to take whatever steps they deem necessary to maintain their secrecy. In the case of a vampire or savage lycanthrope, that generally means the death of the offending mage. A willworker is in a much better position to survive this attention if he is in a cabal. A whole cabal of practitioners of the arcane arts is a threat that even powerful supernatural entities would rather avoid.

Furthermore, mages might be inclined to set aside their differences if they share a single agenda. The most obvious of these is the defeat of a common foe, but other agendas that might draw a cabal together include exploration of some portion of the Shadow Realm, guarding a shared secret or creating some great enchanted item. Given the abilities possessed by even a single mage, the tasks that bring a cabal together are often truly daunting.

Simple companionship might be enough to cause a mage to work with others. A lone mage is at great risk of falling prey to madness. By recognizing the incipient symptoms of Paradox-triggered ailments, peers can intervene before the situation becomes critical. Even if a mage has already fallen prey, a trusted member of her cabal can be all that's needed to bring her back to sanity. In the World of Darkness, any mage who is *not* part of a cabal is immediately suspect because of that fact, and seemingly sane behavior is not a defense. A solitary Awakened who does not evince signs of madness is simply assumed to be mad in a deeper, more disturbing way.

Reputation

Territorial politics among mages have a way of fracturing the Awakened community. Mages are so focused on establishing and then defending their sanctums that they often neglect to work together for any sort of overarching goal. That being said, the Awakened community isn't *that* big, and a cabal whose actions are sufficiently noteworthy can gain a reputation.

A reputation can be a double-edged sword. While it might be nice to be recognized, it can also be dangerous. A cabal with a particularly good reputation is at greater risk of succumbing to hubris. One with a reputation for dubious ethics is more likely to attract the notice of those who want the group to engage in shady activities on their behalf. Once a cabal has made a name for itself in the region in which the cabal's based, that name spreads until members are well-known (at least in certain circles). If that occurs, the group needs to be very careful about whom it deals with and what kinds of activities it performs as well as keep in mind that others may think of members primarily as tools for furthering personal agendas.

Common Cause

Although rivalries and enmities certainly occur between cabal-mates, they usually take second stage when the cabal's goals are at stake. In the dark years following the Fall of Atlantis, mage cabals often provided the sole unifying vision for otherwise disparate willworkers. Some goals were even regarded by members as high ideals to uphold and purposes worth dying for. Members put collective needs above their own. Or rather, the needs of the cabal became their needs. The group gave a mage a source of identity and roots within a region or community. Solitary mages were often wanderers, who were forced from a region by local cabals and distrusted or shunned by foreign societies. Despite the more democratic nature of mages in the modern world, cabals today are much as they were in the past: single institutions that serve as sorcerers' homes and families in one.

Protocols

Cabals are founded around a "protocol," the creed of a circle, and some have magical oaths to which members must adhere. A protocol is set as an oath (even if it's not magically sealed as such) and can be changed only by the agreement of two-thirds of

the group's membership. Most cabals that follow Atlantean customs adopt a heraldic sign as a symbol of their word and authority for use in magic and as a means of communicating certain concepts without resorting to words. For example, an asp on a crest signifies a cabal prepared to match poison barb for poison barb.

Networking

Cabals often engage in trading favors with other groups both neighboring and foreign. Respective members are enlisted to live up to these favors. If one cabal owes another aid for service rendered in war (against Seers of the Throne or Banishers, perhaps), the cabal is expected to respond when that other calls for help. One or more members are then sent out to render that aid. Some cabals provide resources, not necessarily in money but in magic and lore, such as a well-stocked library. Allowing outsiders to use one's library is a good means of gaining favors, so a unique library is an asset not only to the members of the group but to other mages as well.

Cabals tend to keep good records of who owes them favors and what kind and also track what they owe to others and how they might least repay such debts. Among mages, debts aren't just handshakes or even legal contracts; they're most often magical oaths. There are consequences for refusing to repay a debt when it's called due. This usually takes the form of a curse, but there might be other repercussions. Demons or other spirits of vengeance might appear, for example. The punishment depends on the degree of magical power woven into the oath and on the degree of worldly power the debtor can call upon in retribution.

Mystical Orders

Although some mages prefer to walk alone, most are drawn to join one of the mystical orders. The rigors of Awakened life are too great to trust to self-initiation. Once you know about the supernatural world, it knows about you. Mages need someone to watch their backs, and a cabal is not always enough. A mystical order provides a greater network for a mage, not only for defense but also for the furthering of her power. Orders are sometimes compared to political parties, trade unions and fraternities, and there's a little bit of truth in each of those. Just how orders operate depends on their local constituencies, but overall, orders are magical guilds that train and guide a mage by providing a philosophy for handling anything he might encounter.

To join an order, a willworker must seek initiation. Initiation is a sacred ceremony that commits the applicant to the goals of the society and the order to the fostering of the mage. It's a symbolic death of the newly Awakened mage as he leaves behind what he was and is reborn as a novice in the magical arts of his order. The initiation process varies a great deal, even within an order; for instance, a Mysterium mage's introduction may be a prayerful, orderly rite of acceptance, a magical baptism or a scholarly introduction into the esoteric elements of his order's practices. Once the process of initiation is complete, the initiate has access to the secrets of his new order (at least its readily accessible ones), including the steps of learning its rotes and its codified spells.

Mages are expected to promote the goals of their orders, which often means opposing the goals of other orders. The machinations of mystical societies might come as a shock to those expecting sedate, scholarly brotherhoods. And yet, the sheer conniving nature of Awakened politics is an obvious expression of the basic currency in which mages trade: power. There are five orders in Awakened society.



THE ADAMANTINE ARROW

The mages of the Adamantine Arrow are the warriors of the Awakened, ranging from ex-military snipers and close-combat specialists to medieval enthusiast master swordsmen and archers to underground boxing champs and bar brawlers. Some Arrows choose less physical pursuits by becoming tacticians and strategists, but all see the eternal conflict inherent in existence and strive to gain wisdom from overcoming it.

THE FREE COUNCIL



The only order not to rise from the society of ancient Atlantis, the Free Council advocates innovation in Awakened society. Instead of looking back to Atlantis, mages should look to the present or even the future and apply Awakened wisdom there. For some, this means incorporating technology into current magical practices, while for others it means updating mage governance to more modern and democratic structures.



THE GUARDIANS OF THE VEIL

Magic is a secret Art, and the Guardians are the ones charged with preserving that secrecy. They are perceived as a "secret police," quietly taking dangerous and unethical missions to preserve the security and wisdom of the other orders. While spymasters and assassins find a place with the Guardians, there are also just as many politicians to help smooth over concerns as well as combat specialists who use intimidation and torture to keep tongues from wagging.

THE MYSTERIUM



Obsessed with missing knowledge, the mages of the Mysterium act as both lore-seekers and lore-keepers of the Awakened. They range from meek librarians struggling to piece together ancient spells to adventuring archaeologists braving the danger of ruined temples. All of the mystagogues of the Mysterium believe that it is their mission to recover the knowledge of ancient Atlantis (as well as more modern secret information) and keep it secret and safe.



THE SILVER LADDER

Every society needs leaders, and the former priest-kings of Atlantis fill that role. Calling themselves the Silver Ladder, they helped to develop the government of Awakened society into what it is today, and even when their order is not in control of a Consilium, they are there acting as advisors and judges — a skill they sometime extend into the society of the Sleepers to help defuse complicated situations that might arise.

The Caucus

A caucus is a meeting in which the members of an order from a particular region gather to discuss issues of importance. Members are often spread across different cabals, so getting them together on a regular basis is not easy. Caucuses rarely occur more than once a month and sometimes not even with the order's full local membership.

The highest-ranking representative of the order usually calls a caucus, although sometimes it's merely the mage who is most active or involved in achieving the society's ideals. The meeting place is typically a well-guarded sanctum owned by the leading sorcerer or someone who volunteers use of his place. It could be a rented club, a small apartment, a secluded grove or even a chapter house specifically maintained for that purpose. In the last case, one or more members are wealthy enough to afford to maintain a permanent location, or members are expected to tithe to help with the costs. Such donations are the exception rather than the rule, however, since most mages have their own individual or cabal-owned sanctums to maintain and don't see the need for another investment that is used only once in a while.

Topics raised at a caucus depend entirely on local context. Some orders might have a strategy meeting about how to gain more power, such as tactics for gaining the favor of one or more Councilors or how to lobby for their own seat on the Ruling Council. For other orders, a caucus might simply be a party or even a rote-training workshop. For all of the orders, at one time or another, caucuses serve as places to trade favors among order members.

The Pentacle

The loose affiliation of the Atlantean orders and the Free Council is sometimes called the Pentacle, especially when referring to Consilii in which all five orders participate. Some mages believe there is magical power and strength in an alliance of five orders. Others scoff, claiming that the age-old alliance of the four orders with true Atlantean heritage — sometimes called the Diamond — is the only proper basis for an alliance. Still others claim that no alliance should ever be enshrined with a title lest it become magically binding on all parties and hinder the freedom of individual orders.

The Seers of the Throne

Consider this: the Awakened clutch the ragged threads of Atlantis ever more desperately or turn to infant theories to shore up wisdom and power long ago claimed by the Exarchs. Mages are losers. They dream of a time that can never come again. To the Seers of the Throne, serving the victors is better than clutching at empty dreams of Ascension. Better to be a slave to a god than a beggar among the Sleepers. And it's good, so *very* good, to be on the winning side.

The Silver Ladder plays at government and the Guardians of the Veil spin together cults to confuse the unworthy, but the Seers of the Throne claim that these are only pale imitations of true power. When interrogated, Seers claim to have first served the Exarchs while Atlantis still smoldered. The Seers of the Throne did not claw their way across the Abyss to the Watchtowers — they were *pulled* there by the Exarchs and initiated as prison guards, informants and spies. Since then, the Seers of the Throne have grown and prospered, insinuating themselves into Awakened and Sleeping power structures. There, Seers bulwark humanity's Quiescence with their own projects and block Awakened attempts to reclaim the Supernal World. Seers do not act out of charity, for they believe the Exarchs will reward the order's service.

Every member of the order believes in an elaborate conspiracy that stretches from the streets all the way to the Supernal Throne itself: a hierarchy to be climbed and offices to be won. Their loyal service is rewarded with more power as they move another notch up the pyramid. Seers believe that if they truly prove their worth then they can be promoted to Exarchy itself.

The conspiracy (and hierarchy) is endless and divided into true and false offices. Even Seers cannot readily distinguish between the two types. True offices are meaningful within the greater structure of the order, but false offices have been created by superior Seers to divert inferiors from the true path to power. Masters do not trust their lowest slaves but allow them to manage affairs with a free hand by creating false stations. In time, the office's purpose is forgotten. At the lowest ranks, the value of a rank is very much a matter of opinion, so middle conspirators form other informal associations to build and hold their power base.

Nevertheless, there are regular rumors that give the rest of the Awakened some idea of the Seers of the Throne's structure. The order has modernized to a degree by combining contemporary titles with the honorifics of ages past. Individual cabals are called "pylons." They compete among themselves but also serve a regional "tetrarchy." At the top lie the Ministries, concerned with portfolios instead of regions. Even the Seers do not know the name of every Ministry, but certain symbols and powers mark authentic representatives (or have been used as deceptions for so long they have *become* authentic). Two of them — the Panoptic and Praetorian Ministries — are responsible for espionage and war, and are infamous among outsiders.

The Seers of the Throne's mission is to enforce the Quiescence by preventing Awakenings, destroying magical knowledge and subverting or killing mages before they grow powerful enough to threaten the Exarchs. The easiest way to gain power in the order is by successfully suppressing magic, so members pursue it avidly. Seers do relent when they wish to employ mages to tip an internal struggle in their favor, and they hoard arcane lore for their own benefit. Ironically, one of their favored tactics is to provoke mages into casting vulgar magic in hopes of causing a Paradox. Similar to the Guardians of the Veil, the Seers suspect that Paradoxes widen the Abyss and make it harder and harder for souls to Awaken.

The order is not all-powerful, but its network is vast. A skilled Seer can bring great force to bear against her enemies, though doing so may cost her favors and prestige. Otherwise, Seers spend this influence upon themselves while accumulating wealth and political weight in Sleeper political structures. Even though Seers are the Exarchs' willing slaves, the Exarchs themselves do not obviously influence the order's affairs. Seers believe that when they accrue enough power, then the Exarchs will free the Seers from the strictures of the Fallen World, and there are always whispers of Seers who have learned from the Exarchs themselves.

Society

As with any group, the Awakened have their own culture with its own terminology, customs and mores. The cultural range covered by the various orders is wide. Even after several thousand years, the fundamental elements of this culture remain in place. Mages from Haiti, China and the United States might not have anything else in common, but if someone refers to a "second-degree master," all three understand the concept. Most orders' mentors include basic mage lore and culture — rank titles

and a basic understanding of the Arcana model of magic — as part of the inculcation process for new initiates.

Supernal Symbols

In the magical worldview, ideas are more real than matter. What is merely a metaphor in the Fallen World might be a literal reality in the Supernal World. Supernal symbols are images or ideas with meanings that can't be exhausted through study or reduced to a single, simple concept through logic. Examples are mystical signs such as the pentagram and the cross. Likewise, myths are metaphors that can refer to Supernal things or events. An event recounted in mythology might not have occurred literally in the Fallen World — where it is a metaphor for a psychic truth — but it might very well have taken place in the Supernal World. Mystical symbols speak to the soul, reminding it of its heritage, even if this remembering never rises to conscious awareness for most people.

An Awakened soul can consciously engage with a symbol to understand its Supernal meaning — the thing that the symbol mirrors. Using symbols in magic strengthens a mage's sympathetic connection to the Realms Supernal. They speak to the truth of the higher world. Even Sleepers pick up the importance of certain symbols, and the study of Sleeper mythologies and esoterica may yield real truths for those who can distinguish them. Mystical symbols serve as a background for learning the Mysteries.

Mages are insatiably curious about occult knowledge and ideas seemingly created by Sleepers, for through their misunderstood dreams Sleepers can touch upon higher truths. Excavating these truths from the silt of unknowing is a challenge but a rewarding one.

Below is a short list of some of these correspondences. It's by no means exhaustive, and categories sometimes overlap. For example, Haitian voodoo resonates with both the realms of Pandemonium and Stygia. Mastigos and Moros might incorporate voodoo into their methods of casting as a means of ensuring Supernal sympathy.

The Aether (Obrimos): Cabalistic and Christian Gnostic symbols, sky gods, Hermes/Thoth/Mercury, Norse Aesir, Zoroastrianism

Arcadia (Acanthus): Faeries and elves, Celtic magical symbols, druids, European witchcraft, Norse Vanir, the Eleusinian Mysteries

Pandemonium (Mastigos): Goetics, Middle Eastern myths of demons, Zoroastrian devas, Iblis and the nafs, Haitian voodoo

The Primal Wild (Thyrsus): Shamanic customs, Australian aboriginal myth, Native American myth, Candomble, indigenous myth the world over, the Greek Orphic and Dionysian Mysteries

Stygia (Moros): Egyptian and Etruscan religion, Hades, Greek eidola, Haitian voodoo, certain forms of Chinese ancestor worship

Shadow Names

Words are powerful; any mage knows that. Names in particular have power because they are a connection to the entity they denote. An enemy that can't be accurately named is an enemy that can't be easily targeted with magic. In response to this potential vulnerability, mages almost always take shadow names at the time of their initiation, hiding their real names from enemies. A mage uses her shadow name the same way an attendee of a masquerade ball uses a mask. Not only does the shadow name hide her true self, her shadow name also facilitates the mage's taking on a different persona, which is ideally one that is better suited for working magic.

In some orders, it is common for a mage's instructor to present the initiate with his shadow name upon indoctrination into the order although it grows increasingly common for mages to choose their own shadow names. All orders use shadow names to one degree or another.

The High Speech

Words of power are intimately tied to magic. Magic can be expressed through language but not just any language. Only the High Speech of Atlantis can speak of the reality of higher worlds. Just as our mundane language influences our thoughts — favoring some concepts over others due to how much attention our language provides them — so were the Exarchs and Oracles influenced by their language. Since they are said to now reside in the Supernal World while working their Art to alter its realms, their native tongue wields power over the Fallen World.

The Atlantean tongue is a language from wizardry's golden age. High Speech cannot be read or heard by Sleepers. Disbelief occludes their minds so that they see and hear only gibberish or mistake it for another foreign tongue they don't understand. Only the Awakened can fully perceive its runes and understand its syllables. Even if Sleeper archaeologists were to discover a cache of Atlantean tablets or scrolls, they could not understand what they held and would probably store them in the backroom of a museum to await a more thorough study that will never occur.

This "dead" tongue, however, is imperfectly remembered by even the Awakened. Much has been lost since the Fall, including complete fluency in the language of the Awakened's forebears. High Speech does, however, provide tangible magical benefits when spoken in conjunction with spellcasting, for each spell can be spoken as a word or phrase or written with runes. The language has specific words for entities and concepts no longer recognized by humans. Simply learning to speak or write Atlantean is a history lesson in the occult sciences. High Speech is the ancient language of oaths and bindings used to force demons and spirits into servitude or to extract unbreakable oaths from them.

Atlantean runes are also used to scribe words into talismans and amulets, for the runes give spells a lasting power. High Speech is the language used to write rotes into a grimoire since mundane languages usually lack the proper vocabulary and grammar to convey magical ideas. All orders teach initiates the rudiments of the language as the new mages learn the Arcana.

Ranks

Mages judge one another by their knowledge and mastery of the Mysteries. The degree of respect shown to a mage is largely dependent on how powerful his magical understanding is. Although rank is acknowledged in all orders, its purpose varies from order to order. Silver Ladder mages may see gaining rank as the whole point while Mysterium mages see it only as a byproduct of how long a mage has known how the world works. Older mages are typically assumed to be more powerful while younger ones are assumed to be less so (a dynamic that benefits those who Awakened late in life but irritates the prodigies of the mage world).

The Silver Ladder introduced the general conventions of rank that are used by most (if not all) orders for ease of communication, if nothing else. These conventions are based on Atlantean traditions. Most orders also have their own intra-order ranking systems in addition to the one used across orders.

Arcanum Dots	Rank
•	Initiate
• •	Apprentice
• • •	Disciple
• • • •	Adept
• • • • •	Master
• • • • • • +	Archmage

While becoming a master of an Arcanum is a formidable accomplishment, it's not the pinnacle of the mage ranking system. That comes only with mastery of multiple Arcana.

Master of...	Rank
1 Arcanum	1st-degree master
2 Arcana	2nd-degree master
3 Arcana	3rd-degree master
etc.	etc.

In truly formal titles, a mage's complete Arcana knowledge might be acknowledged. For example, Malice knows Forces 4, Life 4, Space 4 and Prime 2. Hence, he's an adept (of Forces, Life and Space) and an apprentice (of Prime). However, for simplicity's sake, he's most often referred to as an adept. If he had Forces 5 and Life 5, he would be considered a second-degree master among other masters or just a master among other mages.

The Consilium: The Politics of Power

Cabals often come into conflict with neighboring cabals. The wars of the past caused mages to establish a mediating body to prevent outright conflict whenever possible and to police the Awakened community to prevent the Mysteries from being despoiled before the eyes of Sleepers. Each region thus has a Consilium, a judges' council. Since its original adoption by mages, the institution has grown into more than a mediating force. A local Consilium often coordinates the efforts of the Awakened, especially against the Seers of the Throne and other enemies.

More often than not, the Consilium oversteps its original charter and acts more as a central council commanding all its subsidiary cabals' councils. This practice, thanks largely to the need for a unified response to the Seers of the Throne and the Banishers, is accepted not only by most cabals but also by their council members, who hope to one day be elected to the Consilium so that they can then wield power over their peers, and thus actually encourage it.

"Election" is not a formal process but simply the consent of the governed. A powerful mage usually seeks the support of other cabals in declaring him the Hierarch of the Consilium. If they agree, he can legitimately claim the title. Contenders must then challenge him to the Duel Arcane if they wish to win his place or else lobby the cabals to revoke their consent. In practice, few cabals ever defy the will of the Consilium Hierarch, for he is a powerful and ambitious mage and is likely to remember any slights. No lesser mage wants to have to fend for his own political survival should his attempt to overthrow the Consilium Hierarch fail. Council members are elected in a fashion similar to the Hierarch although those not approved by the Hierarch rarely serve. In theory, member cabals can force the issue and demand that their candidates be allowed to serve, but again, few wish to defy the Hierarch so openly. Of course, not all cabals accept the Consilium's

edicts. Some cabals are forced to concede to the sheer weight of numbers arrayed against them, but some cabals are powerful enough to resist, and many upstarts work under the Consilium's radar.

The Consilium, just as all political institutions, is about power. It's where a mage goes to request favors for tasks he can't perform on his own. It also acts as a center of dispute resolution between outside parties if the Consilium is respected by both parties and is seen as just and objective.

The Ruling Council

Most Consilii are oligarchies run by the most experienced mages. Their dictates are law, although few mages are so foolish as to impose their will upon others without careful thought. If a council is deemed to oppress the members of regional cabals, they can almost assuredly expect a revolt or assassination attempt to set things right. Hence, in practice, most Consilii seem more like representative democracies. In times of calamity or war, however, the council's word is not to be questioned upon pain of expulsion or death.

There are a number of formal roles within the Consilium.

Hierarch: The leader of the council. In some Consilii, the Hierarch is the main authority to which other Councilors demure, while in others the Hierarch is merely the one who casts the deciding vote.

Councilor: A member of the Ruling Council. There are traditionally four Councilors, for a total of five officers including the Hierarch, although some Consilii interpret this as the need for five Councilors *in addition* to the Hierarch. Different Consilii use different schemes for choosing Councilors, although the tradition is to choose one mage from each Path so that each Watchtower has a voice. Ideally, this also means one Councilor from each order, but all too often one order dominates with two or even three Councilors. Another means of election is by cabal with each Councilor representing one of the four or five major cabals in the region.

Provost: One or more mages tasked with ensuring that the council's orders are carried out. There is generally one Provost assigned to each Councilor, who is usually chosen by that Councilor, and one Provost who serves the Hierarch.

Herald: A representative of the Consilium to its cabals or to foreign Consilii. There are as many Heralds in a Consilium as necessary although this title usually goes to only those who are trustworthy and capable of putting the needs of the Consilium above their own.

Sentinel: An enforcer policing the Consilium's sanctum or Demesne or warring against the Consilium's rivals. As with Heralds, there are as many Sentinels as the Hierarch and council feel is necessary for the operation of the Consilium.

Lex Magica – The Body of Law

There are many laws by which the Awakened govern the practice of magic. For the most part, one mage does not dare to tell another how he should perform his Art, but when magic endangers others (or the political goals of a powerful mage or cabal), the practitioner might come under the eye of the law. Centuries of jurisprudence determine the customs by which a judge or ruling body, such as a cabal's leadership or the Consilium itself, can impose punishments upon a mage for the malpractice. The vast body of these guidelines is called the Lex Magica.

A mage could spend years studying the Lex Magica, poring over past trials and rulings, and still never completely understand the complex network of precedent laid down in centuries past. Cabal leaders and the Consilium are given leeway in determining the outcome of cases based on local needs. However, precedent can be brought in by an accuser or the accused to seek a different ruling. Mage advocates are generally disdained by other mages because advocates are considered to waste time on legalisms rather than learning magic, but few mages spurn the need for one should he ever be accused and brought to trial before the Consilium.

The only general law that all mages must conform to is the law of secrecy. It is a serious offense to speak of true magic to the unenlightened or to openly practice it before their eyes. While the latter brings its own punishment — the lash of a Paradox — the former also has its consequences. The Quiescence curses everything it touches by dampening the spark of the Supernal.

The Consilium expects each cabal to police its own membership and levy punishments for those who reveal magical secrets. Truly grand betrayals might bring the judgment of a Consilium, especially if other mages or cabals are directly harmed by the offense. An excessively vulgar display of spellcraft might anger a rival cabal, especially if the spellcasting was performed in their territory, and the cabal might lobby the Consilium for justice. The degree of punishment depends on the offense:

- **Casting vulgar magic witnessed by more than one Sleeper:** A mild reprimand accompanied by a form of penance, such as a night of watch duty or reorganizing the sanctum library.
- **Casting vulgar magic witnessed by one or more Sleepers who then tell other Sleepers about the incident:** A severe reprimand with more extreme penance, perhaps including making good on one of the cabal's debts.
- **Casting vulgar magic that leaves behind enduring evidence of magic, even if Sleeper Disbelief eventually destroys such evidence:** The Consilium might be convened (if someone files an official complaint) to decide the punishment, which might include a term of incarceration if the mage shows no remorse or regard for consequences.
- **Speaking about the Mysteries within earshot of Sleepers:** A mild reprimand, as above.
- **Teaching uninitiated Sleepers about the Mysteries:** A severe reprimand. This does not include intentionally diverting Sleepers from the truth, such as the Guardians of the Veils' fake cults and covens used to baffle Sleeper attempts to discover the truth.
- **Publishing secrets that Sleepers might read, including dissemination on the Internet:** A Consilium might convene to decide the punishment. (Articles encoded in a way that would make it difficult or impossible for Sleepers to understand, such as through the use of High Speech, might be considered "safe.")

Note that repeated infractions within a short time period often lead to incarceration until the cabal or Consilium feels the mage has learned her lesson.

The Magical Landscape

Although the Supernal Realms are beyond the reach of Sleepers and even mages (except during their Awakenings), that doesn't mean that the Fallen World is without its own enchantments. Certain places in the world attract supernatural creatures or cause supernatural events and some even collect Supernal energy — what mages call

Mana — like grass collects the morning dew. Even a mage's personal sanctum can serve as a nexus for mystical activities.

Sanctums

A sanctum is any place used as a headquarters, living quarters or work space by one or more mages. Sanctums can take a variety of forms and serve a range of functions depending on the needs of the resident cabal (or cabals). Sanctums typically boast magical fortifications, but that's not always the case. A sanctum can be anywhere: a monastery, a cave, an underground tunnel system, an industrial park. Any place a cabal of mages resides is, by definition, a sanctum. In practice, however, that definition is somewhat simplistic. Most sanctums have been modified with magic to make them safer and more conducive to the magic of those who live there. A small sanctum may house only a single cabal. The largest may provide a base of operation for many times that number.

Protection is only one of the advantages associated with living in a sanctum. Residents often have access to arcane libraries, laboratories, potential mentors and possibly even stores of Mana. Ideally, a sanctum is located on a Hallow in order to provide Mana for the resident mages as well as to fuel any long-term spells on the structure itself. In the modern day, the increasing rarity of Hallows makes it difficult to construct new sanctums atop them although masters of the Prime Arcanum have been known to use powerful magic to move an existing Hallow to a newly built sanctum.

Sanctums vary depending on their function. The oldest of such places are generally ancestral, sacred sites that have been under the control of one family, order or cabal for generations. Ancestral sanctums are almost always the heart of a Demesne (see p. 44), and the residents can be overprotective of their territory. Outsiders may be allowed in but are rarely welcomed.

Some sanctums serve as common safe houses or defenses. These places are essentially outposts in enemy territory. As one reflection of this fact, the outside of a defensive sanctum is as unremarkable as skill or magic can make it. Stealth spells are often used to minimize the safe house's visual or psychological impact. In small towns, the sanctum may capitalize on the superstition of the less sophisticated and appear "haunted" (although in some cases the haunting may be real). The entrance to an urban defensive sanctum may be located in a dark alley whose foreboding ambiance may have been enhanced through magic. Some sanctums find it best to stay out of sight completely, possibly even in tunnels under street level.

Shared Sanctums

There is safety in numbers, and in the World of Darkness safety is a rare blessing. In large cities, more than one cabal can reside in a single sanctum. The protocols of the cabals are usually designed to maintain order between the groups. If one or two members of a particular cabal actually own the property, that cabal as a whole is considered the authority with regards to outside mages. Building a decent sanctum can be difficult, particularly for a young or recently formed cabal with no track record. The irony, of course, is that young mages are the least capable of establishing their own sanctums but are in the greatest need of the security they provide. Hence, initiates are the prime targets of established cabal recruiters.

If a cabal establishes a sanctum on its own, the cabal has only to keep the place up, maintain the structure's defenses (magical or otherwise) and repel those who might

be inclined to take the place. Most of these tasks are handled by designated group members (or more likely retainers), but non-members can pay for the privilege of living there through the duties they perform for the group. In most instances, these duties are directly related to upkeep and defense — maintaining the wards on the sanctum's doors and windows, dealing with the thing that keeps trying to dig its way up from the sewers, repelling a cabal trying to access the Hallow. But under some circumstances, the resident cabal may ask its guests to perform some more significant deed or quest to earn room and board. Quests that could potentially fall under this rubric might include investigating the disappearance of another mage living in the sanctum or obtaining an important magical text for the library. The larger, more prestigious or luxurious the sanctum, the more difficult the request could be. High-end magical lodgings are hard to come by, after all.

Resonance

Few items or substances are regarded by a mage strictly for their material components. Everything has a subtle side, a spiritual or magical nature that defines it just as much as its physical aspect does. In the case of places, this ethereal element is called *resonance*.

Resonance is marked by certain *qualities,* most often characterized by emotions (hate, anger, joy, sorrow) or more rarely by concepts (logic, chaos, fascism, democracy). In other words, places resonate with emotions or concepts, influencing creatures that live within the place or who come into contact with it regularly. An asylum for the mentally troubled, for example, might resonate with a quality of *insanity,* ensuring that patients rarely get better. Meanwhile, an asylum across town might have resonance characterized by *love,* in which case patients tend to become empathic and happy. Spirits in the Shadow Realm are attracted to a resonance whose qualities are similar to their own natures. They tend to cluster on the other side of the Gauntlet from such places, influencing them with spirit powers. (There are no game rules for the way in which resonance changes hearts and minds of Sleepers; this is left to the Storyteller.)

Mages who seek to influence the world through Sleepers tend to pay a lot of attention to resonance, since it can go a long way to strengthening the sorts of qualities mages want to foster. Magic cannot directly affect the resonance of a place (at least not for long), so sorcerers must work to indirectly alter the resonance over time to achieve the qualities they want. A mage who seeks others to suffer as he has might torture and murder people in his basement to turn the place into a well of despair that attracts spirits of pain and suffering, who in turn work to influence the area to foster more of the nourishing pain. On the other side of the spectrum, a mage who seeks world peace might work to ensure that the resonance around the United Nations headquarters is calm and peaceful. (It's doubtful, however, that a place as prominent as the United Nations headquarters isn't watched over by a number of competing supernatural conspirators, each seeking to inject its own favored qualities into the place.)

Likewise, each cabal's sanctum is defined by where it sits and its relationship to the land. Cabals often defend a locale's magical integrity to prevent alterations from affecting spells and goals. In addition to the physical features of the land, there are also spiritual features. The Shadow Realm looms on the other side of the Gauntlet, and the actions of the Shadow Realm's denizens often affect the resonance — if not the physical features — of the material world.

Hallows

Where the pure force of magic filters down from the Supernal World (or where pre-existing Supernal energy, trapped since the Fall, is regularly recycled), the pure force saturates the local area, supercharging it with enchantment and turning otherwise natural locales into places where strange things happen. For those who know how to harness such places, they are invaluable.

Hallows frequently possess a strong enough flow of magic that even Sleepers can sense the power of the areas. Hallows often have a strong allure for both Awakened and Sleeper although the latter don't really understand why. More importantly (from a mage's perspective), Sleepers are more likely to Awaken in these sacred places. Not all spots that evoke powerful sensations are currently Hallows, although many are, and many more have been in the past and have the potential to be again if they are properly reopened.

The sensation caused by a Hallow varies depending on the resonance of its energy. A religious shrine may instill a visitor with a sense of spiritual awe. A sacred grove might fill her with a deep reverence for nature. A site where the energy has been tainted might nauseate people or cause the hairs on the back of the neck to bristle. Hallows vary a great deal, but they all share a single characteristic: they don't feel like mundane space. Fertile or fouled, holy or hellish, a Hallow cannot be mistaken for any mundane place.

The strongest Hallows tend to be situated in high places such as on mountaintops or the tips of towers. Other Hallows can occur anywhere, even in the dark between two clefts or down a deep pit. There is no predicting where they will occur, although mages know that high places often host powerful ones and so tend to search there.

Hallow Resonance

The Mana flowing from Hallows is usually pure, though that is not always the case. Some Hallows have a unique resonance the moment they begin to flow. In such cases, the resonance can be weak, wild or vital. Hallows can take on another resonance, however, if strong magic is routinely performed in or near the vicinity. A non-resonant Hallow might quickly take on a serene or focused resonance if a mystic monastery is built atop it.

Hallows that gain resonance in this way can lose it as well if long stretches of time pass without some outside force reinforcing that resonance. A hundred years is usually enough time for a Hallow to lose any resonance the Hallow may have gained. If diametrically opposed magic is regularly performed near a Hallow with the express intent of changing the resonance, recovery time can be truncated significantly.

Tainted Hallows

Hallows can be tainted through unconscious or accidental desecration or deliberately. Strong infusions of negative emotions, toxic waste or even bad geomantic configurations (what certain Eastern mages call bad *feng shui*) can result in a Hallow's primal essence taking on a charge that makes the Hallow's energy unpleasant to work with and that might even cause spells powered with that energy to manifest in a twisted fashion.

Tainted Hallows radiate poisonous magic into the surrounding countryside, curdling milk, blighting crops, sickening animals and children, attracting ghosts and corrupt spirits and ruining television reception. Misfortune of all types is more likely to befall those in the vicinity of a tainted Hallow. Spontaneous fires destroy houses, pregnant women miscarry and it's easier for malevolent spirits to enter the world.

Ley Lines

While Sleepers have achieved some degree of mastery over electricity, there remains at least one type of energy that modern man has yet to understand, let alone recognize. Earth energies, called *leys,* run in lines and channels throughout the landscape and even under the sea. The orders claim that the Atlanteans harnessed this free-flowing energy to power their ancient machines and build wonders such as the Sphinx and the pyramids.

Ley lines are often linked to Hallows because a strong Hallow is more likely to occur when two or more leys intersect (although this isn't always the case). Leys can be redirected or blocked by altering the geography in a region (this is often done inadvertently by Sleepers), which can in turn lower the strength of associated Hallows.

Mages knowledgeable in the Prime Arcanum can channel the flow of energy from ley lines (sometimes called "dragon lines") to facilitate its flow from one place to another. Leys are important for those mages who practice geomancy or who need free energy because ley lines often influence the "tides" of resonance in a region.

Demesnes

Every mage aspires to live in a Demesne. Demesnes represent the very pinnacle of what a sanctum can be: a place beyond the ordinary, free from Paradoxes, where all magic is covert. Through a mage's own soul sympathy with a Supernal Realm, a Demesne can itself become sympathetic with that realm and so allow the working of magic more freely.

Demesnes are built on the foundation of one or more *soul stones*. A soul stone is created when a mage intentionally distills a piece of his soul into matter. By doing so, the mage hinders his ultimate Supernal potential, but gains worldly power here and now. He erects a Demesne with magic (or convinces a master to cast the spell for him with his stone as the basis). Mages usually combine their stones to create large Demesnes.

A soul stone exists as a physical object placed somewhere within a Demesne (usually in the most defensible position). If another mage were to gain hold of a soul stone, he could use it to siphon Mana from the soul stone's owner, and would gain an astonishing degree of magical sympathy with the victim. No mage wants to be another mage's thrall, so soul stones are usually hidden and heavily guarded. They aren't always "stones." Some take the form of animal parts (such as a bear claw), books, paintings, jewelry or even children's toys. Each stone is unique to its owner.

On the grounds of a Demesne (an area determined by the number of soul stones in place), magic triggers no Paradoxes. Sleepers, however, can still cause a Paradox to strike if they witness the magic. Demesnes are usually heavily guarded from Sleeper intrusion. A Demesne might take the form of a sprawling mansion surrounded by a high wall to keep interlopers out, a penthouse suite reachable only with a special elevator code, a hidden warehouse, an underground tunnel system or even a gated community where all residents are mages or Sleepwalkers.

Tombs, Ruins and the Unexplored

Outside of well-traveled or civilized areas, there are many strange wonders to draw the curious willworker from his sanctum in search of power, knowledge or mystery. Although Sleepers like to think they've mapped the world and put everything in its place, they're unaware of just how much eludes them. Creatures never cataloged scuttle

through the shadows of jungles. Ruins, hoarding ancient items of power undreamt of by even modern mages, are buried under millennia of silt or sea.

During the dispersion from the Fall of Atlantis, survivors traveled in many directions, establishing colonies in different parts of the globe. Signs of their work appear in some accounts of the past and are hinted at in ancient edifices whose architecture baffles scientists today. The survivors were seen as progenitors and fire-bringers to many, carrying the light of civilization long denied to the rest of the world. In some places, though, they were reviled as invaders and conquerors as well as usurpers of native power.

In every place they went, colonists left behind signs of their presence, although signs that could not always be recognized as such by Sleepers. Temples and libraries were hidden in deep caves and labyrinths, their existence unknown to those who lived above. Only the Mage Sight could reveal their entrances, and only the cleverest could disarm all the mystical and mundane traps set to prevent intruders from gaining access. Some truly amazing places could even move if thieves ever penetrated the wards — teleporting through elaborate Space Arcanum spells — and some existed (and are said to still exist) in bubbles of frozen time.

Mages, of course, would trade nearly anything to get into these lost places. The knowledge and treasures hidden there could promise enough answers to exalt any soul to higher understanding. Those who could attain the Final Key to the Mysteries could stride into heaven in their own bodies. Who wouldn't risk the legends of horrible, soul-severing traps or mind-altering runes to find these vaults of mystical plenty?

The Realms Invisible

The physical world is not the only world. Existing within the same spaces and occupying the same geography is a state of existence that is invisible and intangible to physical senses and bodies. This state is called *Twilight* and refers to any ephemeral being or thing that exists on *the same side of the Gauntlet* as physical beings. Twilight ghosts hover over, beside and even in the same spots as Sleepers, who carelessly tread upon spectral anchors, the places to which ghosts cling. Spirits that cross the Gauntlet and latch onto fetters also exist in Twilight. While the occasional Sleeper might sense spirit presence as a chill or the hairs on the nape of his neck rising, he otherwise goes ignorant. Mages have a keener sense for these things. They know immediately when something strange is amiss and can then cast Mage Sight upon themselves to identify and scrutinize the threat.

The state of Twilight, the spiritual barrier between the realms of matter and spirit called the Gauntlet and the Shadow Realm of pure ephemera (the twisted reflection of the material realm) are all part of what mages call the *Realms Invisible*. Perceiving and interacting with these states and/or places, depending on how one wants to define them, requires magic. All Arcana provide some degree of Mage Sight, opening a mage's senses to the supernatural, but the Spirit Arcanum is the best for examining these phenomena.

Many mages don't concern themselves with the Realms Invisible, much as many urban Sleepers give little thought or care to rural or wilderness places. They simply aren't part of the city experience and so do not justify any attention or time. The problem is, unlike animals in the wilderness, the beings of the Realms Invisible often come looking for mages and not always in a friendly fashion. Some spirits sense Awakened souls and seek to be near them, like moths to a flame. Indeed, ghosts are often drawn to

the "warmth" of an Awakened soul, hoping that it will help warm their chilled aspect. They might not even know why they come or might intentionally haunt mages for their help in destroying anchors. Some spirits might even have influence over mages' souls or be able to drain energy from them.

Because the unseen world is dangerous, mages need to be wary at all times. While not all mages can be experts in the Spirit Arcanum, having at least one member in a cabal who is certainly helps.

Verges

Sometimes, the strength of the Gauntlet can become so weak and the barrier so thin that it fades completely, creating a *Verge*, a place where the material realm and the Shadow connect with no barrier. Material beings can freely enter the Shadow, and spirits can freely enter the material world (although the latter become Twilight unless they have powers that allow them to materialize into bodies). Verges are almost always temporary phenomena, opening for an evening or even an hour and then sealing again. Those beings that wander across into the neighboring realm can be trapped on the other side.

No one can truly say what causes a Verge to occur, although they seem to be connected to certain times of the year, such as All Hallows Eve or the anniversary of a powerful spiritual event that occurred in the same place years ago.

Loci

Loci are places of spiritual power, where Essence — the food and fuel of spirits — is generated. Spirits are attracted to the quality of these spots' resonance, so they are dangerous places to those unversed in the lore of the Spirit Arcanum. Worse, werewolves often claim them as territory. Woe to the mage who inadvertently stumbles upon a locus without knowledge of the means for showing proper respect to a lycanthrope. Nonetheless, mages with the Spirit Arcanum often seek out loci as prime places for summoning or calling spirits.

Hallows, Verges and Loci

A Hallow, a Verge and a Locus all are separate, distinct phenomena. Although it is possible for all to occur in the same location, it is rare. Hallows are places that collect or generate Mana. Verges are places where the Gauntlet between the material realm and the Shadow is nonexistent, and they are usually temporary, occurring only at certain times. Loci are similar to Hallows in that they generate energy, but it is Essence, spiritual energy, not Mana. Those loci that occur in areas with a weak Gauntlet are more prized by spirits and werewolves, but it is uncommon for them to become Verges.

Ascension

Mages rarely focus solely on their localities. They keep their eyes open to the big picture, to the metaphysical "geography" of the cosmos. While they exist within the Fallen World, they yearn for the Supernal World and spend their days trying to escape the chains that bind them to a darkening universe.

The Fallen World consists of two realms: the material and the Shadow. The Shadow is said to be the mirror or reflection of the material realm. The barrier known as the Gauntlet separates the two realms. "Above" the Fallen World, if such directions have any real meaning, is the Abyss, which is the broken void of meaningless existence, a mystical black hole that devours ever more of the Fallen World with the passage of time.

"Above" the Abyss is the Supernal World, the True World and the Way Things Are Supposed to Be. It is untouched by the Abyss and holds power over the lower world. Here is the true home of every soul, the light that draws and promises to renew them. The Supernal World is conceived of as endless and eternal. Five realms are known (the Path realms), but many more are conjectured. These are known only by virtue of the Watchtowers, the magical edifices or talismans built by the Oracles, to restore hope and power to mortal souls trapped in the Fallen World.

Some mages believe there is another world below the Fallen World, a place even further removed from the Supernal World. This place is called the Lower Depths. It is theorized that creatures from the Lower Depths might occasionally find their way to the Fallen World, where they probably need a lot of Mana to survive — Mana best taken from Awakened sources.

All of these worlds together comprise the Tapestry of Creation, the total universe. The goal of the Awakened soul is to Ascend to the Supernal World and there struggle to free all the souls of the Fallen World and so restore the cosmic balance that once existed before the hubris of Atlantis shattered reality.





CHAPTER TWO

CHARACTER

The magician mutters, and knows not what he mutters.

— Anonymous

THE MAGICIAN MUTTERS AND KNOWS NOT WHAT HE MUTTERS

Now that you've learned about the secret occult world of the Awakened, this chapter details the characters who live in it, the mages themselves. The character creation process for mages is presented along with the traits and mechanics needed to bring them to life. The Paths that these modern sorcerers walk and the orders they belong to are detailed, as well as the tools they use to work their mystical Art and some of the rules detailing their unique society.

Character Creation

With these rules, you will build a character, a persona within a **Mind's Eye Theatre** game. The emphasis should be on story, drama and personality instead of mechanical efficiency. Craft your character around ideas and impressions of her personality, background, bizarre habits or all-too-human flaws instead of putting together the best fireball-tossing wizard or demon-conjuring witch.

Your character's distribution of trait dots should illustrate who she is and where she's been in her life — not just after the Awakening but even before she knew she could change reality. What were her hopes and dreams when she was a Sleeper? How has she changed since Awakening? Does she use magic to fulfill her dreams, or has she given up those goals to pursue new ones? The Storyteller can offer advice and act as a sounding board for ideas and questions.

Character Creation Process

Use the character creation rules from the **Mind's Eye Theatre** rulebook (pp. 28–32), and add the following mage template to Awakened characters during Step Five.

Choose a Path (see pp. 84-98).

Choose an order (see pp. 99-117).

For beginning Arcana, allocate two dots in one Arcanum, two dots in a second Arcanum and one dot in a third Arcanum. Two of these Arcana must be from your character's Ruling Arcana, and none can be in his Inferior Arcanum (based on his Path). Finally, allocate one additional dot in any Arcanum, even the Inferior Arcanum or an Arcanum that you previously put dots in.

The character starts with six dots of rotes. A rote's rating is equal to the highest Arcanum dots needed to cast the rote. The character can choose rotes from any of his Arcana or the common spells, but no rote can be rated higher than the character's dots in that Arcanum.

Mages can have additional Merits from a special list (see pp. 68-81).

Morality is called Wisdom in **Awakening** (see pp. 66-68).

The character starts with Mana equal to his dots in Willpower.

Step One: Character Concept

The basis of the character, the concept, is the core that guides you as you make mechanical choices about your character. This concept also acts as a summary to tell

other players roughly what your character is all about. A concept typically consists of an adjective and a noun — fearless spy, bitter researcher, vengeful cop, awestruck student and so on. The concept can be more detailed if you'd like, spanning a few sentences to dozens of pages, but that's not required. All you need is to have something firmly in mind before you begin, as it not only makes the character creation process easier by allowing you to discard obviously inappropriate choices but also helps the character to feel more cohesive in the end.

Step Two: Select Attributes

Once you have this concept in mind, you can make decisions about your character's natural capabilities or her Attributes. Is she quick-witted? Is she tough? Is she easy to convince? Characters have nine Attributes that are divided into three categories: Mental (Intelligence, Wits, Resolve), Physical (Strength, Dexterity, Stamina) and Social (Presence, Manipulation, Composure).

First decide which of these three categories is primary, the category the character is best at. Then choose which is secondary, the category in which she is average. The remaining category is tertiary, or the character's weakest. Your character might be a social butterfly with Social as her primary, but she is very frail — her Physical category is tertiary. Feel free to play against stereotypes — your social butterfly might not be very charismatic (low Presence), but she doesn't lose her cool (high Composure), and although her Strength and Dexterity might be low, meaning she's not very strong or quick, she could still have a good Stamina to reflect that she's not bad at sticking it out through parties that last until the wee hours of the morning.

All characters begin with one dot in each Attribute to reflect basic human capabilities. Five dots are allocated in the character's primary category, four dots in her secondary category and three dots in her tertiary category. For instance, the social butterfly has five dots to place among Social Attributes, four dots among Mental and three dots among Physical. The fifth dot in any Attribute costs two dots to purchase, so if you wanted your social butterfly to have a Composure of 5, you need to spend all five dots. (The first dot is free, the next three cost one dot each and the fifth dot costs two dots.)

Step Three: Select Skills

Skills are divided into the same categories as Attributes: Mental, Physical and Social. Mental Skills represent knowledge and study and are improved through further study or practical application. Physical Skills represent physical training that's improved through practice and repetition. Finally, Social Skills depend on interpersonal experience and improve through interaction with others or trial and error.

Similar to Attributes, Skill categories are prioritized into primary, secondary and tertiary choices. The primary category receives 11 dots, the secondary category gets seven dots and the tertiary category gets four dots. Unlike Attributes, however, characters do not begin with one dot in each Skill — it is possible (and even common) to have no dots in a Skill, indicating no knowledge or training in that area. As with Attributes, the fifth dot in a Skill costs two dots to purchase.

Step Four: Select Skill Specialties

Although a character might have considerable skill in a field or activity, sometimes she excels in certain aspects. For instance, a locksmith would be good at picking locks

(to get customers into houses they locked themselves out of, of course) but know less about picking pockets. Represented in game terms, such a character might have three dots in Larceny with a Lockpicking Specialty.

Choose three Skill Specialties for your character. These should be very specific, though you may choose more than one Specialty for the same Skill. Using the previous example, our locksmith might have Lockpicking and Safecracking Specialties.

Step Five: Add Mage Template

When a character Awakens, her world changes forever. She sees things beyond normal human understanding — a world closed to the senses of the mortals around her. A character cannot possess multiple supernatural templates, and some Merits are unavailable to supernatural characters (such as Unseen Sense). A vampire or werewolf cannot Awaken, and cannot possess many of the magical Merits presented on pp. 68-81.

Path

A mage's Path is his innate magical connection to a higher world as a result of his Awakening. His name has been written on one of the five Watchtowers in the Supernal Realms, and through this connection, the mage can draw down the laws of that Supernal Realm by performing magic. A character's Path filters into the aura of his magic and even into his soul, subtly influencing him on a fundamental level. He feels comfortable around places, imagery, symbols and myths that evoke the Supernal Realm of his Path, and they are vital to his method of practicing his Art.

Examine the five Path descriptions presented (see pp. 84-98) and determine which Path you want your character to follow.

Orders

An order is a social organization that aids mages in honing their practice of the Art. Although the orders usually work together, each espouses different goals and practices that can cause conflict. A character can be initiated into an order during character creation, then later leave that order and join another (or go it alone as an "apostate"). However, mages who leave their orders are often reviled by their previous orders and might be distrusted by their new ones for the mages' lack of dedication and devotion.

Orders teach special Rote Specialties to their members based on certain skills that the orders find most useful to their goals and ideology. When a mage casts a rote that uses one of his order's Rote Specialty Skills, the mage gets a +1 bonus on the spellcasting test pool. The benefits of Rote Specialties pertain only during the casting of a rote that uses the Skill.

Order	Rote Specialties
The Adamantine Arrow	Athletics, Intimidation, Medicine
The Free Council	Crafts, Persuasion, Science
The Guardians of the Veil	Investigation, Stealth, Subterfuge
The Mysterium	Investigation, Occult, Survival
The Silver Ladder	Expression, Persuasion, Subterfuge

Favored Resistance Attribute

When a mage Awakens, the Awakening focuses his mind, improving his concentration and making it hard to surprise him. All mages gain a dot to either their Resolve or Composure, depending on their Path.

Path	Favored Resistance Attribute
Acanthus	Composure
Mastigos	Resolve
Moros	Composure
Obrimos	Resolve
Thyrsus	Composure

Arcana

Everything in the universe can be described with 10 different principles or elements — the Arcana. The study of the Art of using the Arcana is the study of the Mysteries or the truth behind the Lie of the world. A mage's raw power comes from his Gnosis (see pp. 61-62), but the knowledge to work magic comes from his understanding of the Arcana. Magic is the imposition of the laws of a mage's Path realm, through that realm's Watchtower and on to the Fallen World. Each realm has a pair of Ruling Arcana, the theme of that realm in its material and subtle manifestations. Each realm also has one Inferior Arcanum, a principle that is especially weak.

Path	Ruling Arcana	Inferior Arcanum
Acanthus	Time/Fate	Forces
Mastigos	Space/Mind	Matter
Moros	Matter/Death	Spirit
Obrimos	Forces/Prime	Death
Thyrsus	Life/Spirit	Mind

A mage can learn up to five dots in Ruling Arcana within his Path. To learn the fifth dot in any but his Ruling Arcana, he must seek instruction from a mage whose Path provides the Ruling Arcana. Likewise, to learn more than two dots in his Inferior Arcanum, a mage must seek instruction from another for whom that Arcanum is not Inferior. For complete information, see "The Laws of Higher Realities," pp. 204-205. If, once a character's creation is complete, his Arcana dots exceed those allowed by his Path, it's assumed that he received instruction from a mage of another Path — the Storyteller may ask for information on how this instruction was acquired.

Gnosis

Once a character Awakens, he starts to understand how reality really works, and sees past the Lie of our world. Gnosis represents his Supernal understanding and his ability to channel the energies of the higher world in the lower world. Gnosis is the raw ability to work magic, although how he works magic depends on his Arcana.

Mages start with one dot of Gnosis upon Awakening. Merit dots may be spent to increase Gnosis at a rate of three Merit dots per one additional Gnosis — so you can spend three of your seven Merit dots for Gnosis 2, or six for Gnosis 3.

Step Six: Select Merits

A starting character has seven dots' worth of Merits distributed how you see fit. These traits should fit within the character's concept — an Obrimos monk who has taken a vow of poverty isn't likely to have a lot of dots in Resources, but a Mastigos business tycoon would. A Storyteller may encourage or disallow certain Merits or even provide certain Merits for free (such as High Speech, see p. 54). The fifth dot in any Merit costs two dots to purchase. See pp. 68-81 for Merits available only to mages.

High Speech

All orders teach their initiates the basics of Atlantean High Speech. Each member of an order gains the High Speech Merit at no cost — the character does not need to have any Order Status (pp. 79-80) in order to gain this Merit for free, but she must be considered part of an order. Apostates do not gain this Merit unless one of their initial seven Merit dots or experience points is spent to learn it.

Step Seven: Determine Advantages

Rules regarding Advantages can be found in the **Mind's Eye Theatre** rulebook on pp. 99–127. This section is concerned more with the importance of certain Advantages to mage characters.

Willpower

Magic is a powerful yet fickle force, and mages need all their focus to impose their imaginations on real things or events. Willpower is a boon to mages when they need a burst of concentration to boost their spellcasting pools. Per the usual rules, spending a point of Willpower gives a mage a +3 bonus to his test pool. Willpower points (and sometimes *dots*) are also used for various effects, such as releasing spells or creating rotes — see Chapter Three for more information.

Wisdom

Once a mage becomes Awakened, he has to start balancing his connection with the real world with his nearly god-like ability to alter reality at his whim. Many mages succumb to the allure of power and use their magic for petty activities or for their own personal profit. Those who do not temper hardship with lessons learned risk falling from the path of Wisdom.

A mage's morality is not just a yardstick of his ethics or psychological stability but also his ability to withstand the allure of his own magic, to use it wisely and to avoid inflicting harm on others, especially those who have no defense against magic.

Optional Rule: Wisdom for Experience

Storytellers may allow players during character creation to trade dots of Wisdom for experience points that are usable during character creation (including the purchase of "character creation only" Merits). This trade-in reflects some hubristic behavior the mage engaged in and learned from but that also scarred her deeply. Players may sacrifice one dot of Wisdom for five experience points, reducing their characters' Wisdom to as low as five for a maximum of 10 extra experience points.

Mana

Mana is the pure magical energy stored in a mage's Pattern to assist her in her spellcasting. Characters start with a number of Mana equal to their starting Willpower. You may spend Mana in the same turn in which you spend a point of Willpower. For more on spending Mana, see p. 63.

Virtues and Vices

A mage is still human, despite all his reality-bending power. He has the same potential for decency and decadence that a mortal does. Thus, mages have the same Virtues and

Vices as any other character. These rarely change during the character's Awakening, although the Storyteller might allow you to alter them depending on what happened during the character's Awakening. Although the nature of Virtues and Vices does not change, the access to magic makes the stakes for engaging in them higher. In addition, whenever a mage engages his Virtue or Vice, his nimbus — the expression of his magical aura — might turn visible to others, even to Sleepers.

Trial by Fire

Storytellers may choose to allow players to use the optional rule for advanced characters detailed on p. 32 of the **Mind's Eye Theatre** rulebook to represent the mage's life between Awakening and the beginning of the chronicle. If so, refer to the "Experience Point" chart on p. 59.

Step Eight: Awakening to Life

The mechanics of your character are now fully detailed, so now you need to flesh out what all those dots and numbers mean. The most important part of the character isn't the character sheet but the details that bring her to life. What color are her eyes? How does she dress? What are her personality quirks? Does she turn heads or fade into the background?

Many of these questions can be tied back to the traits. Does she have a high Wits? She might be quick to respond with a quip when involved in a debate. Does she have a low Stamina? Perhaps she is thin and sickly. Is her Composure remarkable? Then she's unflappable, letting insults slide off her or taking shocking developments in stride. Beyond the traits and dots, though, there are habits and personal quirks that distinguish one Free Council Thyrsus from another. Does your character absolutely hate smoking? Does she have a tattoo she's embarrassed about? Does she dress in whatever feels comfortable?

After you've decided that, think about how the Awakening has changed any of this. Did she originally quit smoking and stay on the wagon, or has she now gone back because her mastery of Life keeps her from getting cancer? Has she had that tattoo removed, or does she think it makes her look cool to her cabal-mates? Does she continue to dress like a slob, or has she given herself a makeover to celebrate her new life? These sorts of questions can be answered in as much or as little depth as you desire, but the main thing to consider is that you will be portraying this character completely, sometimes for hours at a stretch. Don't decide on quirks or behaviors that you're uncomfortable roleplaying.

Real Names and Shadow Names

Mages almost never use the names they grew up with among other willworkers. A mage's given name (sometimes referred to as a "real" or "birth" name, but it can be any name that the mage believes to be fundamentally hers) has a strong magical sympathy to her, which can allow enemies to affect her more easily with magic as well as track down family or bank records. The name a mage signs on her Watchtower during her Awakening (which might be her given name) also has this kind of sympathetic link. This is one of the most common reasons why a newly Awakened mage is encouraged to sever her ties to her former life; even if a mage had changed her name long ago and Sleepers around her primarily recognize it as her real name, it retains that sympathetic

connection. (Note that "true names" are something else entirely, and are related to archmagery — see Tome of the Mysteries, p. 180.)

To combat this, sorcerers adopt a "shadow name" by which others address them in their magical work. A shadow name can be just about anything. Generally, a mage chooses a name (or is given one by his mentor) that is important to him, representing an idea, person, place or event that fills him with hope and strength. The name might be used by a mentor to represent an accomplishment or instructive failure of note or perhaps given by a cabal or order as part of an initiation ritual. Sometimes a mage might name herself after a great thinker, a god, a hero or even a monster. Other times a shadow name is just a word, whether from some ancient tongue such as Latin, Greek or Sumerian, or in the society's common Sleeper language that's more akin to online handles or nicknames.

Your character's shadow name is an important part of his personality; his shadow name is a way for the mage to express how he wants to be perceived by the society of the Awakened. A name such as "Chance" or "Smoke" brings a very different image to mind than a name such as "Jophiel" or "Dynameos." The mage's shadow name can say as much or as little about him as he wants it to, but it's worth spending a little extra time to pick a name that resonates with your character.

Style and Substance

Each mage's practice of magic is as unique as she is. A mage's Art is often colored by her culture or upbringing as well as by her Path and order. Some mages seek to focus on one aspect of their mystical lives, but many mix and match these influences into something distinct.

A magical style primarily consists of a set of symbols, signs and seals the mage uses as memory or imaginative aids to his magic, which is similar to how mudras are used for rotes. In the West, this usually consists of various occult symbols from a variety of sources, which can range from pentagrams to Tarot to Egyptian hieroglyphs to unpronounceable Sumerian names — whatever the mage is comfortable with. These symbols are used to spark the mage's imagination and strengthen the sympathy to his Watchtower. Certain symbols are believed to resonate with different Supernal Realms, as are some belief structures. (See "Supernal Symbols," p. 36.) Some mages choose to work within the spiritual or supernatural traditions that were known to them when they Sleepers. Hence, it is not unusual to encounter Christian or Amazonian shaman mages, but what makes these mages different from their Sleeper counterparts is their knowledge of the Supernal World and the Atlantean system of the Ars Mysteriorum.

Your mage character will have his unique magical style, even if it's an eclectic mix of all of the above. He can choose from symbols of personal importance to him, of significance to his Path's Supernal Realm or symbols that exemplify his order. The choice is yours; no mage can tell another what style he should use.

Nimbus

A mage's Path affects the aura of his magic. Every time he casts vulgar magic, his personal magical aura or *nimbus* creates subtle effects unique to his Path. This nimbus and its effects are visible only to those with some means of perceiving magic, such as mages with Mage Sight (Sleepers remain oblivious).

Whenever your character casts a vulgar spell, describe how his nimbus appears. You can use the suggestions presented with each Path's description, but you should add individual touches to your character's personal nimbus so that his magic can reflect his unique character. The Storyteller can suggest a nimbus for your character if you're having trouble.

Uncloaking the Nimbus

A mage can choose to reveal his nimbus, even to those without Mage Sight. A reflexive Composure + Occult test is needed. If it succeeds, his nimbus manifests in a subtle way for that turn. His nimbus might consist of shadows appearing for one moment where there should be none. The sun might appear to come out from behind the clouds for a moment and bathe the mage in a radiant glow. Faint, distant howls or screams might be heard for a second or two, seeming to come from the direction of the mage.

At the Storyteller's discretion, successes on the uncloaking test might add to an accompanying instant Social action, such as an Intimidation or Expression test or even an action that takes place during the following turn. If the mage uncloaks his nimbus more than once per scene, successive attempts cost one Mana each (whether or not the test succeeds), and they suffer the usual penalties for successive attempts — see **Mind's Eye Theatre**, pp. 176–177.

Sometimes, a mage cannot contain his nimbus as it blossoms forth to awe or scare onlookers. Whenever a mage gains a Willpower point from his Vice, a reflexive Composure + Occult test is made. If it succeeds, the mage's nimbus remains cloaked, but if the test fails, his nimbus is visible for a turn. This freaks out any onlookers and gives the mage a –1 penalty to any Social tests against him. When he gains Willpower from his Virtue, another test is made, although a failure (uncloaking the nimbus for a turn) might make the mage seem saintly or angelic to onlookers — the –1 penalty is due to their awe at his presence instead of fear.

Character Interview

If you're having trouble coming up with details about your character, you can submit your character to an interview. You can use the questions below or some of your own creation to ask your character, and either answer for her or answer in her own voice. This not only helps you to get into your character's mindset and personality but also helps to firm up choices you have made and clear up areas that you were previously hazy about.

- **How old are you?**

What year were you born? How old were you when you Awakened? Did your Awakening age you unnaturally, or do you look your age?

- **What was unique about your childhood?**

What were your early years as a child like? Did you have problems in school, and if so, why? Did you go to college or go straight into the work force? Are or were you married? Do you have any long-term friendships or just a handful of acquaintances?

- **What kind of person were you?**

What were you like before Awakening? Do strangers like you right away, or do they have to warm up to you? When someone upsets you, are you likely to get in his face or bottle it up?

- **What experiences of the supernatural have you had?**

When did you first realize that the world wasn't what you thought it was? Was it an awe-inspiring event or a terrifying experience? Have you seen a spirit or a ghost or witnessed someone do something that can't be explained away? Do you believe anything involving the occult to be evil, or are you more open-minded?

Mage Template Quick Reference

Path

Choose a Path, representing the Supernal Realm from which the character draws his magic. This also determines the character's Ruling and Inferior Arcana as well as favored resistance attribute.

Acanthus: Enchanters rely on luck and intuition to guide their way.

Mastigos: Warlocks exult in unfettered will.

Moros: Necromancers remain steadfast during change.

Obrimos: Theurgists pursue a divine mandate.

Thyrsus: Shamans follow the allure of passion and impulsive action.

Path	Ruling Arcana	Inferior Arcanum	Preferred Resistance Attribute
Acanthus	Fate/Time	Forces	Composure
Mastigos	Mind/Space	Matter	Resolve
Moros	Death/Matter	Spirit	Composure
Obrimos	Forces/Prime	Death	Resolve
Thyrsus	Life/Spirit	Mind	Composure

Order

Choose an order, a society of mages to which your character belongs . If you don't want your character to start as part of an order, write "apostate" on your character sheet. Orders teach their members Rote Specialties in order to cast certain rotes more efficiently — see "Rote Specialties," pp. 60-61.

The **Adamantine Arrow** defends sanctums and cabals with its combat magic. **Rote Specialties:** Athletics, Intimidation, Medicine

The **Free Council** seeks to escape the strictures of the past and modernize the craft of magic. **Rote Specialties:** Crafts, Persuasion, Science

The **Guardians of the Veil** protect the Mysteries from any who would despoil them or dare reveal them to the unenlightened. **Rote Specialties:** Investigation, Stealth, Subterfuge

The **Mysterium** searches for valuable lore hidden throughout the material and invisible worlds. **Rote Specialties:** Investigation, Occult, Survival

The **Silver Ladder** desires to establish a proper hierarchy of the Awakened — with the order's members at the top. **Rote Specialties:** Expression, Persuasion, Subterfuge

Character Creation

For the initial steps of character creation, see the **Mind's Eye Theatre** rulebook, pp. 28–30. The Mage template summarizes the changes made to a character who becomes Awakened.

Arcana

A character gains six dots in his Arcana. Two dots must be in one Arcanum, two dots in a second Arcanum and on dot in a third Arcanum. Two of these Arcana must be his Path's Ruling Arcana, and none can be in his Inferior Arcanum. Finally, the character gains one additional dot to be placed in any Arcanum (including Inferior Arcanum). He can use this dot to learn a fourth Arcanum or to improve one of his three existing Arcana.

Death: Ghosts, decay, shadows and the Underworld.

Fate: Luck, chance, oaths and curses.

Forces: Fire, gravity, storms — energy in all its material forms.

Life: Power over the organic world of plants, animals and even humans.

Matter: Stone, metal, plastic — all the inorganic material substances.

Mind: The power to read and control thoughts and emotions.

Prime: Magic itself — Mana, illusions and enchantment.

Spirit: Communication with and control of spirits.

Space: Command of distance and space — teleportation and scrying.

Time: Clairvoyance of the past, divination of the future and control over the passage of time.

Mage Template Quick Reference

Rotes

Choose six dots' worth of rotes. A rote's rating is equal to the highest Arcanum dots needed to cast the rote. The character can choose rotes from any of his Arcana, but no rote can be rated higher than the character's dots in that Arcanum at character creation. For example, if he has Forces 3, Prime 2 and Fate 1, he could choose one Forces 3 rote, one Prime 2 rote and one Fate 1 rote. Alternatively, he could choose three Forces 2 and/or Prime 2 rotes or two two-dot rotes and two one-dot rotes or six one-dot rotes from Forces, Prime or Fate in any combination.

Gnosis

A character's Gnosis, the measure of his mystical power and understanding, begins at one dot, but Merit points may be spent to increase his Gnosis. The rate is three Merit points per extra Gnosis dot. In other words, you may spend three of your seven Merit points for Gnosis 2 or six of your seven for Gnosis 3.

Mana

A character's starting Mana points equal his dots in Willpower.

Merits

Awakened characters who start as members of an order gain the High Speech Merit at no cost and may petition the Storyteller for one or two dots in Order Status for no cost as well. Mages who are members of a Consilium gain one dot in Consilium Status for no cost and may petition the Storyteller for a second.

Mage characters may also purchase the following special Merits: Artifact (• • • or higher), Destiny (• to • • • • •), Dream (• to • • • • •), Enhanced Item (• or higher), Familiar (• • • or • • • •), Hallow (• to • • • • •), High Speech (•), Imbued Item (• • or higher), Library (• to • • • • •), Occultation (• to • • •), Sanctum (• to • • • • •), Sleepwalker Retainer (• to • • • • •), Status (• to • • • • •; Consilium or Order), Thrall (• • •).

Experience Point Costs

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Ruling Arcana*	New dots x 6
Common Arcana*	New dots x 7
Inferior Arcanum*	New dots x 8
Rote	2 points per dot**
Merit	New dots x 2***
Gnosis	New dots x 8
Wisdom	New dots x 3
Willpower	8 experience points****

* The categories of Ruling, Common and Inferior are determined by the character's Path. See p. 58.

** Rotes are rated by the highest Arcanum dot used, so a Space 3 rote would cost six experience points to learn.

*** Merit costs differ slightly depending on whether they are a graduated Merit or a simple Merit. See **Mind's Eye Theatre**, p. 32.

**** Experience points can be spent on Willpower only to restore dots lost through sacrifice (such as when a mage creates a new rote).

• **What was your Awakening like?**

Was your Awakening a soul journey to a Supernal Realm, or a waking dream in which the world turned upside down and inside out? Was your Awakening enlightening or scary (or both)?

• **Who was your first mentor?**

Who was the first mage to mentor you? Was he a boon or a pain? Did he offer you assistance willingly or did you have to plead for it? Is he a political force in the region, or is he looked on with scorn? Are you loyal to him, or are you trying to distance yourself from him?

• **How was your cabal formed?**

Were you brought together by choice or by fate? Do you follow a symbolic theme, or simply work together for the time being? Are you friends or merely mystical coworkers? Do you have a rival in your cabal (for power, love or lore)? How loyal are you to your cabal-mates, and how loyal do you think they are to you?

• **Do you maintain a sanctum?**

Do you have a sanctum or have access to a sanctum? If not, where do you live, and where do you work your magic? Do you share a sanctum with your cabal or your mentor? Where is it, and what does it look like? Do you like it there, or are you looking to trade up?

• **Do you retain any connections to your Sleeper life?**

Do your keep in touch with your parents and friends? Do you visit them, call them over the phone or just send the occasional email? How do explain your new life? Do other mages around you know about your family and friends?

• **What motivates you?**

What do you want to accomplish? Do you seek revenge, mastery of an Arcanum, the seat of Hierarch or simply wisdom and spiritual awareness? Do you wish to guide and mentor other mages? Do you want to help others to Awaken? If you could have anything you wanted, what would it be, and what would you be willing to do to get it?

Traits

Mages have access to new abilities that are unknown to Sleepers. Some are mystical abilities tied to the Supernal World while others represent abilities that only the Awakened can learn.

Rote Specialties

Orders train and cultivate certain Skills for rote casting. These are based on what their founders enshrined as the orders' relation to the Mysteries, the connection between mundane expertise and mystical understanding. Whenever a mage's Rote Specialty is used in rote casting, the player gains a +1 bonus to his casting test pool. Each of the orders has three Rote Specialties. These Rote Specialties can be marked on your character sheet by checking the "Rote Skill" box next to the Skill in question.

- **Adamantine Arrow:** Athletics, Intimidation, Medicine
- **Free Council:** Crafts, Persuasion, Science
- **Guardians of the Veil:** Investigation, Stealth, Subterfuge
- **Mysterium:** Investigation, Occult, Survival
- **Silver Ladder:** Expression, Persuasion, Subterfuge

Rote Specialties are "coded" into rotes by the rote's creator. Only someone trained in that order's Rote Specialties can use that code when casting the rote, even if

another order shares one of the Rote Specialties. If a mage leaves his order, he still retains his Rote Specialties, but they apply only to rotes created by masters of that order. Rotes purchased by characters are assumed to be rotes of that character's current order.

New Advantage: Gnosis

Mages work their will on the fabric of reality. This empowered will, which separates the Awakened from Sleepers, is measured by Gnosis. It is the mechanism by which a mage can contact a higher reality. A Sleeper whose soul Awakens receives a blinding flash of insight but does not gain a Gnosis rating until his Awakening is cemented by the mage's successful attainment of a Watchtower. If he fails, his insight fades, and he goes back to Sleep.

Mages receive one dot of Gnosis as a result of their Awakening. Additional dots are gained by spending initial Merit dots (see p. 53) or experience points at character creation. Further increases in Gnosis come with work and dedication to the study of the Mysteries (i.e., the expenditure of earned experience points).

Effects of Gnosis

Gnosis is a trait rated from one to 10 dots and has the following game effects:

• Players test with Gnosis + Arcanum when casting improvised spells, acting as the mage's raw magical ability. Therefore, mages with a high Gnosis rating are more proficient improvisational spellcasters. See "Spellcasting," pp. 136-165, for complete details.

• The higher a mage's Gnosis, the more quickly he can cast elaborate spells. See "Extended Spellcasting," pp. 137-138, for more details.

• Gnosis affects how many points of Mana a player can spend in a single turn. Gnosis also limits how much Mana a mage can hold within his Pattern. The higher his Gnosis, the more Mana he can store. See the "Effects of Gnosis" chart (p. 62).

• Mages with Gnosis 6 or higher can increase their Attributes and Skills past five dots with experience points. The potential of the mage's Pattern is increased beyond the mundane, allowing him to bolster his capabilities to inhuman levels.

• Mages can maintain only a certain number of active spells simultaneously, equal to Gnosis +3. A mage cannot exceed this limit. If he has reached it and wishes to cast a new spell, he must cancel one of his active spells first.

• Mages can combine spells into a single spellcasting. The total number of spells a mage can combine is limited by his Gnosis. See "Combined Spells," pp. 167-168, for complete rules.

Drawbacks of Gnosis

• Gnosis determines a character's potential to gain mastery of his Arcana. See the "Arcana Mastery" chart (p. 62).

• The higher a mage's Gnosis, the harder it is for him to hide his resonance from others. Anyone scrutinizing the mage or his spells might gain a bonus to observation tests; see the "Effects of Gnosis" chart on p. 62.

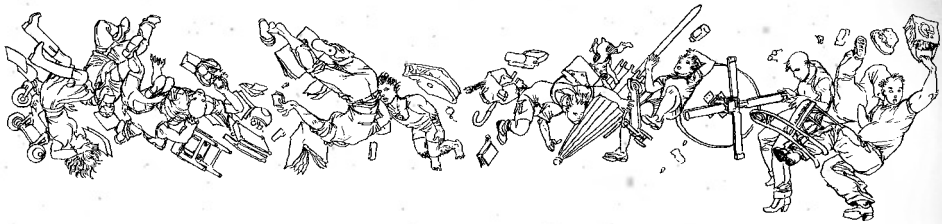
• A mage's odds of incurring Paradox with his magic increases as his Gnosis grows. His mystical will grows increasingly out of synch with the Fallen World as his Gnosis rises. See "Invoking a Paradox," pp. 157-160.

Effects of Gnosis

Gnosis	Attribute/Skill Maximum	Max Mana/ Max Mana per Turn	Max Pattern Restorations/ Scourings per chapter	Aura*	Time per draw**
1	5	10/1	1/1	—	3 hours
2	5	11/2	1/1	—	3 hours
3	5	12/3	1/1	—	1 hour
4	5	13/4	1/1	—	1 hour
5	5	14/5	2/2	—	30 minutes
6	6	15/6	2/2	+1	30 minutes
7	7	20/7	2/2	+2	10 minutes
8	8	30/8	3/3	+3	10 minutes
9	9	50/10	3/3	+4	1 minute
10	10	100/15	4/4	+5	1 minute

* Bonuses apply to anyone who magically scrutinizes the mage or his spells.

** For extended-action spellcasting. See pp. 137-138.



Arcana Mastery

This chart lists the maximum dots a character can have in an Arcanum per his Gnosis. Two of his highest three Arcana must always be from his Path's Ruling Arcana.

Gnosis	1st Arcana	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	3	3	3	3	2	2	2	1	1	1
2	4	4	3	3	3	2	2	2	1	1
3	5	4	4	3	3	3	2	2	2	1
4	5	5	4	4	3	3	3	2	2	2
5	5	5	5	4	4	3	3	3	2	2
6	6*	5	5	5	4	4	3	3	3	2
7	**	6*	5	5	5	4	4	3	3	3
8	**	**	6*	5	5	5	4	4	3	3
9	**	**	**	6*	5	5	5	4	4	3
10	**	**	**	**	6*	5	5	5	4	4

* Six dots represent archmastery of an Arcanum. See "Archmastery," pp. 195-196.

** Little is known about the potential of a mage with this degree of enlightenment.

New Advantage: Mana

Mana is Supernal energy filtered down into the Fallen World. Some Mana is residual energy trapped when the Abyss formed, but some Mana is fresh and brought into the world by a mysterious form of grace.

Mana is an Advantage trait for mages. A mage can hold up to 10 points of Mana in his Pattern, and he can hold even more with increasing dots of Gnosis — see the "Effects of Gnosis" chart, p. 62.

Mana itself is normally undetectable to those without Mage Sight. Any mage standing in a Hallow can sense its Mana with a successful Wits + Occult test. Mages perceive Mana in many different ways, but it is most often described as a fiery, fluid energy, either pure white or prismatic. Mages who study the Prime Arcanum better understand Mana and how to manipulate it. All mages wield the power of Mana, but some are better at storing and using it than others.

The Mana Advantage is rated in points rather than dots. Mana points measure the amount of Mana available to a mage. Players spend points of Mana to allow their characters to perform various feats of magic, including the following:

• **Improvised Magic:** Casting an improvised spell always requires the expenditure of a point of Mana in addition to other costs unless the main Arcanum used is one of the mage's Primary Arcana. See "Improvised Casting," pp. 146-147.

• **Sympathetic Spells:** Casting a spell on a target beyond sensory range requires the expenditure of a point of Mana. See "Sympathetic Spells," pp. 143-146.

• **Aggravated Damage:** Mages must spend a point of Mana for a spell to inflict aggravated damage. The mage must have the prerequisite Arcana dots to cast a spell with such an effect as described in the spell descriptions.

• **Power:** Certain spells that significantly alter reality might require the expenditure of Mana as described in the spell descriptions.

• **Pattern Restoration:** Mages can infuse Mana into their Patterns to heal wounds. The cost is three Mana points per one bashing or lethal wound. This is an instant action. Those mages unable to spend three Mana per turn can take as many *consecutive* turns as they need until they've spent all three points. This is the reverse of *Pattern scouring* (see p. 65). A mage can spend Mana to restore his Pattern a certain number of times within the same chapter (or during a downtime action): once at Gnosis 1–4, twice as Gnosis 5–6, three times at Gnosis 7–9 and four times at Gnosis 10.

Qualities

Mana is often stamped with a particular type of resonance — the Mana's *quality*. Where the Mana is found usually determines its quality, but some Mana is so strongly stamped that it bears its quality amidst conflicting resonances. Mages can try to change the resonance of a place and so change the quality of Mana that wells up there — see "Resonance and Mystical Senses," pp. 174-180.

A character's personal Mana takes on the quality of his nimbus. See "Nimbus," pp. 56-57.

Spending Mana

A mage can spend stored Mana depending on his Gnosis — see the "Effects of Gnosis" table on p. 62. Mages who reach their limit cannot spend any further points of Mana that turn — any actions that turn requiring Mana expenditure aren't possible.

Optional Rule: How Much Mana Do I Start With?

In smaller **Awakening** games, Storytellers may be able to track each character's expenditure and acquisition of Mana, but it's challenging (if not outright impossible) to keep track of Mana for 100 player characters between chapters. For large-scale games, Storytellers may instead assume a default amount of Mana for every character at the beginning of each chapter.

How Storytellers choose to handle this can alter the tone of their chronicle. Some don't mind their mages, bristling with power and ready to toss magic at a moment's notice, starting the session with full Mana. Other Storytellers prefer a random element by adding a single card draw (without the use of the 10 Again rule) to dots in Hallow and/or the Prime Arcanum to reflect the chaotic world of the Awakened. A good middle ground, and the default assumption of **Awakening**, is that players add their Willpower dots to any dots they may have in the Hallow Merit (or total dots in a shared Hallow Merit) to determine the number of Mana points they start the session with.

This system is an abstraction. Storytellers should be wary of players who attempt to maximize their Mana through this system (such as converting their remaining Mana at the end of a chapter into tass and using that to add to the next chapter's Mana "award").

Optional Rule: Mana Bleed

Storytellers who feel that Gnosis is too powerful of an Advantage and don't mind a little extra bookkeeping might want to consider this rule. Mages of high power and low Wisdom begin to lose cohesion on their Pattern, allowing Mana to bleed out into the Fallen World. If a mage's Gnosis exceeds his Wisdom, the difference is subtracted from the mage's Mana at the start of the chapter. So, for example, a mage with Gnosis 6 and Wisdom 4 would lose two Mana (6 - 4 = 2).

Regaining Mana

Most of the Mana in the world is bound up in existing Patterns. "Free" Mana is very rare, but there are still a few ways to acquire it.

• Mages who perform an *oblation* (a ritual function associated with Path) at a Hallow can gain Mana points — see the Hallow Merit, pp. 73-74. Doing so requires anywhere from 15 minutes to an hour of uninterrupted ceremony (or one downtime action if not conducted during a chapter) and a Gnosis + Composure test. The ceremony should express the symbolism of the Path in some way — see "Supernal Symbols," p. 36, for ideas on culturally specific myths or religions upon which a mage could base his oblation.

Each success provides one Mana. Mages cannot gain more Mana per chapter or downtime action, however, than the Hallow's rating, but a mage can choose to take less than his test would indicate. If the mage acquired less Mana than the Hallow's rating during a chapter and no other Mages claim the excess within the chapter, the excess becomes tass.

Legacies can also perform their own oblations—see the section on Legacies (pp. 405-409) for more details.

• Mages can *scour* their own Patterns for Mana. A mage chooses to reduce one of his Physical Attributes by one dot in return for three Mana points. The lost Attribute dot is restored in the next chapter. It takes a full turn to perform the Pattern scouring, during which the mage can do nothing but move his Acting Speed. This is a reverse effect to *Pattern restoration* (see p. 63). A mage can scour his Pattern a certain number of times within the same chapter (or during a downtime action): once at Gnosis 1–4, twice as Gnosis 5–6, three times at Gnosis 7–9 and four times at Gnosis 10.

A mage can choose to scour his Health instead. He suffers one lethal wound of Resistant Damage (see p. 159) and gains three Mana points. Magic cannot protect against this Resistant Damage, and it cannot be healed by any known supernatural power although Resistant Damage does heal naturally at the normal rate (see **Mind's Eye Theatre**, p. 241). Healing is assumed to begin from the end of the downtime or chapter.

Unlike the scouring of Attributes, there is no limit to the number of Health scourings a mage can perform in the same chapter (although a downtime action is still required to do this between chapters). However, scouring Health more times than a mage could scour his Pattern means the wounds become aggravated instead of lethal, so a mage at Gnosis 5 who scours his Health three times during a chapter or downtime action takes an aggravated wound on the third scouring. The mage can even incapacitate himself this way by filling in his last Health box. If he does, he can't use the Mana he gains unless he has a way to stay conscious while he dies (see "Incapacitation," **Mind's Eye Theatre**, pp. 239–240). Repeated scourings can lead to a deterioration of the mage's Pattern or Health (causing permanent Attribute loss or physical Flaws) or may lead to Wisdom loss, all at the Storyteller's discretion.

• There is an unsavory practice that can also yield up Mana to a mage: the sacrifice of a living creature. Animals of Size 2 or more provide one Mana each, although only one such killing in a chapter or downtime action will provide Mana. A human provides one Mana per available Health point (so a previously wounded victim has less Mana to yield than a healthy one), but the victim must die. The mage must inflict the killing blow to gain the Mana — he cannot find a corpse and use it as a sacrifice or have someone else kill a person for him. Only the mage who delivers the killing blow gains the Mana; other mages who participate gain nothing. The killing mage must then take an instant action, during which he can move only up to his Acting Speed as he soaks up the energy (he also loses his Defense). If he does not perform this action, the Mana is lost. He can reap only a total amount of blood-sacrifice Mana points per chapter equal to twice his Gnosis dots. This practice is sure to cause a Wisdom degeneration draw and is typically not done during a downtime (see "Downtime Kills," **Mind's Eye Theatre**, pp. 174–175).

• Mages with the Prime Arcanum have some additional options for regaining and tapping into Mana. See the description of the Prime Arcanum on pp. 333-341 for more information.

Tass

Sometimes Mana congeals into a material form known as *tass*. The form of tass is dictated by where it forms and other currents in reality. Tass nearly always forms in or around a Hallow, but sometimes tass can be found in the remains of a Hallow gone dry. Whatever the shape, all tass is basically the same: mystical energy in solid form that is convertible to Mana.

Edible and potable tass is quite coveted, as a mage can convert it to Mana simply by ingesting it. (It generally takes an hour after eating solid tass before the points are available or 10 minutes after drinking it.) The Storyteller decides how much Mana any particular mushroom, apple or draught of water yields, but a good rule of thumb is one Mana point per pound of tass food or for every 16 ounces of tass drink. Tass that can be ingested may be stored, but fruit must be dried and water-sealed, or else it rots or becomes stagnant. Further, it loses its potency at a rate of one Mana per week after the first week of storage (so fruit loses one Mana at the start of the second week).

Accessing the Mana in non-edible tass requires the Prime Arcanum. A mage with Prime 2 can draw the Mana in tass for personal use. Unlike organic tass, non-edible tass doesn't lose potency over time and can be stored indefinitely until needed.

Modified Advantage: Wisdom (Morality)

The Morality trait is characterized as Wisdom for mages. For the Awakened, morality is the quest to attain the Mysteries without perishing in their crucible of the Fallen World. The Awakened have seen just a glimpse of the Invisible Truth, and Wisdom keeps them from mistaking that glimpse as the whole truth. It's the passion to keep searching and asking and remaining humble while wielding god-like power. Mages who fail to learn this fall victim to hubris.

Hubris

When a mage does something against his Wisdom, it's considered an act of hubris, because the needs of the Tapestry are temporarily subservient to the mage's ego. Acts of hubris are sins against the Morality of Wisdom — see below for a list of acts a mage must avoid. In addition, the Awakened are still mortal and still abide by the same moral tenets of humanity as outlined in **Mind's Eye Theatre**, p. 101. As with any sin against Morality, if a mage commits an act of hubris, degeneration draws (see **Mind's Eye Theatre**, pp. 101–102) must be made to see if he loses a dot of Wisdom.

Mages can feel the pangs of conscience when they are about to commit an act of hubris. The Storyteller should always inform a player when a chosen course of action constitutes an act of hubris and allow the player to change his course if desired.

A failed degeneration draw means the player must also make a Wisdom test at the mage's *new* Wisdom rating to resist acquiring a derangement. Storyteller should see **Mind's Eye Theatre**, pp. 103–104 for information on derangements. The derangement is linked to the lost dot of Wisdom; the derangement remains until the lost dot is recovered. A mage whose Wisdom reaches 0 moves to the control of the Storyteller — see **Mind's Eye Theatre**, p. 104.

Wisdom	Acts of Hubris
10	Using magic to accomplish a task that could be achieved just as well without magic. Selfish thoughts. (Draw five times.)
9	Magically coercing another so that he acts against his own free will. Altering a person's perceptions. Magically manipulating another's wants and emotions. Minor selfish act. (Draw five times.)

Wisdom	Acts of Hubris
8	Magically coercing another so that he violates his own moral code (i.e., he is forced to make a degeneration draw). Injury to another (accidental or otherwise). (Draw four times.)
7	Laying a curse on someone (magics that intend to cause harm but that do not guarantee harm). Using magic to harm someone in self-defense. Petty theft (shoplifting). (Draw four times.)
6	Forcibly binding an unwilling sentient being or spirit to a place (such as through Mind or Spirit magic) or task (such as casting a Fate geas upon a subject). Grand theft (burglary). (Draw three times.)
5	Magically transforming a person into a lesser being (turning a man into a pig) against his will. Transforming, wiping or taking complete control of a mind. Intentional, mass property damage. (Draw three times.)
4	Using magic to harm someone with intent (accidents don't count, neither does harming ghosts or spirits). Forcefully reducing another's Mana against his will. Creating a soul stone (see "Soul Stones," pp. 181-182). Impassioned crime (manslaughter, rape). (Draw three times.)
3	Forcefully abducting and/or exiling another person (mage or Sleeper) into the Shadow Realm or causing her to become possessed by a spirit against her will. Sacrificing an animal for Mana. Planned crime without using magic (murder). (Draw two times.)
2	Intentionally preventing (or forcing) an Awakening. Using magic with the intent to murder someone. Using magic to harm someone that kills him instead. Trading a soul for profit. Having a soul attached to oneself that the mage knows is stolen. Casual/callous crime (serial murder). (Draw two times.)
1	Stealing a soul. Sacrificing a person for Mana. Utter perversion, a heinous act (mass murder). (Draw two times.)

Effects of Wisdom

• A mage with a high Wisdom radiates trustworthiness to spirits. A mage with a Wisdom of 9 or 10 gains a +1 bonus on Social tests when dealing with spirits. Likewise, a mage with a Wisdom of 1 or 2 suffers a –1 penalty on Social tests when dealing with spirits.

• A mage with a Wisdom of 9 or 10 gains a +1 bonus when contesting or countering the supernatural powers of Abyssal beings. Likewise, a mage with a Wisdom of 1 or 2 suffers a –1 penalty when contesting or countering Abyssal powers.

• Mages with high Wisdom ratings have a better chance of being accepted for apprenticeship by other mages. If a mage should suffer Wisdom degeneration during a mentor's observation, the teacher might force the student to perform a disciplinary task before he is allowed to begin his studies. If the pupil gained a derangement, the teacher can deny apprenticeship.

Regaining Lost Wisdom

When Wisdom is lost, the mage must work to regain his morality. Experience points must be spent to raise his Wisdom dots — he cannot be awarded a dot for acts of contrition as Sleepers with Morality scores. Once the mage has been opened to the Mysteries, repercussions for his actions can't be excused through ignorance. The mage makes his karma.

Merits

Mages must use their own skills and talents to survive in a world of darkness. In **Awakening**, some of these talents are defined by the character's Merits. Several of the Merits below detail a mage's connection to the cosmos, higher powers of destiny or other elements of the Supernal Realm.

New Traditions, New Innovations

Many of the Merits described can be more easily understood within the context of classical magical archetypes. The white-bearded sorcerer alone in his sanctum consulting thick, musty tomes is easy to imagine. Part of the enjoyment of playing a modern mage is finding ways to reinterpret these stereotypes. As magic evolves, Merits take on new forms even though the game rules for them stay the same. That library of moldy tomes may become computer files copied to a mystically reinforced server. Despite a wide difference between mages in philosophy or technique, the rules for their Merits remain the same (as long as the Storyteller approves what form your Merit takes).

Artifact (••• or higher)

Cost: Simple

Effect: Your mage possesses an item that came from a Supernal Realm or has somehow been directly touched by Supernal power. Artifacts cannot be created by mages — the ability to make Artifacts lies beyond the scope of any in the Fallen World. An Artifact's powers mimic those of spells, and thus Artifacts are sometimes mistaken for imbued items.

An Artifact's base Merit dot cost is two dots plus the rating of the Arcanum power the Merit mimics, plus one dot per additional power, plus one dot if one or more of the powers are persistent (see p. 69). If the Artifact has more than one power or simulates a conjunctional spell, use the highest Arcanum rating.

Artifacts have the following properties:

Legendry: Every Artifact is unique. It has a history that can be researched, even if the Artifact's origin is forgotten in modern times. A few rare Artifacts are so new as to

be unknown to most mages, but even these can appear in dreams or prophecies. The mystique that is built up around an Artifact is called its *legendry*.

A known Artifact can bring its wielder a measure of renown, which can be good or bad depending on the Artifact's legendry. This can act at times as a +1 bonus to certain Status Merits (see pp. 79-80), depending on the audience's knowledge and appreciation of the legendry So, for example, if your mage's Consilium has never heard of the Axe of Rthoghta, it doesn't add any bonus to his Consilium Status, but the Artifact might grant a bonus to his Mysterium Status as the order learns of the Axe's legendry. The bonus lies with the Artifact, not the bearer; if others acquire the Artifact, the bonus moves to them.

Awakened use only: Only mages can use the powers of the Artifact. Sleepers and other supernatural creatures lack the necessary sympathetic connection to the Supernal World to activate Artifacts.

Increased Durability: All Artifacts have a +2 Durability.

Function: Artifact powers are considered to be either persistent or contingent.

A *persistent* power is always active. The power is not cast by the user to take effect; he simply needs to touch, hold or wear the Artifact. The power cannot be turned on or off. If one or more of the Artifact's powers is persistent, add one dot to its total cost.

A *contingent* power must be activated for each use by the use of a trigger (one contingent power can be used per turn). A trigger is a pre-defined instant action performed within the proximity of the item: command words, gestures and so on. When the trigger is used, the player tests with the Artifact's spellcasting pool, which is equal to its wielder's Gnosis + the Arcanum dot rating used to determine the Artifact's Merit dots (based on the highest-rated power, as described p. 68). The effect's Duration depends on the default Duration of the spell the power mimics, which is usually transitory (one turn) or prolonged (one scene). Once the Duration expires, the mage may activate the power again.

Mana: Some Artifact powers require the use of Mana. Use the descriptions for the spell mimicked to determine any Mana cost. All Artifacts can hold up to 10 Mana points + 1 additional per spell (so an Artifact with three powers holds up to 13 Mana). A user can use the Artifact's Mana to fuel the Artifact's powers rather than his own. This pool is self-replenishing; Mana is restored at a rate of one point per Merit dot per downtime action or chapter.

The mage can spend his own Mana to restore the Artifact's Mana or use Prime to transfer points from some other source (such as the "Channel Mana" spell). The wielder can also use the Artifact's Mana points for himself as if he were drawing on his own Mana points, but he is still limited to the amount of Mana he can spend per turn depending on his Gnosis. He does not need to use Prime to get the Mana from the Artifact, but he does need to be in physical or sympathetic contact with the Artifact.

Paradox: Similar to spells, Artifact powers can invoke Paradoxes, and vulgar effects witnessed by Sleepers still invoke Disbelief (see pp. 173-174).

Characters can spend Merit points for an Artifact only at character creation. After that, characters can gain an Artifact only through roleplay actions but acquiring one does not cost the character Merit dots. If an Artifact is ever lost, stolen or destroyed, the player loses any Merit points he spent to gain it.

Destiny (• to •••••)

Cost: Graduated

Prerequisites: Awakened

Effect: Your character is fated for some great triumph, and this Merit helps her achieve it. Just as many true heroes, she finds success a little easier than others. However, also in heroic fashion, she has a fatal flaw, one weakness others can use against her.

For each chapter in a story, you have a pool of "destiny points" equal to twice the rating of your Destiny (for example, a character with two dots of Destiny has four destiny points). Storytellers might give players with the Destiny Merit scraps of paper or poker chips to represent their destiny points. Each time you use a destiny point, you get a +1 bonus to any one test. You can use your destiny points all on one test or split them up between different tests. The bonuses can apply to Mental, Physical or Social tests or to spellcasting tests. You can even use these bonuses on a Skill your character has no training in (although she still suffers the penalties for untrained Skill use). Once you use up all your destiny points, they're gone until the next chapter.

Drawback: Your character's destiny has its due: her *bane*. There is one type of person or situation that will always interfere with her destiny. This bane is summed up in one sentence, usually describing who will have a hand in her downfall. It must be a fairly common bane to be considered effective — "You will die at the hands of a religious man" might be acceptable, but "You will die at the hands of a 45-year-old, balding Irish Catholic" is far too specific to be a good bane. Ultimately, the Storyteller must decide whether a particular bane is appropriate or not. Also, banes are as much symbolic as literal, and your Storyteller may decide that a character's bane "Wolves will devour your soul" may apply not only to literal wolves but also werewolves or perhaps a family with the last name of Wolfe.

Whenever the bane comes into play, the character's test pools are penalized by one per Destiny dot he possesses (so the Mage with Destiny 2 above would have a –2 penalty to all her test pools when near her bane). This applies only to test pools for directly dealing with the bane or for resisting its attacks, spells or Social tests against the character.

Dream (• to •••••)

Cost: Graduated

Effect: Your character has a spiritual connection to primordial forces that can only be seen and comprehended in his dreams. He gains insight into secrets through visions, finding answers he couldn't normally get.

Once per chapter, your character can use his Dream ability to gain insight on a certain topic or question. Using this ability requires at least one hour spent sleeping, in a trance, or performing an activity exclusively focused on obtaining an altered state of consciousness. The Storyteller then tests with the character's Wits + Composure in secret.

Failure means the character sees only meaningless images (although the character might not realize they are meaningless) while success means the character gains a number of clues equal to his dots in the Dream Merit, although they must be interpreted. The clues are hidden behind allegory, symbols and archetypes. A mage looking for someone wouldn't see an address but might instead see landmarks nearby. The answers given have the potential to resolve the problem, but they won't give you the solution outright.

A Storyteller may decide after the Wits + Composure test to allow the player to ask a number of plot-related questions through the course of the chapter instead of getting them all at the initial narration of the dream.

Enhanced Item (• or higher)

Cost: Simple

Effects: Your mage possesses an object that has been supernaturally altered. Perhaps the Durability, Structure or Size has been increased, the equipment bonus has been enhanced or the object has some special property (such as making steel transparent or flexible). Enhanced items are made with the Matter Arcanum — any properties that would require the use of other Arcana must be achieved by imbuing the item instead; see "Imbued Item," pp. 74-75. The Merit cost depends on the enhanced item's properties.

Property	Merit Cost
Increased Durability	1 dot per +2 Durability
Increased Structure	1 dot per +2 Structure
Increased Size	1 dot per +2 Size
Increased equipment bonus	1 dot per +1 test modifier*
Special property	1 dot per Arcanum dot needed to achieve the property

* If the enhanced equipment bonus is more than double the item's normal equipment bonus, the enhanced item causes Disbelief when Sleepers witness its use.

Enhanced items have the following features:

Function: An enhanced item's special properties are persistent (i.e., of indefinite Duration). The user simply needs to use or wear the item.

No Paradox: The properties of an enhanced item do not invoke Paradoxes although the properties might invoke Disbelief in Sleepers if the properties are clearly impossible.

An item can be both enhanced and imbued. If an item is both enhanced and imbued, simply add the cost of both the Enhanced Item and Imbued Item Merits together to determine the item's total Merit cost.

Characters can spend Merit points for an enhanced item only at character creation. After that, characters can gain an enhanced item only through roleplay actions but acquiring one does not require the expenditure of experience points on this Merit. If an enhanced item is ever lost, stolen or destroyed, the player loses any Merit points he spent to gain it.

Familiar (••• or ••••)

Cost: Simple

Prerequisite: Awakened

Effect: Your character has a mystical bond with a spirit ally. The spirit is either in Twilight or embodied. Twilight familiars are invisible and immaterial: they are spirits existing in an ephemeral state of existence. Embodied familiars inhabit a physical body in the material world.

A Twilight familiar (also known as a "fetch") is a spirit originating in the Shadow Realm, and is bought for three Merit dots. A Twilight familiar must manifest (see "Manifestations," **Mind's Eye Theatre**, pp. 335–336) or use Numina to affect the physical world — except for the familiar's bonded mage, whom it can touch at will. Vice versa, the mage can see and speak with his familiar even when he is not using a

Familiar Traits

Whether Twilight or embodied, a familiar is a Rank 1 or "squire" spirit (see "The Spiritual Hierarchy," p. 418). The Storyteller designs the spirit's traits. Each familiar starts with at least one dot in each Attribute before adding extra dots, as listed below, to a limit of the mage's Gnosis or 5 (whichever is higher). See "Spirits," pp. 417-425, for more on spirit traits.

Twilight Familiar Traits
Attributes: 3/3/2 (allocate dots among Power, Finesse and Resistance)
Willpower: Equal to Power + Resistance
Essence: 10 (10 max)
Initiative: Equal to Finesse + Resistance
Defense: Equal to *highest* of Power and Finesse
Acting Speed: Equal to "species factor" (same as its earthly counterpart)
Running Speed: Equal to Power + Finesse + "species factor" (same as its earthly counterpart)
Size: 5 or less (same as its earthly counterpart)
Corpus: Equal to Resistance + Size
Influence: 1 dot (choose one)
Numina: Choose one
Ban: The fetch has one Ban, chosen by the Storyteller.

Most mages with a fetch have some knowledge of the Spirit Arcanum in order to influence the familiar. It is possible for a mage without knowledge of Spirit magic to have a fetch, but such a connection might drive the mage insane more than help him.

When a fetch manifests, use the following modifiers:

Location	Modifier
Wilderness	+3
Demesne	+3
Hallow	+2
Place associated with the spirit's Influence	+2
Ley line nexus	+1
Handmade structure (wooden bridge, shed)	+1
Parking lot	–1
Modern commercial building	–1
Modern industrial building	–2
Modern laboratory	–3

Embodied Familiar Traits
Attributes: 5/4/3
Skills: 9/6/3
Willpower: Equal to Resolve + Composure
Essence: 10 (10 max)
Initiative: Equal to Dexterity + Composure
Defense: Equal to lowest of Dexterity and Wits
Acting Speed: Equal to species factor (same as its earthly counterpart)
Running Speed: Strength + Dexterity + species factor (based on its animal type)
Size: 5 or less (based on its animal type)
Health: Equal to Stamina + Size
Influence: 1 dot (choose one)
Numina: Innocuous, and choose one more
Ban: The spirit has one Ban, chosen by the Storyteller.

Embodied familiars live in physical bodies, although they might be rather strange bodies. Embodied familiars often take the form of clever and loyal animals. All embodied familiars have the Innocuous Numen (see p. 424) — anyone but the embodied familiar's bonded mage trying to notice the familiar suffers a –2 penalty on perception tests unless the familiar intentionally draws attention to itself.

spell that allows him to see Twilight. Twilight familiars exist on the material side of the Gauntlet, but they can accompany their bonded mages into the Shadow or travel there themselves using their Numina.

An embodied familiar is bought for four Merit dots and takes the form of an earthly creature. Many of the stories of sorcerers with cunning animal companions actually refer to embodied familiars. A Twilight familiar cannot become an embodied familiar or vice versa.

The bonded mage of a familiar is its anchor to the material world; however, there is no limit to how far a familiar can travel from its mage. It does *not* lose Essence for every hour the familiar spends in the physical world or Twilight, but the familiar must follow all the other rules concerning Essence, including spending one Essence per chapter or downtime action. If the familiar is reduced to zero Essence, the familiar falls into slumber (see "Essence," pp. 421-422) but does not slip back into the Shadow Realm as long as the mage-familiar bond exists. The familiar can gain Essence by proximity to something the familiar reflects, or its mage can spend Mana points to give it Essence regardless of the distance between the two.

The master and familiar each can feel the emotions of the other through their bond. (Magical effects that damage or manipulate the familiar through an emotional attack don't damage or manipulate the mage and vice versa.) All familiars have a sensory sympathetic connection to their bonded mage, so a mage's scrying spells can use the familiar's senses in place of a scrying window with no sympathetic penalty. Further, the mage can spend his familiar's Essence points as Mana points, no matter how far away the familiar is.

Improvement: For a familiar to improve, the player must spend some of his character's experience points on the familiar. Increasing a material familiar's traits costs new dots x5 in experience while a fetch's traits cost new dots x7. Influence costs new dots x8 up to a limit of the spirit's Rank. It is very unlikely that a familiar will learn new Numina, but the familiar can learn them at eight times the number of Numina the spirit *will have* after purchase. For example, if the familiar has two Numina and the player wishes to purchase a third, it will cost 24 experience points (eight times three Numina). The Storyteller may increase a spirit's Rank if the traits are at least in the middle of the ranges provided in "The Spiritual Hierarchy" chart on p. 418.

Hallow (• to •••••; special)

Cost: Graduated

Prerequisite: Sanctum

Effect: A Hallow is a place that generates Mana regularly. With this Merit, your character has one within his sanctum. The sanctum's security (see the Sanctum Merit, pp. 77-78) determines how well the Hallow is guarded. Hallows tend to exist in high places where the stars are visible at night, although that isn't always the case; glens and hollows sheltered by trees or steep peaks may also attract Mana. The Mana a Hallow generates shares the resonance of the place the Hallow's housed in. Resonance in opposition to a spell's effects — soothing resonance for an attack spell, wrathful resonance for a healing spell — might cause a –1 or –2 penalty to the spellcasting test.

A Hallow generates a number of Mana points equal to the Hallow's dots each chapter (or downtime). A mage can perform an oblation (see p. 64) or use a Prime 3 spell to replenish his Mana from the points generated by the Hallow. If this Mana is not

harvested (i.e., if no Mage uses a downtime action to collect all the Mana from the Hallow, or the Hallow is not accessed during a chapter), the remaining Mana congeals into tass — see "Tass," pp. 65-66.

In addition, the nearby area of a Hallow (five paces per dot rating) is suffused with power. This power alleviates the need to spend one point of Mana for any mage in the vicinity of the Hallow. Effectively, mages do not spend that one point even when it's required, such as for improvisational spellcasting, but must spend any excess points still required. This suffuse power cannot be siphoned into the mage or something else using Prime magic.

Special: Characters who share a sanctum can also share a Hallow. Cabals that suffer a falling out might have one or more of their members banned from the Hallow — those who are banned lose whatever dots they contributed. Shared Hallows should be marked with an asterisk (*). See the Sanctum Merit (pp. 77-78) for details on how to allocate shared dots.

High Speech (•)



Cost: Simple

Prerequisite: Awakened

Effect: Your character knows bits and pieces of the Atlantean High Speech — not enough to speak it fluently but enough to use it in spellcasting for a burst of power (see "Words of Power," p. 147) as well as to use runes to extend a spell's Duration (see "Atlantean Runes," p. 153). If your mage starts as a member of an order, he can take this Merit for free. If he is not a member of an order, he must purchase the High Speech Merit using his initial Merit dots or with experience points.

High Speech is spoken and comprehended only by mages. The minds of Sleepers cannot process it — they might hear it as a series of nonsense words or even silence. Some particularly willful Sleepers might catch bits of the High Speech, but it would sound like a tape played too slowly with the bass turned way up. To reflect this, when mages chant in High Speech, they should place their hands palm outward and curl the middle fingers toward their palms.

Imbued Item (•• or higher)

Cost: Simple

Effect: Your mage possesses an item with one or more magical powers. The Prime Arcanum was used to imbue a spell into the object (see p. 332).

An imbued item's base Merit dot cost is equal to one dot plus the rating of the item's Arcanum power, plus one dot per additional power, plus one dot if one or more of the item's powers are persistent, plus one dot if the imbued item has its own Mana pool. If the imbued item has more than one power or uses a conjunctional spell, use the highest Arcanum rating involved.

Imbued items have the following properties:

Function: Imbued item powers are considered to be either persistent or contingent.

A *persistent* power is always active. The power is not cast by the user to take effect; he simply needs to touch, hold or wear the item. The power cannot be turned on or off. If one or more of the item's powers is persistent, add one dot to its total cost. The Potency of such an effect is equal to the dots of the Imbued Item Merit.

A *contingent* power needs to be activated for each use by the use of a trigger (one contingent power can be used per turn). A trigger is a pre-defined instant action performed within the proximity of the item: command words, gestures and so on. When the trigger is used, the player tests with the item's spellcasting pool, which is equal to its wielder's Gnosis + the Arcanum dot rating used to determine the item's Merit dots (based on the highest rated power as described on p. 74). The Potency generated by such a test cannot exceed the Merit dots of the imbued item. The effect's Duration depends on the default Duration of the spell the power mimics, which is usually transitory (one turn) or prolonged (one hour or scene). Once the Duration expires, the mage may activate the power again.

Mana: If a power requires Mana, the item either must have its own Mana pool or the mage must supply the Mana himself. Giving the imbued item its own Mana pool costs an additional Merit dot. The imbued item then holds up to 10 Mana points + 1 per spell, and the user can draw Mana from the imbued item to fuel its powers rather than using his own. This pool is not self-replenishing — once the points are used up, the mage must either spend his Mana or use Prime magic to replenish the supply. Unlike an Artifact, an imbued item's points can be used only to activate its powers unless the mage uses the Prime Arcanum to place the item's Mana somewhere else.

Sleepers: Sleepers can use imbued items — he only has to perform the proper trigger. The spellcasting test pool is equal to the highest Arcanum dot rating used to determine the Imbued Item's Merit dots (as described on p. 74). Sleepers must rely on an item's Mana pool to fuel its powers.

Paradox: Vulgar powers in an imbued item can invoke Paradoxes, even when used by Sleepers. Paradox tests for vulgar effects are based on the Gnosis of the wielder at the time the Merit was purchased and not the current Gnosis of the wielder — Sleepers are considered to be Gnosis 1 for this purpose but cannot mitigate the Paradox or choose to take backlash (see "Invoking a Paradox," pp. 157-160). Items that produce vulgar effects in front of Sleeper witnesses (including a Sleeper user) will also invoke Disbelief (see pp. 173-174). The user of the item is considered the caster for purposes of Paradox.

An item can be both enhanced and imbued — see "Enhanced Item", p. 71. If an item is both enhanced and imbued, simply add the cost of both the Enhanced Item and Imbued Item Merits together to determine the item's total Merit cost.

Characters can spend Merit points for an imbued item only at character creation. After that, characters can gain an imbued item only through roleplay actions but acquiring one does not require the expenditure of experience points for dots in this Merit. If an imbued item is ever lost, stolen or destroyed, the player loses any Merit points he spent to gain it.

Library (• to •••••; special)

Cost: Simple

Prerequisite: Sanctum

Effect: Within his sanctum, your character maintains a collection of useful information. In both mundane research and occult lore, this collection has one or more

fields of specialization. Each dot in the Library Merit represents one field of study or area of knowledge in which the mage has a wealth of tomes, computer files or scrolls. Topics can include arcane lore that most people don't know about or that has been forgotten since antiquity.

Many occult tomes reference insights that only mages understand, such as allegories to magical philosophy that make little sense to Sleepers or inscrutable notes that only those with certain Arcana can decipher. Further, musty ancient tomes don't have indices or cross-referenced page numbers — it can take hours to find a certain reference buried in an obscure book.

Gaining information from a library is a research task, as detailed in **Mind's Eye Theatre**, p. 61 (although the research times are usually halved when using this Merit). However, success doesn't guarantee finding the exact information the character is looking for. Libraries aren't all-knowing, and they don't always provide one definitive answer to a question, since multiple authors may have different points of view on the same subject. The Storyteller may rule that a particular library simply doesn't reveal something.

A library is located in a sanctum and is protected by that sanctum's security. See the Sanctum Merit, pp. 77-78.

Special: Characters who share a sanctum can also share Library dots. These characters receive the full benefits of the library. These mages may suffer a falling out, in which case one or more might be asked to forfeit their library privileges. Those who are banned lose whatever dots they contributed unless the library is split, allowing outcasts to take their knowledge with them. Shared libraries should be marked with an asterisk (*) — see the description of the Sanctum Merit for details on how to allocate dots.

Occultation (• to •••)

Cost: Simple

Prerequisite: Awakened; no Fame Merit dots

Effect: A mage's spells are entwined with the stamp of his aura, but the resonance of mages with this Merit is so subtle that only detailed scrutiny can discern it. This Merit, which makes a mage difficult to find even in Sleeper society, extends into the mundane world.

When a sorcerer tries to read the aura of one of your character's spells, subtract your character's dots in the Occultation Merit from his test pool. This same penalty applies to any test to analyze the aura of your character's magic — see "Resonance," pp. 174-180. In addition, Occultation protects the mage from spells cast at him from sympathetic range — his Occultation dots are subtracted from the caster's test pool. See "Sympathetic Spells," pp. 143-146. The Storyteller may rule that Occultation can also affect other supernatural abilities to find the creator of a magical effect, such as a vampire's Spirit's Touch. When appropriate, subtract to the mage's Occultation dots from the activation test for that supernatural ability.

Occulted mages tend to live on the fringes, and Sleepers have trouble keeping track of these mages' identities and activities. Records tend to get lost, and the authorities find it difficult to investigate the mages' activities. This also makes it harder for *mages* to research information about the occulted mage through mundane sources. Whenever someone attempts to gather information about your character, your Occultation dots are subtracted from the researcher's test pool.

Drawback: If your character becomes well-known to the public, especially by way of the Fame Merit, he loses access to his Occultation dots until the public at large forgets him

(which could take many years, depending on how famous the mage becomes). Likewise, if he has any sort of public persona among Sleepers, such as any sort of mortal Status or even by having a lot of Sleeper friends, he cannot maintain his Occultation. To focus on staying away from the attention of Sleeper society, the mage must constantly cultivate this Merit. This may require occasional or constant downtime actions as the Storyteller requires. Occultation does not affect and is not affected by Consilium Status or Order Status (or, if the optional rules are used, Repute — see the sidebar on p. 125).

Sanctum (• to •••••; special)

Cost: Graduated

Effect: A sanctum, similar to the legendary wizard's tower or witch's hut (although these days it's more likely to be a high-rise office building or a secluded apartment), is a place where the mage can practice his Art away from the eyes of Sleepers and spies. The value of a sanctum is represented by its Size and Security. Players must choose either Sanctum Security or Sanctum Size for each Merit dot spent.

Sanctum Size is important to characters who need a place to safely store their possessions. A sanctum with no dots in Size is just big enough for the owner and maybe a companion, with almost no room for storage. By spending points to increase a sanctum's Size, the mage has more room for visitors and personal effects. However, sanctums of considerable size are not necessarily easy to maintain and may require some dots in the Resources Merit to help with upkeep.

•	A small apartment or underground chamber; one to two rooms
••	A large apartment or small family home; three to four rooms
•••	A warehouse, church or large home; five to eight rooms or large enclosure
••••	An abandoned mansion or network of subway tunnels; equivalent to nine to 15 rooms or chambers
•••••	A sprawling estate or vast network of tunnels; countless rooms or chambers

Of course, Sanctum Size does not prevent intrusion by Sleepers. Ensuring your mages' privacy and safety requires the player to spend dots on Sanctum Security. Sanctums with no dots in Sanctum Security can be found relatively easily, and they offer little protection once they've been uncovered. Each dot of Security subtracts one from tests made to intrude into the sanctum. This penalty may be because the entrance is difficult to locate or penetrate. Also, each dot of Security offers a +1 bonus on Initiative to those inside against anyone attempting to gain entrance (perhaps because of video surveillance or a clear view of the area).

Characters who have no points spent on Sanctum might have their own humble chambers, or perhaps they share space with their masters or orders. Such characters do not gain the mechanical benefits of those who have assigned Merit dots to Sanctum.

Each aspect of the Sanctum Merit (Size and Security) has a limit of five dots, to a maximum of 10 points dots on this Merit total. Each area of the Merit has its own cost, so if a mage has Sanctum Size 3 and wants to buy Sanctum Security 1, he pays the experience cost for the first dot of the Merit, not the fourth.

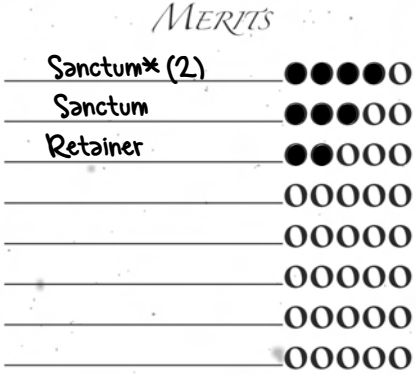
Special: It's possible for the Sanctum Merit to be shared among characters who are willing to pool what they have together for common use. To share this Merit, two or

more characters have to be willing to pool their dots for greater capability. A shared rating in the Sanctum Merit cannot raise either Security or Size higher than five dots. So, for example, characters cannot pool more than five dots to be devoted to, say, Sanctum Size — if they wish to devote extra dots to the Merit, they must allocate those dots to Security.

Shared Sanctum dots can be lost. If any group member takes an action that diminishes the sanctum, its dots decrease for all group members. The Storyteller dictates when character actions or story events compromise shared Sanctum dots. Characters can also leave a shared sanctum. If a character does leave, the dots he contributed are removed from the pool, and he gets back one less dot than he originally contributed. So, if a character leaves the cabal with which he shared a sanctum, his two Sanctum dots are lost by the group, but he gets only one dot back for his personal purposes. The lost dot represents the logistical cost or bad blood that comes from the departure. If all members agree to part ways, they all lose one dot from what they originally contributed. The Storyteller decides what this reduction means in the story.

A character does not have to devote all of his Sanctum dots to the shared Sanctum Merit — a mage might maintain a separate sanctum outside the communal one. Any leftover dots that a character has signify what he has as an individual, apart from his partners.

To record a shared Sanctum Merit on your character sheet, put an asterisk next to the name of the Sanctum Merit and fill in the total dots that your character has access to in the shared sanctum while writing the dots of his original contribution in parentheses next to the Merit's name. The result looks like this:



In the example above, the character shares a sanctum and has a personal sanctum as well. He contributes two dots to the shared sanctum, and the group has a total of four dots that each member has access to. The character also has his three-dot private sanctum, which his two-dot Retainer maintains.

Sleepwalker Retainer (• to •••••)

Cost: Graduated

Effect: Your character has recruited as an assistant a Sleepwalker initiated into the secrets of the mage's order. The Sleepwalker is aware of the existence of magic, and your character can openly practice magic in the Sleepwalker's presence without fear of betraying the Mysteries.

This Merit works the same as the Retainer Merit (**Mind's Eye Theatre**, pp. 145–146), except that the Retainer is a Sleepwalker (see p. 434).

Status (• to •••••)

Cost: None

Effect: While Status and other Merits detailed in **Mind's Eye Theatre** cover recognition in mortal society, certain forms of the Status Merit concern themselves with the social orders of the Awakened and represent recognition among other mages. Awakened Status is divided into two areas — Consilium and Order. Players must choose either Consilium Status or Order Status for each Merit dot spent. (Enterprising Storytellers and clever players may come up with additional types of Status. Thus, Status is designed to be a flexible Merit under which new types can be created.) Unless the Storyteller specifically declares otherwise, no starting character may begin with more than two dots of Status in either category.

Dealing with Status can be a huge responsibility for characters, but clever characters can turn it to their advantage. It is not uncommon for someone to have both Consilium Status and Order Status, but Status can be a mixed blessing. Those who enjoy high renown may be able to use it to their advantage, but they are also visible targets for their enemies. High Status dots make it hard to pass unnoticed, but they can open doors that would otherwise remain blocked. Status works as a "social tool" in that Status adds to test pools similar to an equipment modifier for Social interactions between members of the Consilium or order, depending on the respective Status dots (choosing the higher of the two in case both sets of Status are applicable). However, the same bonus is applied to members of the appropriate subgroup trying to recognize the character as well (again, choosing the higher of the two sets if both are appropriate). Status cannot add to tests involving magic or any supernatural abilities; Status only can be used for mundane social actions.

Neither Consilium Status nor Order Status is purchased with experience points. Once a character enters play, all gains (and losses) of Consilium and Order Status dots are handled by the mechanics of the Status system itself (detailed on pp. 118-133).

Consilium Status

Consilium Status represents a responsibility and acknowledgement in the affairs of the Consilium of the region. Certain individuals rise to the top of the social strata because of their efforts within their cabal, Consilium or the region as a whole. Hierarchs, Heralds, Sentinels and other "officers" fall into this distinction, but the Merit can also apply to mages who are popular but who eschew politics — holding a title does not mean that respect is automatically given, but the social support of the mage's peers is a good way to gain a political office. Acquisition of Consilium Status is usually based on accomplishment but can also be a result of careful politicking and gossip. Either way, a character must earn his way into the social hierarchy of his local mages. In general, mages of other cabals recognize a mage's Consilium Status and give him respect (although they don't necessarily listen to his orders).

Note that the Status levels mentioned on p. 80 are not the minimum required to hold the named positions and that these dots are not automatically granted to anyone who assumes the listed title. Rather, they are merely an indication of the ideal level of Consilium Status a mage should possess to comfortably acquire the position and hold it with only the usual level of gossip about his worthiness to carry out his du-

ties. A relatively young or untested Hierarch might only have Consilium Status 3, for example, showing that he hasn't completely solidified his reputation yet or perhaps is a puppet to the Councilors.

Consilium Status (and the Social test benefits — see p. 118) may be ignored by enemies of the Consilium as well as apostates who hold no Consilium Status themselves. Apostates who hold Consilium Status are considered to have one less point than they really do, so an apostate with three dots of Consilium Status is treated as if she had only two dots.

•	"Rising star"; Liegeman (or —woman)
• •	"Accomplished individual"; Sentinel or Herald
• • •	"Much deserved reputation"; Provost
• • • •	"Example to the Wise"; Councilor
• • • • •	"Benefactor of the Awakened"; Hierarch

Order Status

The Order Status Merit represents rank, achievement and responsibility in a magical order, and is determined by how the character helps to fulfill or accomplish the order's goals. It is not enough merely to be a powerful or exemplary individual of the order's ideals — the order considers what its members have done to benefit its cause and combat its rivals before elevating members' standing. Those mages who have the most recognition in their order are often the core members in a given region, usually those who call the local caucuses and whom others listen to and respect. These mages instigate or mediate conflict with other orders or cabals, usually to further certain idealistic goals and to establish themselves or other members in positions of influence in the Consilium of their region.

A character must have at least one dot of Order Status in order to learn the rotes of her order. (A character's beginning six dots' worth of rotes are an exception, presumably taught by the order to win the mage's loyalty). If a character leaves an order after learning some of its secrets, she does not lose any abilities that she spent experience points on, such as rotes or Rote Specialties, but she may not learn additional abilities without atoning for her sins or perhaps finding a new teacher in a new order (and some orders punish those who violate their oaths and spread their secrets). Just as Consilium Status, Order Status is not tied to certain titles. Rather, it is a notion of an individual's accomplishments within the order, but such accomplishments can often lead to said titles being granted.

•	The character is an acknowledged member of the order in full standing.
• •	The character is recognized as a valuable member of the order or perhaps by a particular subsection of the order.
• • •	The character is valued by many of the order in the region, and nearly every member recognizes her.
• • • •	The character is respected throughout the order, and a few mages outside the order may know her immediately as a member of her order.
• • • • •	The character's deeds are admired to all in the order, perhaps even in nearby regions. Many members of other orders recognize her face.

Thrall (•••)

Cost: Simple

Effect: Your mage has possession of another mage's soul stone (see pp. 181-182), thus making that willworker your mage's thrall. By custom, your character can demand up to three favors from the thrall before your character must return the stone. These favors can be as small or as large as he wants, but if they are particularly difficult or dangerous, the thrall can ask the Consilium to intervene. Possession of a soul stone gives your mage an Intimate sympathetic connection to the soul stone's owner and allows your mage to tap the owner's personal Mana without casting a Prime spell. Test with Gnosis + Presence and subtract the soul stone creator's Resolve; each success steals one Mana from the thrall and gives it to your character. Such theft can be done only once per chapter (or during a downtime action) and is considered one favor toward the three allowed.

The Storyteller works with the player to determine the details of his thrall. The more powerful the thrall, the bigger the favors he can provide but the more dangerous he might be once released of his obligation (because although by custom he cannot seek revenge or demand a duel, he can certainly manipulate events to enact his vengeance for him). On the other hand, if your character's favors benefit the thrall and don't violate his dignity, he might have a grudging respect for the mage.

After the three favors are completed, your character is expected to return the soul stone to the thrall, freeing him. If he is not freed, the mage refusing to relinquish the soul stone can be punished by any other mage, even by one not of his order or the Consilium. Some mages decide to set impossible favors, which ensure that the thralls will never complete the requirements for freedom. However, doing so is considered inappropriate, and the thrall can take his case to the Consilium (although most officers hesitate to intervene unless the thrall's master endangers their interests or challenges their authority).

Magical Tools

While mages can work magic using only their enlightened will, it's harder to weave Supernal realty into Fallen reality without a focus. A mage often uses a tool to give him a better degree of sympathy with his Path's Watchtower. See p. 158 to learn about the mechanical benefits of magical tools.

Optional Rule: Props as Magical Tools

Storytellers may require a physical prop (or item card, in case the tool is a weapon or otherwise difficult to represent with a prop) for a character's magical tools. If the character or player drops, loses or forgets the prop or card, he cannot use the benefits for the magical tool.

Path Tools

Each Path allows a mage to use the five Atlantean tools of magic — knives, wands, cups, coins (marked with a pentagram) and mirrors. The Oracles imbued the Watchtowers with connections to these tools, making them useful in helping to altering reality. While the five types of tools are common to all Paths, the materials the tools can be constructed from differ:

Acanthus: Glass, crystal, plastic, silver
Mastigos: Iron, brass, horn
Moros: Lead, bone, precious gems
Obrimos: Steel, petrified wood, gold
Thyrsus: Wood, copper, stone

Order Tools

Unlike Path tools, the magical tools preferred by orders come with no metaphysical mandate but do act as foci for a mage's Awakened imagination and are studied through the order's unique practices.

The Adamantine Arrow

- Any weapon can be dedicated as a magical tool.
- Any protective item (such as a shield) or armor (such as a flak jacket) can be dedicated as a magical tool.

The Free Council

- Any technological item from a computer to a car can be dedicated as a magical tool. It must have a complex mechanism (for example, a clock or a gun) or run on electricity to qualify as "technological" for magical purposes.

The Guardians of the Veil

- Cloaks (including long coats or hoods), veils (including scarves) or masks can be dedicated as magical tools.

The Mysterium

- Books, scrolls or written talismans can be dedicated as magical tools.
- A key can be dedicated as a magical tool, but the key must be rare or special or made from a precious substance such as silver, gold, ivory or ruby. Common house keys won't do.

The Silver Ladder

- Any badge of authority (such as a police badge, government ID or even corporate lounge pass) can be dedicated as a magical tool. This includes secular or religious symbols of authority such as a judge's robes or a priest's collar.

Seers of the Throne

- A Seer can devise a magical word or phrase of power. He can paint or engrave this onto any of the types of items listed for the other orders and then dedicate that item as a magical tool. The word must be visible, although the Seer doesn't necessarily have to understand it (it can be in a foreign or nonsense language). A Seer cannot dedicate a tool that has already been dedicated by another mage.

Arcana Tools

As with order tools, there are special tools a mage can use to help focus his will when using a particular Arcanum. Some suggestions are provided below, but the Storyteller can allow other tools as long as they represent the flavor of the Arcanum used.

Death: Bones, shroud, today's obituary column, Ouija board (the mage must use the planchette during casting)

Fate: Playing cards or dice (the mage must draw or reveal a card or roll the dice during casting)

Forces: Battery, flashlight, Taser gun

Life: Blood (freshly drawn; does not need to be dedicated), prominent tattoo, flowers (freshly picked; do not need to be dedicated)

Matter: Precious metals, rare isotopes

Mind: Rorschach inkblot, crossword puzzle, personal diary

Prime: Precious gemstones, pure crystal

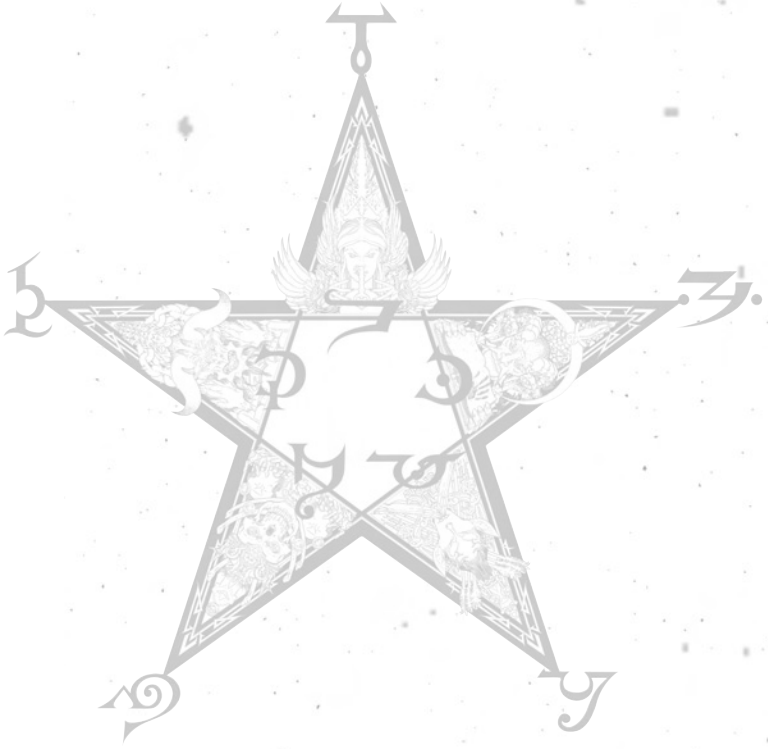
Space: Ruler, tape measure, wheel, sextant, mathematical equation

Spirit: Drum, rattle, flute, animal token (tooth, claw, feather or pelt)

Time: Clocks, watches, hourglass

Dedicating Tools

A mage can choose to dedicate a magical tool to the purpose of spellcasting by attuning his chosen tool to his own aura. (Magical tools are used up during the process of the casting if they are undedicated.) A mage cannot have more than one dedicated Path or order tool. However, he can have one dedicated Arcanum tool for use with each Arcanum; each tool can be used only with the Arcanum to which the tool is dedicated. Should a mage lose or break his magical tool, he can perform a dedication ceremony on a similar tool, which consists of a short meditation upon the new tool as he holds it or is within close proximity to it. This ceremony is an extended Gnosis + Composure test. It requires five accumulated successes with 10 minutes spent on each draw during a chapter (or a downtime action for the whole ceremony). Most mages purify the item using incense or smoke, anointing the item with oil or doing a full diagnostic check on the item before proceeding.



Acanthus

Enchanters on the Path of Thistle,
Scions of the Watchtower of the Lunargent Thorn in the Realm of Arcadia,
Kingdom of Enchantment and Abode of the Fae

The Acanthus are known as the most unpredictable of the Awakened. To some, Acanthus are "free spirits" or "a breath of fresh air" while to others Acanthus are "unstable," "immature" or "childish." Many mages see a twinkle of something otherworldly or fey in the Enchanters, and the Acanthus simply smile and move on to where the winds blow them. They are seers and visionaries with insight into the past and future, but they don't always capitalize on their insights — much to the annoyance of other mages.

Many reasons have been put forth for Enchanters' odd and capricious behavior. Some have suggested that Enchanters are so overwhelmed with visions of the infinite branches of time that nothing seems impossible and no decision seems irreversible. To be fair, the Path of Thistle does promise much more than a mage can handle until she learns to control her magic. Because so much of her magic takes the form of uncanny fortune, it's possible for an Acanthus to believe herself merely lucky, and many Acanthus hold on to superstitions even in their magic. Their belief that nothing is impossible often inspires hope in others because, to an Acanthus, the odds are never unbeatable and there are always second chances.

The Acanthus are drawn to people, but often drift to the edges of any crowd the Acanthus hang around with and are always "the new guy," no matter how long they've been with a group. They make charming first impressions, but charm goes only so far, especially once things get difficult and the Enchanter expects others to do his work for him.

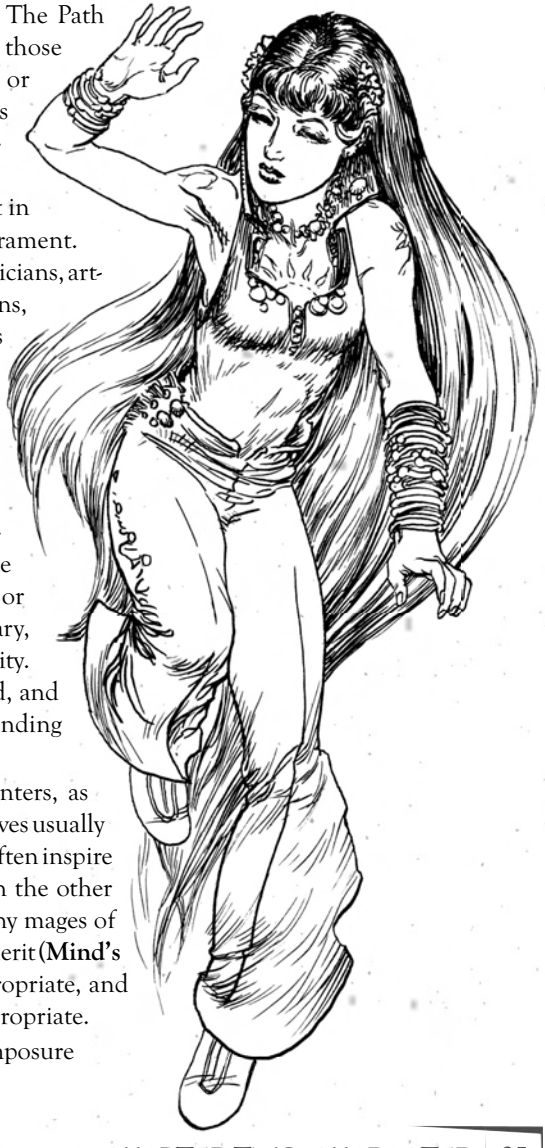
Orders: Some orders, believing the Acanthus too mercurial and distracted to devote themselves fully to their goals, are cautious about bringing an Acanthus into their fold. Since many Enchanters feel they can simply drop something at any point they so choose, orders are rightly concerned with the level of commitment of those that walk the Path of Thistle. That being said, when they *do* decide to join an order, the Acanthus show a slight preference for the Free Council (where they are free to innovate and "think outside of the box") and the Mysterium (where they can test their wits against cryptic ancient lore). Enchanters both loathe and admire the Silver Ladder — while they aren't thrilled with the goals of the order, they are fascinated by the power the order's members develop. Those of the Adamantine Arrow approach the Acanthus for the major strategic value they bring, but many Enchanters don't find war a worthwhile pursuit. The Guardians of the Veil also seek to bring more Acanthus into the fold because of their luck and insight, but many on the Path of Thistle find the work of a Guardian to be dull.



Appearance: Those mages of the Acanthus Path are often attractive, though their eyes can develop a crafty quality over time that others can interpret as shifty or dishonest. Acanthus have a certain flair for the dramatic in both their action and wardrobe. They often look younger than they are, which is an impression reinforced by the mischievous or wondrous glimmer in their eyes.

Sanctums: Acanthus are extraordinarily social creatures. They often hide in the open by establishing their sanctums near community focal points: theaters, bars, nightclubs, casinos, magic shops, artists' colonies or temples. Most times, sheer luck keeps unwanted visitors from finding such places or even realizing what they are.

Background: The Path of Thistle is commonly walked by those who are young and inexperienced or those who discarded their former lives to find a new beginning. The Path favors those who survive on luck, illusion or trickery as well as those who are lost in the world by circumstance or temperament. Students, orphans, gamblers, stage magicians, artists, con artists, models, actors, musicians, schizophrenics, "escorts" and vagrants are all potential travelers to the Watchtower of the Lunargent Thorn.



Character Creation: Usually charming and astute, Acanthus often come from backgrounds in which they made their way by their wits, looks or cleverness — thus they frequently emphasize either Social and Mental Attributes or both. Physical Attributes are often tertiary, though Acanthus tend to prefer Dexterity. Social Skills are frequently emphasized, and many Enchanters have a fair understanding of Larceny.

Hope is an ideal Virtue for Enchanters, as even those who don't hold to it themselves usually respect those who do, and Enchanters often inspire hope in those around them. Sloth, on the other hand, is a common Vice to which many mages of this Path succumb. The Danger Sense Merit (**Mind's Eye Theatre**, p. 130) is especially appropriate, and many of the Social Merits are also appropriate.

Favored Resistance Attribute: Composure

Ruling Arcana: Time and Fate

Inferior Arcanum: Forces

Nimbus: "Fey." Things seem enchanted, and magic can be felt everywhere. A greenish glow might caress metals or glance off reflective surfaces while strange singing might be heard from afar. With powerful magic, a fog or mist might roll in to cloak the ground. Sometimes time collapses into a powerful now; the past or future seem less real, like distant echoes of that one moment. Other times, things move in slow motion with ethereal grace and beauty.

Associations: The idea of an Acanthus organization is nearly a contradiction in terms, as many of their associations resemble some sort of amiable anarchy. People aren't broken down into categories of powerful or weak, superior or inferior or even good or evil but instead as entertaining or dull. Enchanters get along famously with those who can tolerate their caprice and even go along with it and try to avoid those who can't. Enchanters don't like others telling them what to do, and so Enchanters don't presume to tell another mage what to do either, which means that most interactions between Enchanters are pleasant, if somewhat shallow, until they end up going their own way again. On occasions when mages on the Path of Thistle are obligated to work together, their interactions are surprisingly awkward.

Concepts: Charlatan, karmic enforcer, schizophrenic, contemporary bard, gypsy prophet, lucky ne'er-do-well

Stereotypes

Mastigos: They always think they're in total control of themselves, but really they're violent, cruel and self-serving. They spend so much time trying to be masters that they don't notice that they are alone.

Moros: These poor, dour mages take themselves so seriously. They study Death and yet never realize that life is passing them by and bringing them closer to their goal every day. What a waste.

Obrimos: So stiff and rigid. If they could just open their minds a little bit, they would realize that not everyone sees good and evil or truth and justice as they do. And maybe they'd stop being so damned arrogant.

Thyrsus: Not someone you want to bring with you to a black-tie dinner, but they can be devoted friends or fierce enemies. They know how to party, even if they are a little crazy.

Vampires: Dangerous undead creatures but not nearly as smart as they believe themselves to be.

Werewolves: Once they get angry, the conversation is over. They are insane beasts and are best just avoided.

Sleepers: How can they drone through their lives in such a tiny world of working, eating and sleeping? It seems so tedious!

MASTIGOS

Warlocks on the Path of Scourging,
Scions of the Watchtower of the
Iron Gauntlet in the Realm of Pandemonium,
Kingdom of Nightmares and Abode of Demons

Those who Awaken to the compelling nightmare of Pandemonium are resigned to be some of the least trusted mages in existence. Their connection to the Watchtower of the Iron Gauntlet thrusts upon them a seductive urge toward manipulation and subversion. Despite the constant temptation, they remain in full control of how they manifest that urge. While some Mastigos become the manipulators people believe them to be over time, many try to use their talents to serve the common good — by uncovering the flaws in others: Mastigos prod people to be more aware of their own weaknesses and overcome them. Although this goal seems unsavory, the Mastigos are more likely to judge on results rather than a merely ethical basis. In the goal of Ascension to the Supernal World, weakness can be fatal, and it's better to have a friend expose your flaws than an enemy.

Early in the Path, as the Mastigos' development of the Mind Arcanum starts to reveal the true thoughts and intentions of others, Mastigos often encounter the impression that they are surrounded by people hiding secrets. This sometimes makes Mastigos suspicious of those around them, giving Mastigos a proclivity for spying and manipulation that makes them very useful but leaves their reputations in tatters. However, this inclines them on a mystical level toward subtlety. Their magic is rarely flashy or overt, and many on this Path are uncomfortable using any obvious magic.

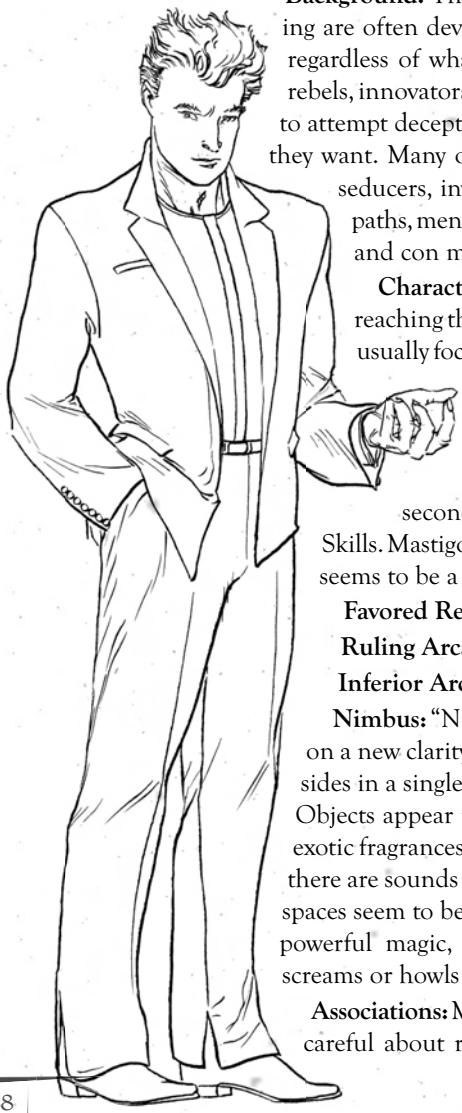
Mastigos refuse to acknowledge anyone but themselves as masters. They disregard any code of behavior that they have not given to themselves. Sometimes this results in strict conduct more akin to an ascetic monk than from a mage, but others on the Path of Scourging use this mentality as an excuse to indulge in any behavior that feels good — regardless of the consequences. Many other mages assume that all Mastigos are corrupt, but this reduces Warlocks to the lowest applications of their philosophies. It is true that a mortal inclined toward mayhem can pursue that inclination once he Awakens as a Mastigos, but it is also true that an inherently benevolent mage can exert his will for the common good just as well.

Orders: Due to the Silver Ladder's attitude toward power and the Arcane Skills the order teaches, the Silver Ladder is the favored order of mages on the Path of Scourging. The Guardians of the Veil, whose subtle ways and Arcane Skills resonate with the Mastigos Path, is a close second. Coming in a distant third and fourth, respectively, are the Mysterium and the Free Council. The rare Mastigos Adamantine Arrow is treasured for his extraordinary ability to do reconnaissance.



Appearance: Mastigos are usually immaculately groomed and fashionably dressed for the culture they live in. They often make excellent first impressions because small rituals of self-discipline — proper etiquette, good grooming — help them master themselves in ways that will later help them master others. Those on the Path of Scourging are often direct — making eye contact, speaking clearly and intently listening to what others say (or don't say).

Sanctums: Just as rats or termites, Mastigos can live just about anywhere and never be detected. They tend to prefer urban settings to isolated sanctums, but Mastigos strongly value privacy and security. A comfortable apartment in a large building where a Warlock becomes just another neighbor or a nondescript home in a gated community is ideal for a Mastigos.



Background: Those who Awaken to the Path of Scourging are often devout individualists. They live their own way regardless of what others say about them. These are often rebels, innovators and egotists, and some are inherently prone to attempt deception, seduction or manipulation to get what they want. Many on the Path of Scourging began as lawyers, seducers, inventors, porn stars, liars, iconoclasts, sociopaths, mental-health professionals, writers, televangelists and con men.

Character Creation: Mastigos are often fond of reaching their goals through indirect means. Since they usually focus on Mental and Social Attributes, Physical Attributes are often tertiary. Those on the Path of Scourging require a great amount of Willpower. Mastigos often emphasize their Social Skills, but Mental Skills come in a close second. Larceny and Stealth are common Physical Skills. Mastigos view Fortitude as an ideal Virtue while Lust seems to be a Vice strongly attuned to the Path.

Favored Resistance Attribute: Resolve

Ruling Arcana: Space and Mind

Inferior Arcanum: Matter

Nimbus: "Nightmarish." Depth perception seems to take on a new clarity, and it seems that objects are seen from all sides in a single glance or that they are impossibly far away. Objects appear to be illuminated by an unseen flame, and exotic fragrances hover at the edge of perception. Sometimes there are sounds of a cacophonous roar, while at other times spaces seem to be claustrophobic and impossibly tight. With powerful magic, onlookers might sometimes hear distant screams or howls of rage.

Associations: Mages on the Mastigos Path are extraordinarily careful about revealing their personal connections. They

tend to be paranoid, particularly when dealing with others on the Path of Scourging — they know those on their Path too well to trust them fully. Their relatively mobile lifestyles (enabled by the Space Arcanum) also undermine any sort of stable affiliation. Consequently, alliances between Mastigos are usually brief, and what interactions they have during that time tend to be cold and rigorously formal even as they work behind each others' backs to get the other at a disadvantage. The most enduring associations many Mastigos form are those with mages whose minds the Mastigos have conditioned into thralldom. Sometimes, Mastigos serving the same master or sharing a student are obligated to work together for a lengthy period of time. Under such a rare circumstance, their interactions depend on the mages involved and don't draw on any pre-existing organizational framework.

Concepts: Creepy infernalist, itinerant demon slayer, struggling antihero, unseen assassin, haunter-of-nightmares, *realpolitik* diplomat, carnival dream interpreter

Stereotypes

Acanthus: Consummate liars, cheats and sneaks, and blessed with good fortune to boot. Their mastery of Fate robs men of their independence — a terrifying prospect.

Moros: Never underestimate a mage who can command both the dead and the stones beneath your feet. They are also as highly disciplined as we are but focus on the end of life instead of mastering it.

Obrimos: Insufferable moralists. Unfortunately, they have enough raw firepower that we can't just ignore them. They seek to serve under a benevolent master. We could not be more opposite.

Thyrsus: They have valuable skills in healing and so are not worth insulting directly, but they continually attribute everything to the will of a spirit outside of themselves. Noble savages? I think not.

Vampires: Excellent tools if you can distract them from their nightly drama pageant. Stroke their egos and promise them a glorious triumph over their peers, and you'll have them competing to serve you.

Werewolves: Too blunt for tools, too angry for allies and too powerful for enemies. Avoid them entirely.

Sleepers: To the victor go the spoils. Unfortunately for the Sleepers, they're not aware enough to realize that they are the spoils.

MOROS

Necromancers on the Path of Doom,
Scions of the Watchtower of the Lead Coin in the Realm of Stygia,
Kingdom of Crypts and Abode of Shades

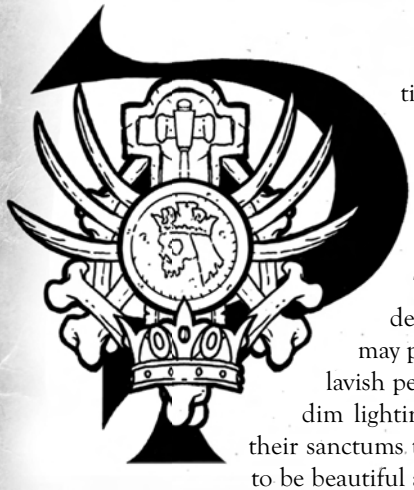
Many Moros Awaken after a near-death experience as the violence of their close call and their brief trip to the lands of the dead opens their eyes to the possibilities of magic. Mages on the Path of Doom sometimes describe their Awakening as hearing all the noises fade away as they are wrapped in a shroud of tranquility, a shroud that allows them to keep their composure once they are able to hear the screams and pleas of the restless dead.

The Moros Path is most concerned with transition and transformation. The Path's magics focus on the edge of transformation, and Necromancers are fascinated by those edges — where life becomes death, shore becomes sea, coal becomes diamond and ignorance becomes understanding. Still, Necromancers are often hypersensitive to the brevity of life and understand what little time they have to find the transformative secrets they seek. They often become obsessive about their studies, sleeping only a few hours now and then to give them enough time for their research. Moros mages who have mastered the arts of alchemy and Matter free themselves from the financial worries that plague other mages by creating fortunes in gold and gems with only a token amount of effort.

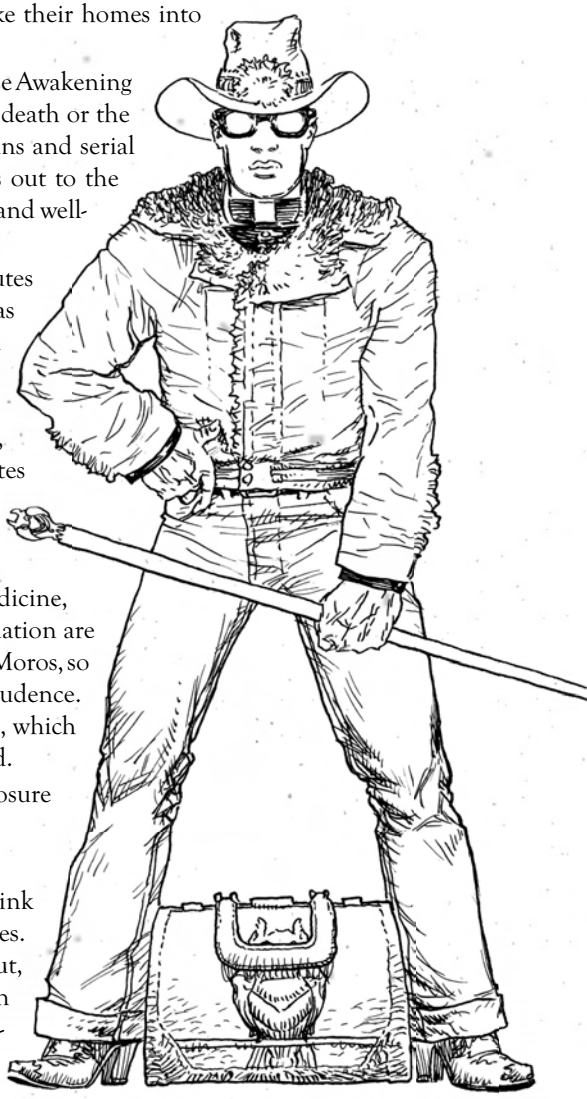
Orders: Moros typically join orders to facilitate the mages' own understanding. The orders that offer Moros the most useful Arcane Skills as well as likeminded companionship are the Guardians of the Veil and the Mysterium. The work of the Necromancers with the latter in particular has led to the discovery of remarkable items of power due to knowledge the Moros have garnered from the dead. Otherwise, they may join the Adamantine Arrow or Silver Ladder for much the same reasons as any other mage — to hone their fighting ability or to rise to power. A rare few Moros join the Libertines of the Free Council, using the Path's study of Matter to expand and develop techné.

Appearance: Moros don't age any faster than others, but Necromancers sometimes *seem* older than they really are. This is typically enhanced by the fact that they take most matters seriously (although some are known for their gallows humor) — they feel that anything important *must* be taken seriously because life is too short to waste on frivolities. Typically, Moros dress in whatever colors their culture considers appropriate for mourning. In Asia, for example, they dress entirely in white while in most Western countries they prefer somber black. Some on the Path of Doom prefer to go against expectations and wear normal street or business clothes in order to blend in better.

Sanctums: Moros are often insanely protective of their privacy, usually prompting them to establish their sanctums in remote locations to prevent intrusions or interrup-



tions of their studies. If a mage has the money (and those who master the arts of Matter usually do), she may surround herself with acres of empty land or a sturdy fence. The more saturated a sanctum is with the energies of death and entropy, the more comfortable those on the Path of Doom are. Therefore, proximity to cemeteries or sites of mass death is highly desired for a Moros sanctum. Others may prefer palaces of a more material presence, such as lavish penthouses or manors, but many Moros still prefer dim lighting, cool temperatures and absolute quiet, giving their sanctums the atmosphere of a tomb. Moros sanctums tend to be beautiful and richly decorated, often using precious metals and gems as common household objects. Just as Pluto's kingdom was the realm of the dead and riches so do many Moros make their homes into beautifully macabre treasure troves.



Background: One way or another, those Awakening to the Moros Path have a connection to death or the dead, such as soldiers, doctors, morticians and serial killers. Alternatively, this Path also calls out to the greedy, including bankers, industrialists and well-connected plutocrats.

Character Creation: Mental Attributes are almost always primary for Moros — as scholars of death and the dead, they find that the mind is extremely crucial to their work. Just as many fascinated with mortality, Moros often find themselves ostracized, so it's not uncommon for Social Attributes to be tertiary. Stamina tends to be high regarding Physical Attributes. Mental Skills are heavily favored by those on the Path of Doom, especially Academics, Medicine, Occult and Science. Stealth and Intimidation are also popular. Good judgment is prized by Moros, so they often strive to master the Virtue of Prudence. The vice most common to them is Pride, which can lead a Necromancer to a terrible end.

Favored Resistance Attribute: Composure

Ruling Arcana: Matter and Death

Inferior Arcanum: Spirit

Nimbus: "Haunting." Onlookers think they can make out vague and blurry figures. Shadows grow deeper or seem to reach out, and objects look decayed or rotted. With powerful magic, they might hear whispering pleas as if from a ghost. Corpses

might twitch or seem to moan. Colors may become muted and sounds muffled, or objects may seem to twist and change as the onlooker watches them.

Associations: Necromancers aren't necessarily organized, but they are surprisingly social with one another (partially because they are often socially snubbed by other mages). Behind this social urge is an intense curiosity about what others on the Path of Doom discover in their research, though some of this intrigue stems from their knowledge that it is harder to gain such information from others once they have passed across to the land of the dead.

Concepts: Thanatologist, speaker for the dead, modern alchemist, parapsychologist, elite assassin, leader of a ghostly spy ring, dangerous death cultist, euthanasia activist, inquisitive vivisectionist

Stereotypes

Acanthus: If they could actually focus on something long enough to accomplish anything, they would be dangerous. Instead, all they do is waste time (quite literally) flitting about and doing nothing.

Mastigos: Underhanded manipulators with no sense of anything outside of themselves, they seem to hold the entire world in contempt. They resonate with chaos.

Obrimos: Zealots without peer, they think that doing good deeds in this world can save them from the next. They also have a regrettable talent for calling down the wrath of God, which makes them all the more intolerable.

Thyrsus: They refuse to remain still and appear to have chosen preternatural physicality over reasonable reflection. Their study of Life is part of the same cycle as Death, but they are the opposite side of the same coin.

Vampires: Cursed with power that exceeds their wisdom and hunger that exceeds their self-control, the undead should be both pitied and feared . . . but especially studied.

Werewolves: These savages do not understand the mysteries of Death as well as we do, but they inflict it with little thought and less effort.

Sleepers: If they could learn to understand and welcome Death instead of fearing it, Awakening would be just a breath away.

Obrimos

Theurgists on the Path of the Mighty,
Scions of the Watchtower of the Golden Key in the Realm of the Aether,
Kingdom of the Celestial Spheres and Abode of Angels

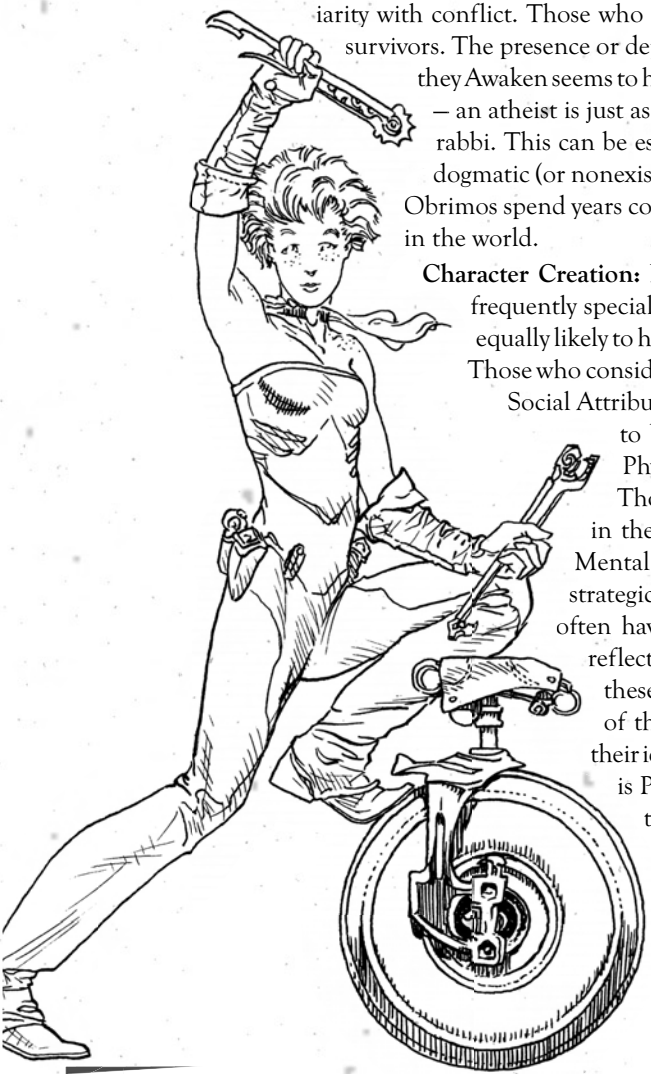
Mages who write their name within the Watchtower of the Golden Key often recall their Awakening as being struck by divine lightning and becoming the thunder. With no warning or explanation, they are overcome with the certainty that they are the champions of the Divine — though definitions of "the Divine" seem to vary drastically. Some feel the Divine is a patriarchal god of judgment and some sense it as a manifestation of Nature, while others feel the Divine to be an ongoing sentient process of growth and change within the universe. Whatever they feel the Divine is to them — and many take years trying to know just what it is they serve — the Mighty all agree that they serve as Its warriors. Ultimately, no particular faith unites mages on the Path of the Mighty; rather, it's their shared conviction in doing the right thing and making the will of the Divine manifest on Earth.

As the Obrimos see it, the world has lost its way, and they have been charged with putting it back to rights by any means necessary. This feeling of divine right gives the Obrimos an unshakeable confidence — they doubt themselves less than most others and consequently suffer from an ironic hubris. An Obrimos mage is aware that he has the ability and right to manipulate a world made up of energy and magic. Lacking any direct communication from the Divine, many believe that their own wills *are* the divine will. What they say goes, even if it conflicts with another mage — even another Obrimos.

Orders: The Adamantine Arrow is an ideal order for the Obrimos as their talents and temperaments are suited to waging war. Obrimos who appreciate the security of a well-defined hierarchy also find themselves drawn to the Silver Ladder. Some of the Mighty join the Free Council to bring their Forces magic into the present with the power of science. Others join the Guardians of the Veil to use their abilities to defend the Mysteries. Those who join the Mysterium often seek out lore that will make them better artificers (usually of imbued weapons).

Appearance: Obrimos tend to be well-groomed. They prefer clothing that is just loose enough to grant freedom of motion without getting in the way. Those working with other mages may wear some form of signifier of office or rank, though such adornment is usually so subtle that it can pass unnoticed by those not looking for it. A common accessory for many Theurgists of a religious bent is some symbol of their faith, a reminder of their divine cause.

Sanctums: Those on the Obrimos Path have two sorts of sanctums: citadels and cloisters. *Citadels* are sanctums in areas of conflict and are chosen with defensibility in mind. They are often enhanced with an array of magical defenses and may contain armories of mystical weapons. While the word "citadel" suggests a large looming structure, a properly prepared and warded mobile home or apartment can also be a citadel or just about any other sanctum that acts as a fortress. *Cloisters* are sanctums in relatively peaceful areas where a mage can study, meditate or pray. Unlike citadels, cloisters *are* usually large, looming structures — hangers, monasteries or manors. A cloister usually contains a library or other mages from whom the Obrimos can learn.



Background: The only commonality among mages on the Obrimos Path is familiarity with conflict. Those who become Obrimos are fighters and survivors. The presence or depth of their religious beliefs before they Awaken seems to have no bearing on their Awakening — an atheist is just as likely to Awaken on this Path as a rabbi. This can be especially confusing to those with a dogmatic (or nonexistent) view of the Divine, and some Obrimos spend years coming to terms with their new roles in the world.

Character Creation: Mages on the Path of the Mighty frequently specialize in one area or another and are equally likely to have any Attribute category primary. Those who consider themselves leaders may cultivate Social Attributes. Those who believe themselves to be divine warriors will likely have Physical Attributes as their primary. Those who see themselves as generals in the war on the enemy may focus on Mental Attributes, approaching from a strategic or scholarly perspective. Obrimos often have very high Willpower scores, to reflect the self-confidence possessed by these agents of the Divine. The mages of the Golden Key consider Justice as their ideal Virtue. The most common Vice is Pride, despite their protestations to the contrary.

Favored Resistance Attribute: Resolve

Ruling Arcana: Forces and Prime

Inferior Arcanum: Death

Nimbus: "Enlightening." Things

seem to glow from within, and the air becomes charged with energy accompanied by the smell of ozone or smoke. Everything seems to be divinely preordained. With powerful magic, a distant choir might be heard. Many are given to classical auras or haloes of celestial light.

Associations: Obrimos prefer hierarchy. If there are two in a room, they need to determine who outranks whom. If several Obrimos work together, they all want to know who falls where in the chain of command and who is responsible for what. A single Obrimos may have many diverse areas of responsibility, depending on how many groups he works with.

Concepts: Soldier of God, terrorist, martial artist, scholar of philology, Awakened cop, defender of the weak, contemporary inquisitor, enforcer, neighborhood hero, uncompromising zealot, monster hunter

Stereotypes

Acanthus: Their amazing magical talents are undermined by their refusal to commit to a single cause. They are quick to bind others to oaths and yet swear none of their own.

Mastigos: Selfish and amoral, they embody the hubris of the Awakened, placing their own power and desires above doing the right thing. They are best avoided.

Moros: At best, they desecrate the dead. At worst, they prey on the living. They spend so much time wallowing in the material, mundane world that it is no wonder they revere ashes.

Thyrsus: While they are closer to beasts than any Awakened should be, many are noble individuals and reliable comrades in arms. If only they were not so bound up in the physical.

Vampires: These monsters are reviled by every culture that has ever felt their sickly touch. They have no place in the world and must be destroyed at every opportunity.

Werewolves: Humans find it difficult enough to keep from acting on their lesser nature. How much harder must it be for these savages?

Sleepers: When they are asleep, the light coming through the blind will often cause them to sleep more lightly and eventually awake. We must be the light that stirs them Awake.

Thyrsus

Shamans on the Path of Ecstasy, Scions of the Watchtower of the Stone Book in the Realm of the Primal Wild, Kingdom of Totems and Abode of Beasts

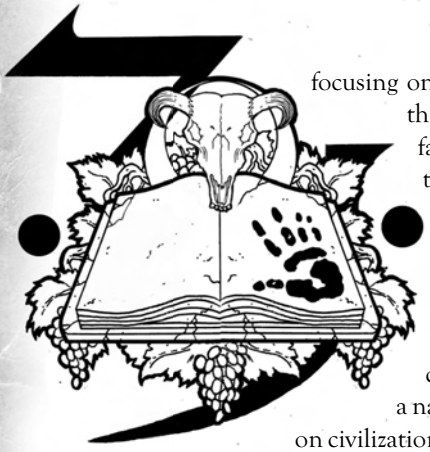
Mages who Awaken to the Watchtower of the Stone Book tap directly into the primordial vitality of creation. Their hearts beat in time with the world, and their passion and vigor set them apart from their Awakened peers. Many Thyrsus are in good health when they Awaken, while others are sick or injured and Awaken during the course of fevered dreams. Once they learn the art of the Life Arcanum, many reach the level of physical fitness and sheer hardiness attained by Olympic athletes.

The Shamans' connection to the Realm of the Primal Wild is not entirely beneficial, however. It also gives them a disturbing intensity. As they Awaken, Thyrsus gain insights into life and the spirit world that drastically shift the focus of their lives, and they come across as distracted or impatient with those with less vitality and drive. Some Thyrsus are antisocial or even feral. Mages on the Thyrsus Path commonly have more energy than their peers and throw themselves completely into everything they do. Those they love, they love with a burning passion. Those they hate, they despise with a terrifying intensity.

Others sometimes see Thyrsus as obsessive or single-minded and in the grip of their passions. Thyrsus can be positively amoral and more akin to animals or spirits than mortal men and women. Shamans may seem callous or crude, discussing life and death almost flippantly, but they believe that life and death follow each other in an eternal cycle. Calling one "good" and the other "bad" is laughable to those on the Path of Ecstasy.

Orders: Despite the eccentricities of the Thyrsus, all orders desire Shamans as members. The presence of mages who can heal the body as well as the soul can mean the difference between success and obliteration for a cabal. That said, mages on the Thyrsus Path frequently join the Adamantine Arrow and the Mysterium — the former because of their ability to heal as well as be quite combat-ready themselves, and the latter because of its emphasis on survival and lore. Thyrsus can be found among the Guardians of the Veil and the Silver Ladder as well. The former order tends to attract the more introverted while the latter lures the extroverted among primordial mages. Only a very small number consider the modern and political structure of the Free Council.

Appearance: Thyrsus are often physically attractive due to applications of Life magic, but just as many are unkempt, if not downright dirty — living in the wild and

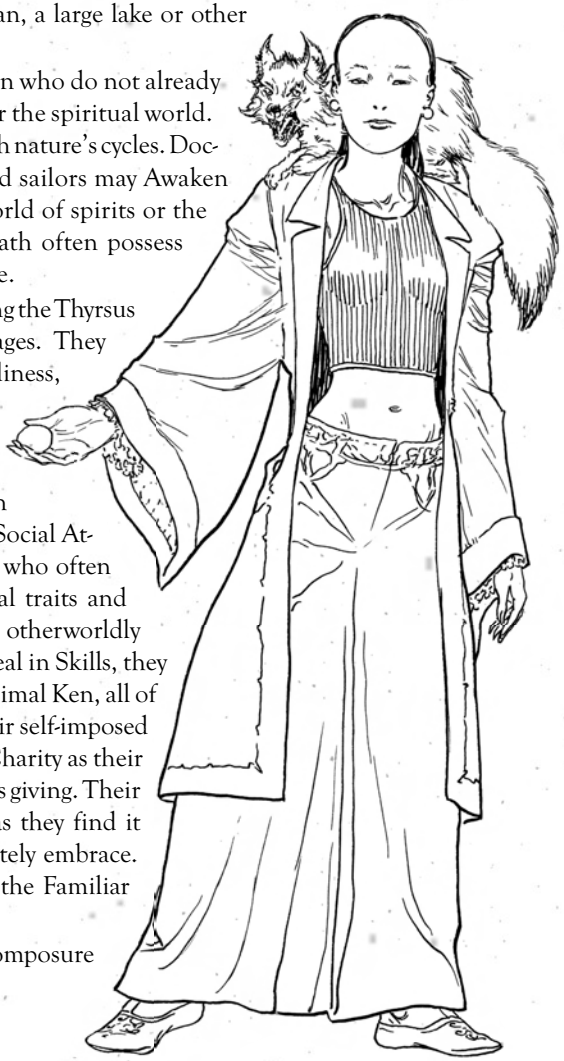


focusing on the events and denizens of the Shadow leaves these sorcerers with little time to spend on vanity, fashion or hygiene. Still, they often wear things that are sturdy and comfortable, and are usually in the peak of physical condition.

Sanctums: Thyrsus prefer to establish their sanctums in places where they can live close to nature. Thyrsus do so not just because they revel in the natural world but because they see the toll city life takes on the human body and soul. With a natural affinity for healing, they are less dependent on civilization than others. Thyrsus may set themselves up in a cabin beside a grove, a cave in the side of a mountain or in an adobe hut on the edge of a desert. On those occasions when they need to live in a city, they usually seek out something near a park, forest preserve or similar green space. Some Thyrsus choose to live near the ocean, a large lake or other natural waterway.

Background: Few Thyrsus Awaken who do not already possess a strong connection to life or the spiritual world. They are often intimately familiar with nature's cycles. Doctors, hunters, midwives, farmers and sailors may Awaken when they gain insights into the world of spirits or the flow of life force. Adults on this Path often possess childlike enthusiasm and innocence.

Character Creation: Those traveling the Thyrsus Path are unusually physical for mages. They frequently possess a remarkable hardiness, strength or quickness that allows them to survive away from civilization for long stretches. Physical Attributes are often primary, although the Path possesses a fair number of scholars. Social Attributes are often tertiary, but those who often deal with spirits may cultivate Social traits and protocols necessary to interact with otherworldly beings. While Thyrsus vary a great deal in Skills, they tend to favor Crafts, Survival and Animal Ken, all of which make it easier to deal with their self-imposed exile. Many Thyrsus mages uphold Charity as their ideal Virtue because life itself is always giving. Their Vice is most commonly Gluttony, as they find it hard to let go of what they passionately embrace. Thyrsus are far more likely to have the Familiar Merit than mages of any other Path.



Favored Resistance Attribute: Composure
Ruling Arcana: Life and Spirit
Inferior Arcanum: Mind

Nimbus: "Vibrant." Adjacent onlookers feel a sense of euphoria as their hearts beat faster. The hairs on the napes of their necks rise, sending thrills down their spines. Onlookers see something out of the corner of their eyes or think they see shapes in randomness, such as faces peering from abstract patterns on wallpaper. With powerful magic, they might even hear growls, whines or insect buzzing coming from inanimate objects such as lamps, staplers or cars.

Associations: Thyrsus, living far from the civilized world, are often the most solitary of mages. Consequently, the Thrysus Path is the least organized of the Paths. When Thyrsus do work together, they believe in a strict meritocracy — those who can perform strong magic receive more responsibility and respect. Beyond that, the less hierarchical the relationships, the better.

Concepts: Native American healer, visionary lunatic, berserker, enlightened veterinarian, herbalist, witch, eco-saboteur

Stereotypes

Acanthus: Like us, they are frequently misunderstood. From this, the Acanthus can be great allies to us, but they are often distracted away from a task we have fully devoted ourselves to.

Mastigos: Many are psychopaths or on their way to becoming one. They are too groomed, too slick and too phony — even less reason to trust them. It is often best to avoid them entirely.

Moros: We're the same, but with nothing in common. They are us turned inside out. They cast shadows where we make light, and they produce echoes where we make noise.

Obrimos: They insist on ordering and reordering everything until it suits their narrow view of the world. They spend too much time trying to "fix" us when we aren't even broken.

Vampires: Twisted travesties of humanity left behind when true life has fled. These things have neither life nor soul.

Werewolves: They are beasts and kindred spirits but far more violent and far less enlightened.

Sleepers: They've started a fight with their own world and refuse to compromise, no matter how great the damage to both sides.

The Adamantine Arrow

Rote Specialties: Athletics, Intimidation and Medicine

Sun-Tzu said that war ". . . is a matter of life and death, a road either to safety or to ruin." The Adamantine Arrow embraces this philosophy, balancing both aspects of warfare. Every order has occult defense techniques, but the Arrow internalizes the metaphor of war — it is the order's political stance and occult praxis. For some, it's a crucible burning away cowardice and encouraging action over contemplation. Others, who sell their skills to the highest bidder or even seize resources from the weak, see warfare as a way to lead the secret battles of the Awakened. Above all, the Adamantine Arrow *acts*. Members are not given to cloistering, navel-gazing or pacifism. The Awakened are in the midst of a war, and they bring their might to bear for the right cause. But which cause is the right one?

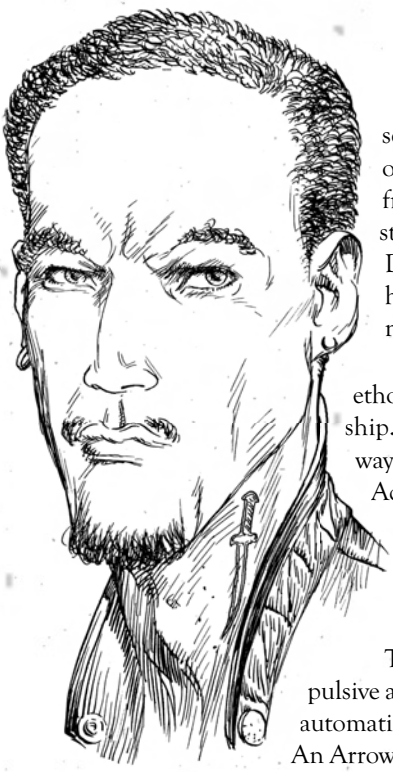
Originally, the Arrow protected Atlantis against all threats. The Arrow was called the Unguis Draconis, the Talon of the Dragon. All agreed the Arrows' cause was righteous since they protected others in an age of conquering monsters and renegade witches. There was no doubt or compromise when it came to Atlantis, even if the hinterlands suffered for its Awakened glory. In time, however, the ideal turned to warmongering and conquest — a simple soldier in the streets of the Awakened city could become a god in the wilderness. And if there, why not become a god in the heavens, too?

Arrogance led to the Fall and from there to the Exile. Atlantis fragmented, and the Adamantine Arrow desperately guarded the shards. The Arrow always claimed to be above politics and devoted instead solely to the duty of defending the secrets of magic. Now, however, doubt and opposition wrack the orders. Every time an Arrow mage chooses a side, she changes the political landscape. It's no surprise that such mages often grow impatient with guardianship and seize power for themselves.

Overview

Every Arrow is a warrior, but this isn't the narrow calling most believe. For every fighter who rends the horrors of the Abyss with sword and soul, there's a strategist who manipulates the secret patterns of the world. Economic, ecological and more esoteric conflicts are studied and mastered to suit the Arrow mage. Mages see reality as full of signs and movements invisible to the uninitiated. The Awakened art of war uses a thousand techniques to follow these patterns.

The Adamantine Arrow is proud of its Atlantean roots, but it does not claim a particular historical event as the order's own. The Adamantine Arrow champions the virtues of warriors from many cultures, and it often insists that these virtues are the spiritual radiance of the order's legacy after the Exile and guiding soldiers of all ages away from petty violence to a common ethic of justice. However, this is a contradiction, for the order also has the capacity for atrocity, rule by junta and a thirst for violent and self-justifying power. This flaw can manifest in endless ways, making it hard to detect. The Adamantine Arrow recognizes the problem but is not always sure whether a particular action is an act of wisdom or hubris.



Being a warrior is never its own virtue; only righteous service gives an Arrow's life meaning. After the Fall, the order swore oaths of loyalty and defended other mages from the new dangers of the Fallen World. Today, this is still the Adamantine Arrow's primary role. Arrows defend Demesnes, sanctums and cabals as long as they are true heirs to Atlantis. Some Arrows guard evil things that cannot be banished from the world.

When Arrows assume power, they claim to follow their ethos. Sometimes a threat arises that requires martial leadership. Sometimes an Arrow's charges are weak, and the best way to uphold her oath is to take command. But while the Adamantine Arrow is respected, not all of its members are virtuous souls. Power motivates many to take up the mantle of rule.

Members

The Adamantine Arrow attracts many young mages — impulsive and confident men and women who believe their Arcana automatically confer martial wisdom. They quickly learn otherwise. An Arrow learns to live simply and endure much hardship. Arrow mentors dangle secrets of battle magic before young mages, only to deny them until a student has humbled himself with work, discipline or a difficult quest. Some masters are incredibly harsh and leave protégés with physical and psychic scars. The best teachers create warrior-diplomats who balance etiquette and combat with equal confidence. The worst teachers turn out emotionally stunted thugs whose awkward nature is mistaken for quiet wisdom.

Some candidates don't need to be honed. They are natural tacticians and athletes whom Arrow elders seek to rein in and train before these mages can endanger others. The Adamantine Arrow doesn't give these prodigies a choice. While they learn battle spells easily and can discern a strategy with fluid ease, they need to learn honor, discretion and a sense of responsibility for the rest of the Awakened. The order mourns when it fails to indoctrinate these initiates correctly. They are shamefully killed, and their names are not spoken again.

Old mages usually join in response to a crisis or out of a sense of outrage. The Arrow gives them the tools to avenge themselves or right a wrong. However, the order accepts only vigilantes who can learn to broaden their perspective and see that all of the Awakened deserve help.

Philosophy

The Adamantine Arrow practices what it calls the Brilliant Road or the Adamant Way. The Atlantean name for Arrow philosophy has no exact translation, meaning both "unyielding wisdom" and "light of thunder." The Adamant Way is divided into five precepts, which are collectively called the Hand. The human hand creates, communicates and destroys. Accordingly, the five "fingers" of the Hand represent the ideals by which a warrior conducts herself in the Fallen World.

Existence Is War

Only by examining what has been broken can a mage understand its original wholeness. If she remained in original bliss, the unity of all things would be felt without true understanding. Life is a continual test of will and creativity. In this, even the Exarchs have their place as they separated the Supernal from the Fallen and created the ultimate test. Even though the Arrow honors lost Atlantis, the order now has the opportunity to test itself beyond anything the lost city could provide. Thus, an Arrow should be able to use any fighting method as an allegorical solution to a nonviolent problem and any peaceful technique to win a war.

Enlightenment Is Honor

Everything has an esoteric meaning, so meaning alone cannot be a sign of wisdom. True enlightenment is the ability to create meaning as well as reflect it. Oaths are how an Arrow creates meaning in the world, turning the lessons of the world into bonds of honor. An oath changes a mage's identity into something larger than herself. When she promises to protect another mage, she shares the significance of her vow with her charge and her enemies alike. Oaths are not to be broken, but they shouldn't be narrow either, lest a warrior lose herself in formal words instead of dynamic thoughts.

Adaptability Is Strength

An Arrow should never rely on pure power of any kind. If she uses magic, physical strength or cutting words habitually, she denies the options afforded by new tactics, and an enemy can pick up a warrior's habits and use them against her. Unless she sheds thoughtless habits, a mage will make herself vulnerable. While the problems inherent in relying on magic too much are obvious, the order also charges members to examine their mundane lives. Is a mage overly fond of material luxuries or prideful speech? If so, she should correct these flaws. Some Arrows turn to ascetic living, but others change their dress, manners and even names at whim to ward off complacency.

The Supernal Is the Self

A human being is essentially no different from the cosmos. The body, mind and soul form a microcosm of a larger reality. Therefore, physical discipline is more than a matter of muscle; it's a way to explore reality, which lies embedded in the flesh, just as Atlantean wisdom can be found in the Fallen World. The human mind's hidden depths and brilliant heights connect with the Supernal World.

Service Is Mastery

Over time, the Adamantine Arrow learned that the obvious ruler is rarely the true leader. Power comes from action, not from passive contemplation or meaningless structure. A state or secret society benefits from a figurehead, who acts as the focal point of the group's ideals and the face of its power. An Arrow should never seek power for herself because she would become that ineffectual, symbolic figurehead. Instead, she serves as advisor and guardian. The ruler represents an ideal that the cabal should strive for, even if the actual person doesn't always live up to it. In times of crisis, an Arrow may be an effective leader, but her actions should always be in service to that ideal rule that she can never achieve.

Rituals and Observances

The Adamantine Arrow values efficiency, so the order bends its rites into aspects of training and exercising the warrior's art.

Oaths

An Arrow is rarely without an oath to a person, cabal or ideal. An apprentice's first oath is to his teacher, and the apprentice's expected to obey any order, no matter how ludicrous or dangerous. Through this servitude, the mage is forced to strive beyond self-imposed limitations. After that, an Arrow finds his place in Awakened society by swearing to serve a person, organization or cause. Arrow mages' oaths are loose enough to allow room for interpretation and almost never require them to obey an order to the letter. Instead, the warrior promises to serve, and the recipient of the pledge trusts the warrior's judgment.

Order of Challenges

Even though the Adamantine Arrow's mages are known for their dueling prowess, they curtail challenges within their own ranks. Martial wisdom is hard to acquire but easy to lose when one is dead, so the order prefers to avoid pointless duels. Traditionally, a challenger must defeat an opponent's subordinates before being permitted to duel with him. This hierarchy keeps bad luck from destroying a lifetime of accumulated wisdom and discourages assassination under the guise of a duel. This rule does not apply to challengers from outside the order — those, an Arrow must face alone.

Titles and Duties

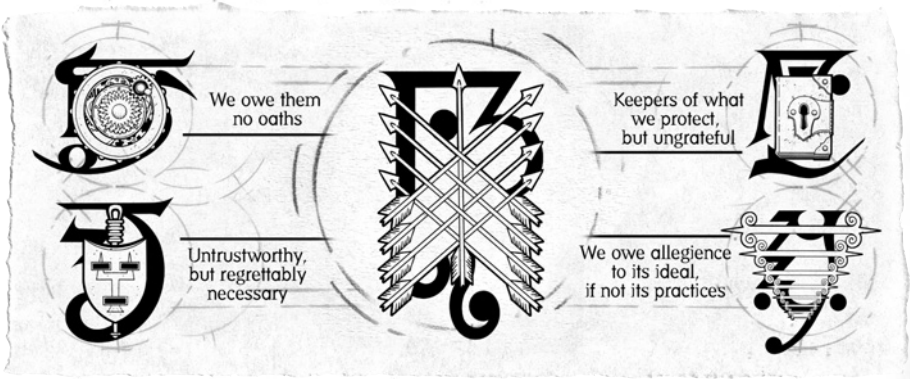
The Adamantine Arrow respects two relationships: student and teacher and commander and subordinate. Within Arrow cabals, these associations are normally one and the same, but outside, the latter is determined by an Arrow's oaths, whether he's liege or vassal. Teachers and students do not have official names, relying instead on whatever terms both are comfortable with.

Banner Warden

The defender of a mixed cabal or the second-most senior member of an Arrow cabal takes this title. A Banner Warden typically represents the cabal in any magical duel and organizes the group's defenses. This leaves her superiors safe to refine their rule or further develop the mystic arts of war.

Adamant Sage

War leaders and chief tacticians are given the title of Adamant Sage. These days the title is rare, since modern mages rarely fight in large groups, so Adamant Sage is more often the unofficial leader of a Consilium or large cabal. Her title is technically that of a military advisor, but her guidance is the de facto rule of law.



The Free Council

Rote Specialties: Crafts, Persuasion and Science

Magic still exists like an ancient tree bent under the weight of the Abyss. Nations can call fire from the sky against their enemies. Voices float in the air from New York to Jakarta. People will die for a flag or work themselves to death for a brand. This is an age of power and opportunity, and the Awakened can see Supernal shadows over it all, if they look at it the right way. But power doesn't have an ethos. The tools of power can sit in any man's hand, good or evil.

The Free Council means to change that. This age of glorious chaos needs Awakened wisdom. The Council seeks to change the trappings of the Sleepers' Quiescence into its undoing. Atlantis is a worthy dream, but the Free Council believes that other mages make the mistake of cleaving to the past. The Awakened City is a spiritual ideal, but the order doesn't believe that the original rites are the best way to renew Awakened power. Virtually any method, as long as it captures some meaning, can invoke the Supernal Realms. Humanity found the spark of Awakening in prehistory and never forgot; the Quiescence can only subdue it.

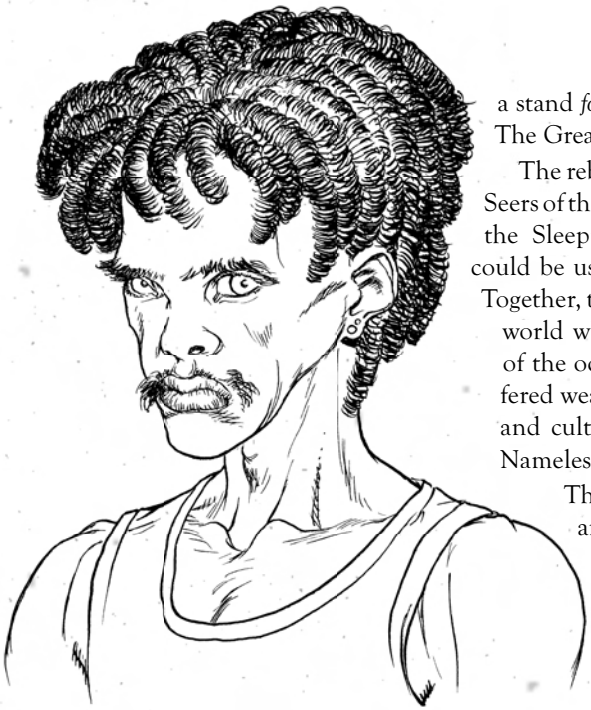
Arcane power is not wisdom — the Free Council discovered that when the order questioned the Atlantean orthodoxy, as even great masters were blind to the new truths of the modern age. It was time to discard the old hierarchies and seek the truth through consensus. Secrets barred from the so-called unworthy replicated the ideals of the Exarchs and their Seers of the Throne. The Free Council insists that humanity should not have to beg for occult training. Magic exists now, and it's moving as swiftly as a thought. Cling to tradition, and you'll get left behind.

Overview

Awakened society has always had its rebels and strange geniuses, mages who couldn't accept the easy answers of Atlantean tradition. The Silver Ladder cast them out, the Adamantine Arrow turned its back on them and the Mysterium purged their words from history. However, the Awakened have always been sensitive to the human spirit. There have been times when the trickle of malcontent grew to a flood, and those eras coincided with the greatest achievements in human history as well as its wars and disasters. Do mages cause such events to happen, or are mages shaped by them? It's impossible to tell who bears the burden of history, but arcane knowledge increases during these pivotal periods.

During the early 19th century, cabals across Europe expounded a startling theory: upheaval led to completely new occult praxes, not shadows of the Atlantean praxis. Men and women strained against their prison across the generations. Conflict was inevitable. It spanned the globe from the Boxer Rebellion in China to the American West and London anarchists.

Mysterium historians call it the Nameless War because at the time the other orders refused to give the revolutionaries a common name (because names grant symbolic power). For all the internal strife, the heirs of Atlantis wanted to wipe these apostates from the face of history. The war left the rebels bloody but unbowed. Young members of the traditional orders defected, charmed by the opportunities offered by the rebel factions. Even so, the Nameless rebels were unable to prove their worth until they took



a stand *for* something instead of against tradition. The Great Refusal provided this.

The rebels presented a great opportunity for the Seers of the Throne. Nameless mages who embraced the Sleeping world's technologies and fashions could be used to wipe out all memory of Atlantis. Together, the Seers and the Nameless could create a world where humanity would not even *conceive* of the occult. The Seers sent emissaries, who offered wealth and the power to wed technological and cultural magic to an agenda of control, to Nameless cabals.

The Nameless declined, using guns, bombs and mind-crushing Arts. On New Year's Eve in 1899, the Great Refusal concluded with the official formation of the Free Council, an order that had finally discovered a common enemy. The spirit of the modern world would be liberty, not technocracy, and it was time to explore this spirit.

Members

The elder orders believe that the Free Council is made up of punks and political blowhards who endanger everyone with poorly wrought spells and defile the Supernal World with every ill-considered touch. Sometimes, that's true. Novice mages might speak up for the Free Council out of contrariness but might also seek to escape the burden of apprenticeship. Many mages treat their pupils as slaves and cannon fodder, and a few even cripple their apprentices' development because the masters are afraid of being surpassed. Resentment builds, and apprentices leave.

The Free Council offers an environment in which ideas are debated freely, but novices who expect license to act as they wish are often surprised. The Free Council takes democracy seriously but doesn't take to every notion flung on the table. Just as all mages, Libertines lead dangerous lives fighting rivals and searching for magical power, and so they believe in security and mutual aid. After running a gauntlet of debate and sporadic violence, survivors are tempered into idealistic but *practical* occultists who have a diverse set of capabilities. Libertines tend to generalize outside of their arcane specialties. Their interest in culture and technology, coupled with their iconoclasm, makes the ideal member part engineer, part anthropologist and part guerilla.

Young mages aren't the only ones in the Free Council. Veteran sorcerers join the order to reject their former, corrupt allegiances or to explore radical occult theories; experienced defectors add political clout and arcane power to the cause.

Libertines have a common interest in contemporary culture and tend to be skeptical of Atlantean heritage. They believe it's useless to limit themselves to tradition. If Atlantis existed in any age, it should be the future. Of course, Free Council members rarely agree on the best model for society. Their sanctums ring with the shouts of anarchists, free-market capitalists and partisans of countless other doctrines.

Philosophy

Volumes have been written about what Libertines ought to believe, but members hold little in common aside from the charter forged at the dawn of the 20th century.

Democracy seeks the truth; hierarchy fosters the Lie.

The Quiescence does more than blind Sleepers. It causes them to lie to each other by diluting power through ranks and creating hierarchies to control the spread of knowledge. This is a radical claim by itself, but the Free Council goes a step further and states that even mages trap their lore in hierarchies of mutual deception. Every generation loses a bit of lore concealed in the highest levels of initiation and never passed on. Subsequently, the secrets of Atlantis (if it existed) have filtered through so many masters and apprentices that the secrets are nearly useless. Only shared discovery and free debate can overthrow the Lie.

Humanity is magical; human works have arcane secrets.

The Free Council believes humanity never quite forgot the secrets of magic. Human beings instinctively create miracles. These are shadows of their potential if they Awaken, but miracles point to new ways to understand magic. Technology and culture have their own laws and symbols that are drawn from undiscovered Supernal regions. Libertines embrace a modern vision of magic drawn from human accomplishments.

This doesn't mean that magic comes only from modern technology and mass media, though. Many Libertines believe that pre-industrial societies have been making discoveries throughout history, and it's a mistake to cleave too closely to modern Western values. Of course, other Free Council cabals believe that the Enlightenment and its heirs are the only human history worth paying attention to. However, both groups see these developments as new and vital in their own right instead of being scrambled memories of Atlantean glory.

Destroy the followers of the Lie.

This is one of the most fractious points among Free Council cabals. While all agree that the Seers of the Throne are the most extreme proponents of the Lie, the Free Council does not have any consensus on how to guide Awakened society away from authoritarian traditions. The most radical cells espouse war against the Silver Ladder and their collaborators, but others believe that peaceful cooperation and Consilium-level reform will persuade mages to abandon their outdated hierarchies.

Rituals and Observances

The Free Council has existed for little more than a century, so most know that the order's traditions were invented, not revealed. The spirit of invention persists, so Free Council cabals regularly develop rituals and conventions that suit their needs.

Assembly

Free Council cabals are run democratically either by complete consensus or majority vote. Further, cabals often form a regional Assembly as an alternative to the local Consilium. Cabals send syndics, who formulate proposals to be voted on by every mage represented (see p. 106), to the Assembly. Some Assemblies require members to break any association with a Consilium, but most do not. Even so, the collective power of a well-run Assembly can sway a Consilium as a "voting bloc" of mages committed to a particular policy. A variation of the Assembly known as the Column organizes mages in battle. Although any democratically governed cabal is allowed to join, Libertine mages typically make up the majority.

Lorehouses

A mission to renew the arcane arts can only be realized by an exchange of magical discoveries. The Lorehouse system provides an open storehouse of magical knowledge. This doesn't mean it's easy to get access to a Lorehouse; its controlling cabal dictates any requirements for entry. Some Lorehouses are a free market, selling their stock to any mage who can meet the price. Others serve only cabals ideologically acceptable to the Lorehouse's owners.

Techné

The order calls its style of magic *techné*, a Greek word meaning a skill or art. Techné is not an application of Atlantean techniques, but a philosophy combining technology and culture to produce magic relevant in a modern context. While other orders cling to ancient tradition, the Free Council forges ahead to new horizons.

Titles and Duties

Free Council positions are selected democratically, filling a pragmatic rather than ritual role.

Emissary

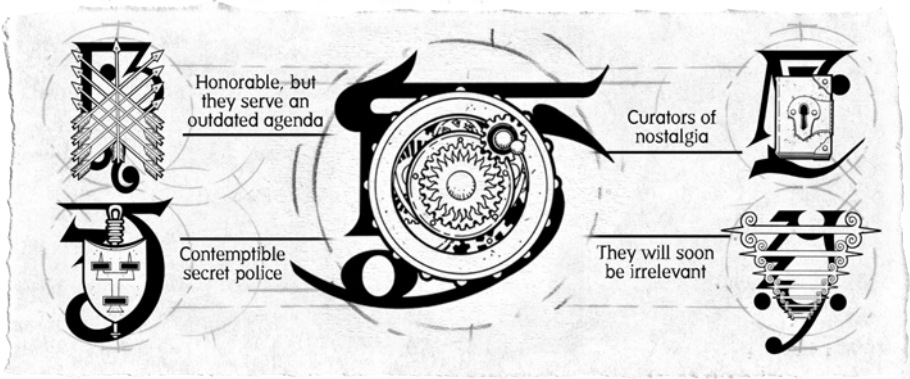
An emissary is empowered by a Free Council cabal or Assembly to pursue diplomatic aims with mages from other orders. Emissaries should not espouse any positions or make any offers that haven't been voted on by the mages they represent unless their governing cabal or Assembly grants these powers. Cabals and Assemblies, in turn, often seek redress if any harm comes to their emissary.

Strategos

In a crisis, Free Council mages may voluntarily suspend democratic rights to give a strategos the power to make decisions in areas relevant to his expertise. Most strategoi coordinate a Libertine group's defenses, though some decide upon affairs ranging from sanctum economics to metaphysical debates. Many Assemblies (including virtually all Columns) employ a strategos who makes decisions that affect all Assembly members. No matter what, the power of a strategos is limited to a single subject.

Syndic

In regions where Free Council Assemblies hold sway, member cabals select one of their own to represent them. These syndics do not make decisions but instead debate other syndics and generate proposals on which all members vote. Syndics can acquire considerable clout. Their cabals normally upheld the syndics' positions on matters, and the syndics' combined ability to render a complex matter down to a vote allows their perspectives to dominate any debate.





Guardians of the Veil



Rote Specialties: Investigation, Stealth and Subterfuge

Magic is a secret Art, and the Guardians of the Veil work to keep it that way. The order believes that Atlantis was defined by its humanity: the city rewarded human brilliance and reflected humanity's flaws. Atlantis was close to Utopia, but the Awakened City was not perfect. The Guardians of the Veil say that only individuals can be perfect — societies are always flawed. Even the Awakened City needed wardens, spies and killers.

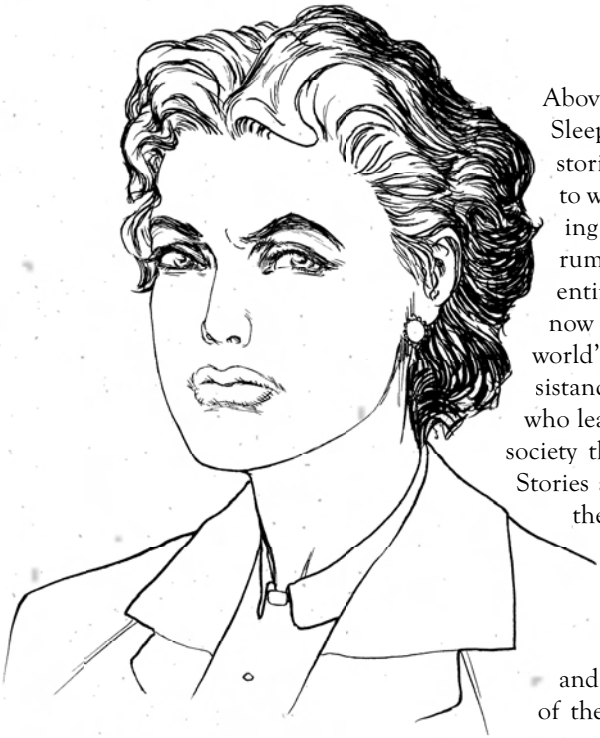
The Guardians of the Veil (also called the Oculus Draconis, or Eye of the Dragon) secretly protected Atlantis from treachery. It was a thankless job, as mages underwent quests for enlightenment for the good of the society. Even at Atlantis's height, the Awakened City had enemies: great beasts, demons cloaked in human flesh and rebels who fought out of madness or avarice. The order was hated as a matter of ritual because accepting the Guardian's role would question the legitimacy of Atlantis itself. Similar to the Adamantine Arrow, the Guardians of the Veil were viewed as instruments of Atlantis — never masters. But while war was the overt province of the honorable, the Guardians of the Veil dealt with subtle matters of state. Sometimes the ideal of servitude held true, but in the city's latter days, the order was accused of spying and killing to serve itself.

Atlantis's reign was partly due to the secret work of the Guardians. They discreetly removed foreign enemies, moving beyond supernatural threats to press outside rulers for boons, and if necessary, toppling kingdoms by fuelling insurrection from within. Some of these kingdoms did threaten Atlantis, usually due to the plots of non-Atlantean mages, but most posed only potential threats — potential that Guardian mage-spies identified and squashed without implicating Atlantis. Even after the Exile, the Guardians practice their subtle arts on Sleepers, spinning conspiracies and myths out of the loam of history. Guardians use plots, lies and knives to protect mages from enemies both Sleeping and supernatural.

Even though the Guardians' aims are pragmatic, they also have occult significance. The order believes that every Paradox widens the Abyss, so magic must remain hidden. Their own dark deeds are an occult sacrifice, defiling their own karma so that other mages may retain their wisdom free from outside dangers.

Overview

Save for the Seers of the Throne and the Banishers, no mages are as hated as the Guardians of the Veil. They are seen as a necessary evil — valued but distasteful allies. Even the Free Council is more respected because its chaotic ethos emphasizes discovery instead of repression. Awakened wills shatter barriers and seek freedom, so most mages distrust anyone who would shackle human desire. Still, although many mages resent the Guardians, mages still ask the group for aid. Of course, the order demands aid in return, and experienced Guardians can use the skeletons in reluctant mages' closets to gain the aid the Guardians seek.



Above all, the Guardians can move among Sleepers in a mundane guise, planting stories and measures of magical influence to ward off magic's enemies while providing for the Guardians' own interests. It is rumored that the order once manipulated entire civilizations to these ends, and even now the order plants secret signs in the world's cultures. Guardians might receive assistance by uttering a secret word to a Sleeper, who learned it in the useless rites of a secret society that the order created centuries ago. Stories abound of family lines bred to serve the order across generations and torture chambers reinforced for supernatural inmates. And half of the rumors may be the Guardians' own lies.

Where subtlety fails, silent weapons and deadly spells prevail; the Guardians of the Veil are also feared assassins. They are stereotyped as remorseless killers, but these mages know their sins, which makes them even more dangerous. They are certain that every deed is necessary to the goal of Awakened stewardship of the world and total victory over the Exarchs.

Members

The Guardians of the Veil choose their members through the slow indoctrination of candidates who possess a combination of Awakened potential and the necessary mindset. First, the Guardians lure novices into a conspiracy with other Guardians and Sleepers. Senior members test the novice's ability to keep secrets from the unenlightened as well as commit questionable acts for a greater cause. This stage is called the Gray Veil, the first curtain over a web of plots that tests a mage's dedication and ethics to the order's methods. The second stage is the Crimson Veil, when a mage must be willing to kill for the conspiracy. Sometimes a sorcerer murders someone the order has already marked for death, but any demonstration of sincere intent will do. The order wants mages to believe in an ideal so strongly that they will kill, lie and die for it, but the order doesn't want mages to abandon individual moral judgment. The final Black Veil therefore asks the initiate to perform an act that is immoral by the order's own standards. If she obeys, she can never join the order, and the secret society she once knew vanishes. She is not killed, but she is watched for life. If she refuses to obey, the order lifts the final deception, and she becomes a true member.

Many people believe that the order prefers initiates who were spies, killers or conspirators as Sleepers, but this isn't true. The Guardians of the Veil use mundane intelligence agencies and secret brotherhoods as proving grounds, but many prospects are lured into the order. Thus, Guardians often come from innocuous backgrounds. The society would rather mold a moral, pragmatic factory worker into an accomplished spy than hire a government-trained psychopath.

Philosophy

The Guardians of the Veil rarely write anything down because writing is a secret shared with anyone who reads. Instead, they keep an oral tradition instead called the Law of the Mask. It is introduced among the earliest Veils but only taught completely to a mage who graduates to full knowledge of the order.

Paradoxes strengthen the Abyss as punishment answers pride.

A Paradox is a mystical flaw that opens the Fallen World to the poison of the Abyss. Guardians point to anomalies and manifestations as proof as well as legends that imply that astral journeys were once far less arduous. The order discourages vulgar magic; Guardians who casually use such spells risk censure or worse. Symbolically, the Supernal World is too pure to tolerate such vain displays of naked power. If mages cannot use subtle talents to subdue the Fallen World, their souls might let the darkness in.

Sins for a just end grant wisdom to the Awakened.

The Guardians of the Veil hold that Wisdom is not a subjective ideal but an impersonal force that can be generated and transferred among Awakened seekers. Most mages develop their Wisdom by using magic carefully and clinging to compassion, because magic is the art of perfecting humanity — not abandoning it. Guardians, however, take another path. Lies and killing are sins but are offered as sacrifices for the good of the Awakened, and they create wisdom — for other mages. The Guardians' ways erode their own souls, but Guardians also provide safety and justice for the enlightened. Though the classical doctrine claims that there is an actual metaphysical transfer of merit, most Guardians are satisfied that their sacrifice helps mages.

Merit must guide the Fallen World.

Rule falls to those of merit. The Awakened are wiser than Sleepers, and masters are wiser than apprentices. Mages should foster wisdom among their charges, but never so much that they overstep their bounds and endanger other quests for enlightenment. Arcane secrets and obscure symbolism must weed out seekers who aren't ready for higher facets of mystic lore. Sleepers should not learn the secrets of Atlantis or endanger mages. Mages should be sparing with their wisdom and give humble but firm guidance to the less accomplished. This meritocracy does not consider sex, sexuality, ethnicity and the like to determine worth — bigotry is beneath the Awakened perspective.

Rituals and Observances

The Guardians of the Veil have many other rites in addition to the Veils mentioned above. The Masque and the Labyrinth are two of the most common.

The Masque

The Masque is more than an assumed identity; it is a layer of false being that a Guardian uses for a particular task. There are 49 archetypal identities, ranging from the Skull Priest who makes killing holy to the Scepter who assumes command. History and culture provide numerous variations, including the Black Suit, Wise Merchant and Wounded Soldier. These roles are sometimes aided by actual enchanted masks, and some of the order's duties require mages to don these masks. Objectively, the Masque is a series of spells that helps a mage to easily assume a particular role. Guardians don the Black Suit to portray government agents who suppress evidence of the supernatural or take up the Scepter to assume command of a corporate or government office. Symbolically, the Masque is a method to teach a mage humility, because he must suppress his own egotism to fit the part.

The Labyrinth

The Labyrinth is the web of secret societies, fifth columns and cults that the Guardians of the Veil create to conceal magic from the unworthy and exert influence over Sleepers. A novice is initiated through the Labyrinth, penetrating the Veils until he finds the true order. Such organizations rarely manipulate Sleepers directly. Instead, money pours into secret government budgets, businesses can't succeed without the support of a certain private club and Sleeper investigators are diverted to cults who ply the Sleepers with useless information. In the occult world, the order showers disinformation upon would-be sorcerers and invents prophecies that Guardians later fulfill. More than one mage has become obsessed with garnering temporal power through the Labyrinth.

Titles and Duties

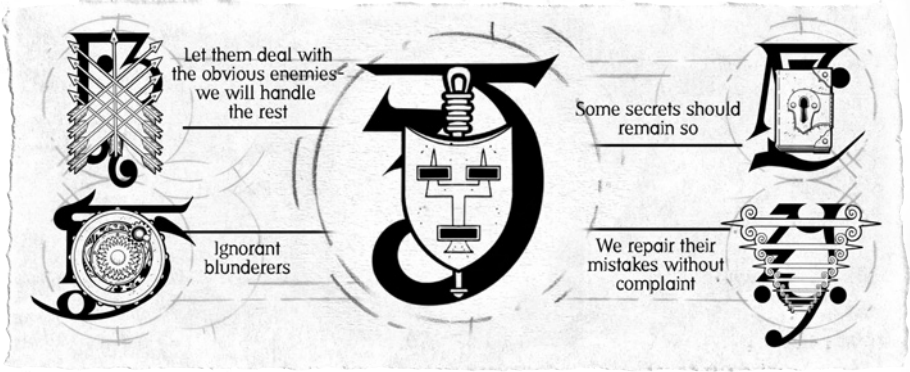
The Guardians of the Veil have many titles. Some are false elements of the Labyrinth while others exist only to deal with other orders. In addition, the order may have secret ranks known only to its masters. Two titles are widely known.

Interfector

Interfectors are interrogators and executioners who serve a Consilium. At official functions, the Interfector is masked, and mages ritually deride her by refusing to touch her or step in her shadow. Mages usually rotate through the position (each wearing the mask of office) so that the role remains an impersonal force. Interfectors are usually found in old or repressive Consilii. However, the office grows less common, and many mages argue that it's obsolete.

Epopt

Epopts ("beholders") perform two functions. They direct other Guardians to assist in managing the Labyrinth and recruit new members by sending them through the Veils. Epopts are always experienced Guardians but rarely rise to the highest ranks of the order — the Guardians of the Veil value the Labyrinth but keep its games at a distance. Epopts tend to get enmeshed in the mundane politics of their office and, having tasted power over the Sleeping world, are reluctant to abandon it for the more esoteric concerns of higher ranks.





THE MYSTERIUM



Rote Specialties: Investigation, Occult and Survival

Knowledge is power. Over time, mystic lore trumps worldly ambition. The members of the Mysterium believe their order is the purest because they ignore mundane power to seek magical knowledge. That doesn't mean there aren't influential mystagogues, as mages of the Mysterium call themselves. The order does not decide on individual ambition, but the Mysterium seeks out knowledge first. Power is the welcome side effect of holding mystical lore.

The stereotypical Mysterium mages are lonely sages minding moldering grimoires and corroded Artifacts. There are occasions when this image rings true. Throughout history, witch hunters and ignorance forced the order to seclude itself, waiting for centuries for human curiosity to defeat dogmatism. Old mystagogues still tend ancient library fortresses, but the modern mystagogue is an adventurous blend of archaeologist, cryptographer and master of riddles who scours ruins. However, mystagogues do more than indulge in the thrill of uncovering secrets; they also protect the order from the enemies who threaten the Mysterium. Ancient curses and cultist guns try to keep the secrets of Atlantis submerged, and the modern order values its scholar-adventurers as much as its librarians.

The modern world is a storehouse of secret lore waiting to be retrieved and catalogued for the good of the Awakened. Mysterium mages travel to obscure places to add what lies there to the sum of occult knowledge. However, the order doesn't freely share its hard-won research. Some knowledge is too dangerous for general consumption or too valuable to give away. Exploration takes its toll on money and lives, and the Mysterium needs leverage to fund, staff and protect future quests.

Overview

In Atlantis, the mystagogues were professors and librarians. Legends detail the Cenacle of Sighs where mages could consult the ghosts of savants or vast libraries written in the tongues of Fae, demons, angels and gods. The ancient order ventured to distant lands to learn the natural sciences and innovations of barbarian states. These expeditions were as martial as they were scientific because outlanders feared and hated the Great City. The early mystagogues paid for their knowledge in blood, securing a place of honor in the city's silver halls.

Without the Mysterium, also called the Alae Draconis, the Wings of the Dragon, the ruling cabal could never have built the Celestial Ladder. The order was second only to the Silver Ladder in power and restricted access to the Mysterium's knowledge to keep challengers from usurping the order's place. So the order became an unwitting architect of the Fall that destroyed the libraries the Mysterium had created. Order mages founded their own traditions as they wandered, teaching writing, poetry and storytelling while imbuing them all with vital magical symbols. The mages hoped that future generations would uncover the truth and Awaken to Mysterium secrets, renewing the Atlantean arts.



Modern mystagogues believe they are that future generation, and that the time has come to uncover the secrets of magic from ancient languages, myth cycles and forgotten crypts. This is the mystagogues' most important mission. The order as a whole has little patience for uncovering human history; all that matter are Atlantean magic and the secret codes hidden in the world. Other mages accuse the Mysterium of grave robbery and plundering, but the order calls its accusers hypocrites because they all use the knowledge that Mysterium mages risk their lives to acquire.

Members

Mysterium members are typically more educated than mages in other orders. The society doesn't reject uneducated sorcerers, but these novices quickly learn the academic skills they need to identify and analyze arcane treasures. Educated mages, though, receive further training on how to survive in uncivilized places and uncover occult ruins and well-guarded lore. Recently, the order has begun to delve into modern cities, applying sociology and even burglary to its research. Sleepers, enemy mages and supernatural creatures bring relics to museums, secret lodges and private homes. Rather than allow these artifacts to fall into disuse, the order acquires them discreetly. These situations require considerable street savvy, and many newer members fill this growing niche.

The order also recognizes that knowledge isn't found only in tomes and artifacts. The secrets of Atlantis are encoded in oral tradition and ancient customs. The Mysterium scrutinizes every phrase and gesture for hidden meaning. The secrets of magic can even be found in modern architecture and film and on the Internet, but investigators are careful of mass media that carry arcane messages at the behest of hidden supernatural players. Tangential to this are the order's efforts to acquire secrets that other mages have suppressed. Mystagogues play the roles of spy, thief and even art critic to fill the order's libraries.

Philosophy

The Mysterium's ethos revolves around locating and preserving Awakened knowledge. Order mages have written several treatises on the subject, but most can be distilled into three aphorisms.

Knowledge is power.

A mage is nothing without occult knowledge, but with it, she knows the secrets of the universe and the fundamental problems affecting humanity. The Exarchs imprison the world with ignorance because they understand this truth. Some Mysterium philosophers even claim that knowledge is reality itself either in the form of

a mystical understanding of the Supernal World or as patterns of pure information waiting for the application of suitable spells. Ignorance, then, makes reality weaker and the Abyss stronger.

Knowledge must be preserved.

After Atlantis fell, both Sleepers and the Awakened stumbled into an age of ignorance. The situation has degenerated so much that radical mages sometime claim that the Awakened City never existed! The Mysterium believes that uncovering and preserving the ancient magical tradition are the only ways to transcend the Fall. Every fragment of arcane can bind Above and Below or at least slow the growth of the rift between them.

Knowledge has a price.

Arcane lore is dangerous and only acquired at great cost, so the Mysterium does not share its secrets with Sleepers, and mages must meet certain standards. The order always demands payment, such as an uncommon grimoire or enchanted item, in exchange for such exclusive knowledge. Even then, the Mysterium doesn't share its knowledge lightly. There are some books and secret names that mages should *never* know because such works summon up what can't be put down or constitute a weapon that would destroy the Awakened balance of power. Unlike the Guardians of the Veil, the Mysterium does not lie to the unworthy — the order merely denies them access to what they seek.

Rituals and Observances

Mysterium rites are based on the acquisition and preservation of knowledge. As mystagogues advance to greater levels of trust, they are expected to uncover arcane secrets of equivalent value or dedicate their lives to preserving them.

The Athenaeum

An Athenaeum is a Mysterium storehouse. Unlike Free Council Lorehouses, these are secret installations where mystagogues secure and catalogue their finds. Athenaea are protected with strong wards and are the direct responsibility of a Curator. When an outsider wishes to view material from the Athenaeum, she has the material brought to her and she studies it under guard. There is no universally central Athenaeum; Athenaea are created whenever local members of the order need to do so. Normally, the region governed by a Consilium will either possess one or be adjacent to a region that does.

The Atlantean Mystery

Even individual mystagogues are not granted full access to the order's collected lore. The Atlantean Mystery is a series of initiations that uses divinatory magic to assess a candidate's suitability and how she must prove her worth. Normally, a mystagogue is assigned a task appropriate to the level of initiation. These trials almost always involve gathering new lore or confiscating dangerous or stolen occult materials. The highest lore of the Supernal World, the Abyss and certain summoning spells require the greatest degrees of initiation.

Titles and Duties

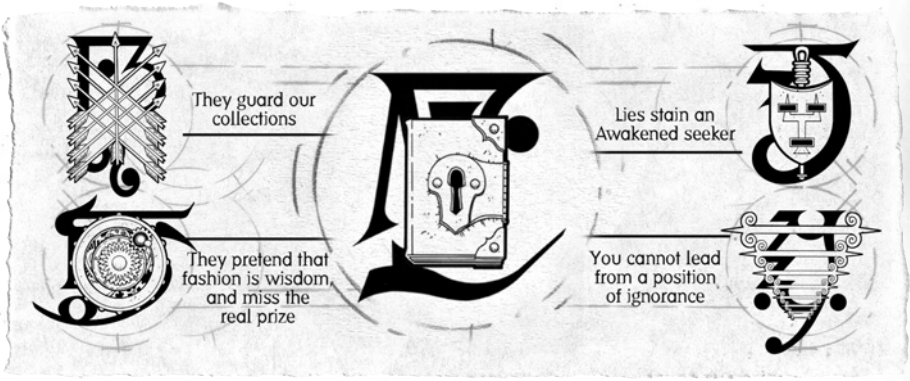
Every mage of the Mysterium has the title of mystagogue: one who has been initiated into the order's lore. The ranks of initiation have various titles for each of the five degrees, such as third-degree member. In addition, there are two other well-known titles.

Censor

Censors keep lore secret. Other orders resent Censors but realize that certain spells and knowledge could shatter the Awakened world. The Censors are the most martial mystagogues because they must disarm others of their secrets. The Free Council accuses these mages of being self-appointed killers of freethinking mages. Censors have acted on political motives, but they have also saved the lives of mages and Sleepers by suppressing destructive occult knowledge. Censors never destroy what they confiscate; instead, they keep it under lock, key and ward in an Athenaeum.

Curator

A Curator of an Athenaeum must be a second-degree adept or better as well as an accomplished academic. Curators who betray the order are killed. Incompetence is punished by stripping the offender of all her Mystery initiations and forcing her to study only the lowest secrets of the order until she regains her former station.



The Silver Ladder

Rote Specialties: Expression, Persuasion and Subterfuge

Mages are meant to rule. Do not believe that hubris felled Atlantis and that humanity deserved to be cast into darkness — that is part of the Lie. Do not let the Exarchs imprison the dreams of mages as the Exarchs imprison magic itself. The war for reality proceeds as it should. If you expand your perspective, you will see that the fall of the Awakened City was just a skirmish, a setback. There are other battles to be fought. Cast your lot with humanity and Awakened destiny, and you embrace the Silver Ladder.

It's a potent promise through the ages and articulated as the Exile forced the théarchs of the Silver Ladder to gaze at the ruins of Atlantis. They say it is fitting but hardly discouraging that such devastation should follow a struggle for the ultimate prize, for the Silver Ladder has a potent weapon that the Exarchs can never possess: Sleepers. For all the Exarchs' schemes, the enemy's minions are slaves concerned with keeping the Sleeping rabble ignorant while the Silver Ladder spreads the flame of Awakening as much as possible. The Quiescence makes this dangerous; so it is necessary to release a trickle of truth that dedicated men and women follow to the flood of Awakening. Mages must be prepared to accept these new apprentices, to cooperate to expand Awakened influence and to train themselves for the battle to come. The Silver Ladder wants an army swelled by Sleepers and forged by conspiracy before the order builds a tower to the gods once more.

Overview

The Silver Ladder is used to ruling mages. While they were not the lords of Atlantis, they were advisors who held the balance of power, the Vox Draconis, the Voice of the Dragon. As priests, viziers and judges of old, the théarchs upheld the principles of law. To hold together an entire nation of mages is an unmatched feat that the order continues to be proud of. When the judges ruled fairly, they maintained a balance between mages and unenlightened humanity. As priests, the théarchs advocated a balance between material needs and spiritual desires. Of course, the théarchs had human weaknesses and, more than any other order, were swayed by the promises of the Celestial Ladder to put gods and demons under the reign of humankind.

Other orders were humbled by the Fall, but not the Silver Ladder. Although some still speak of balance between the material and spiritual, others justify their desire to win the Imperium Mysteriorum for all humanity. But their enemies are no longer the inhuman powers of the world. By trapping humanity in the Lie of Quiescence, the Exarchs have shown the théarchs that the Exarchs fear mortal men and women, but if humanity is bound together against the Exarchs, the Oppressors will be toppled. So the order bides its time, taking the office of the sage advisor throughout the world, and whispering instructions to princes, generals and ministers.

The Silver Ladder also binds mages together. It formed the Consilium system and distilled countless interpretations of the Art into customs that all mages may follow. The orthodox orders recognize the inherent worth of the Silver Ladder's direction, though none would call it control. Even when another order reaches ascendancy in a Consilium, the théarchs offer skilled advice to Hierarch and council.



Members

The order has little patience for error or excessive humility. Mages should not let arrogance blind their assessment of a situation, but they should never take the blame for events outside of their control or bow to an unworthy master. While this causes friction with other mages, a certain amount of conflict keeps mages thinking. Therefore, a successful théarch has a brash but thoughtful personality that cloaks a will of iron. He is politically adept, with unquestioned occult prowess. The theoretical aspects of magic are avoided except where they serve his practical needs, but he never skimps on his studies.

The Silver Ladder does not always use such forward tactics, but the order must project an image of strength. In other situations, a light touch is required, but this should never call théarchs' prestige into question. "Accuse publicly, apologize quietly," is a common maxim, but the quiet word is as carefully plotted as the loud one.

Philosophy

The Elemental Precepts describe the philosophy that the Silver Ladder espouses. The order has spread this doctrine for millennia. No authoritative text exists, and they are often taught as a series of parables or aphorisms.

Diamond: The Awakened are one nation.

Diamond is the transformed Earth in the Elemental Precepts, the base upon which all achievements rest. Under this precept, mages have a common bond in Atlantis and the struggle to exalt humanity. This creates a nation to which all mages are beholden. Traitors such as Banishers and Seers of the Throne should be punished righteously. Other mages must respect the Consilium more than any Sleeper government.

Thunder: Imperium is the right of humanity.

The goal of the Awakened is to secure the Imperium Mysteriorum — the Sovereignty of the Mysteries — for humanity. No Exarch or god has the right to control human destiny. Thunder is energized Air, the life-breath of humankind, and the duty to seize Imperium is synonymous with the right to life itself.

Star: The Silver Ladder is the path to victory.

The Star is the sign of Supernal Fire and the symbol of the Watchtowers. Silver Ladder mages were the priest-judges of Atlantis, and it is their duty to direct the Star against the Exarchs. The order claims that its most powerful members receive instructions directly from the Oracles. Théarchs arm the Awakened against the Lie, and therefore deserve the respect and obedience due the Seneschals of the Oracles.

Blood: The Sleepers follow.

Blood is living Water and heralds birth, but is also the sign of a wound. Sleepers are wounded by the Quiescence and need the direction of the Awakened. They must be healed to claim the Imperium Mysteriorum. This is a slow, careful process that must follow the traditional forms of apprenticeship.

Rituals and Observances

The Silver Ladder's rites are common to all mages. The order preserved the Duel Arcane and founded the first Consilium — its conventions have become the norm. Yet, there are some traditions that the order reserves for itself.

Convocation

Every year, deacons from at least two Consilii gather to set common policy for the year to come. This is known as the Least Convocation. Lesser Convocations occur every three years, gathering all deacons in a larger region defined by geography and tradition. Theoretically, there are also Great Convocations, where all deacons on a continent meet every five years, but these have not gathered in over a century. A Grand Convocation of deacons from around the world is an unfulfilled dream said to be the first step to creating a true Awakened nation.

Lex Magica

The Silver Ladder enforces a special legal code in the order's own ranks. This governs everything from the relationships between mentors and apprentices to the circumstances under which a théarch may kill another mage or Sleeper. These laws are enforceable regardless of Consilium policy on a matter. Any théarch of superior station may pass judgment on minor affairs, but major crimes such as theft and murder are dealt with by a lictor.

Titles and Duties

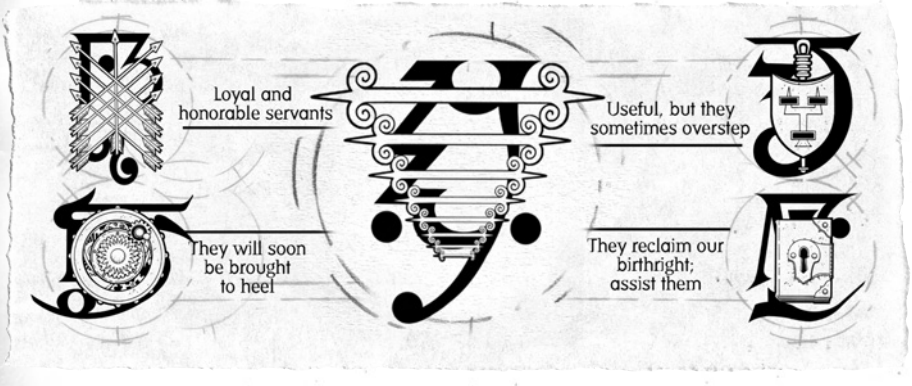
The Silver Ladder uses several titles to denote rank and function. Two are universal and well-known.

Deacon

A deacon directs order affairs within a given Consilium's jurisdiction. Many deacons serve as Councilors on a Consilium's ruling body, but a few conceal their true station. In addition to attending Convocations, a deacon enforces discipline and coordinates the Silver Ladder's efforts to bring mages under strong rule.

Lictor

A lictor is a traveling official who enforces the Lex Magica as judge and punisher. Lictors are tough and magically adept. Most lictors travel a circuit and serve as a source of news and rumors about mages in other regions. A lictor's judgment is binding upon a Silver Ladder mage; there is no higher authority to which to appeal. This power is balanced by the fact that these rootless mages cannot have apprentices (other than their replacements) or permanent sanctums until they resign.



Using Status

The two Status Merits detailed on pp. 79-80 quantify the respect and regard individual characters have in their Consilium or order. These Merits determine reputation and renown in Awakened society and are a reflection of the mage's contributions (or perceived contributions), stemming from a combination of mystical knowledge, magical skill and social savvy. Status is fluid, however, and once play begins, a character's actions dictate his future standing within Awakened society.

This section details mechanical systems related to Status, but the players and Storytellers of the chronicle provide a context for these systems. The in-game means through which two mages achieve the same Status dots can vary greatly. Similarly, high Status does not make the character "better" than other mages (although he might think so); he simply has more respect in that group. Finally, standing in one area does not carry over to other areas — a mage in the Mysterium of London likely won't care much about his cabal-mate's ranking in the Adamantine Arrow or his fellow Mysterium member's standing in Cincinnati.

Status and Social Skills in **Awakening**

Unlike **World of Darkness** games where most of the characters are portrayed by the Storyteller, many of the people in an **Awakening** chronicle are the characters of other players. How are Social Skills (and Social modifiers such as the Status Merit) used against another player's character? **Mind's Eye Theatre**, pp. 83—84, covers this in detail — **Awakening** assumes the default ruling "Influence, Don't Adjudicate." This means that while another player's character is not forced to blindly follow the orders of a character with higher Status who tests well, at the same time the target of such a test should attempt to noticeably incline his roleplay toward the suggestion made by the character who made the successful Social test.

That being said, not all games will have a need for a detailed political system. While player-versus-player political maneuvering is common in many **Mind's Eye Theatre** chronicles, it's not to everyone's taste. Therefore, Storytellers should feel free to consider the entire "Using Status" section as optional — if your troupe doesn't care for it, then ignore it. Further, since the two Status Merits for the Awakened don't require any experience point expenditures, Storytellers can do without the Merit entirely, or save it for later as the players become more comfortable with Consilium and order politics.

Talking About Status

"Status" is an out-of-character game term — no mage would describe herself as having "Status 2" inside the society of the Awakened. The description of the Status Merit provides a few terms that correspond with the trait's various dot levels (see p. 80), but some other phrases can be of use. The terms on p. 119 can be woven into in-character conversation. These words are generally capitalized when written out so that their system implications are clear while the phrases in quotations are other ways to convey the same information.

•	Acknowledged (or "of low standing or rank")
• •	Recognized (or "of some standing or rank")
• • •	Valued (or "of significant standing or rank")
• • • •	Respected (or "of high standing or rank")
• • • • •	Admired (or "of unsurpassed standing or rank")

Starting Play

Characters entering an established chronicle cannot begin with Consilium or Order Status dots above 2; two dots are only if a new character enters with an established connection to the Consilium or order in question. Modifications of Consilium and Order Status occur entirely as a result of in-character actions and interplay, and no experience point expenditures are required.

Storytellers setting up play in a new area or at the start of the chronicle should allocate some additional dots of Consilium Status to create the Awakened hierarchy of the region. Assuming the traditional Consilium setup, the Hierarch receives Consilium Status 4 and each of the five Councilors starts with Consilium Status 3. The first Provost named by each Councilor as well as the first Herald and Sentinel named start with Consilium Status 2. The Hierarch can also freely grant Consilium Status 1 to any character the Hierarch acknowledges as under the authority of the Consilium. Consilii set up in different ways have their starting Status determined by the Storyteller, but all mages with Consilium titles should start off no lower than two dots and no higher than four. Players need not spend any Merit dots or experience for these starting scores, but the Storyteller is likely to turn to them to assist in launching or maintaining stories. The Storyteller can strip Consilium Status dots if characters are portrayed in ways that would weaken their standing in their city.

A character generally may have Consilium Status only in his primary region of residence — mages are highly territorial and suspicious of outsiders. Further, visibility and participation are components of Consilium Status, so even masters of Space have difficulty keeping up with all of the social obligations to balance multiple sets of Consilium Status (at least, without risking incurring severe Paradoxes). In the rare case when a Storyteller allows such an arrangement, a character may earn Consilium Status in more than one region, but each additional region reduces the amount of Consilium Status that can be earned in any of them. So, for example, a character who earns Status in two different regions has a maximum of Consilium Status 4 in each while a character with Consilium Status in three different regions can earn a maximum of 3 and so on. In addition, such characters are not often trusted with any sort of office — it's simply too easy for the character to switch sides at a crucial moment.

A character may, on occasion, have more than one form of Order Status. This occurs when a character is actively infiltrating another order or is just beneath the notice of most other members of his group. A Storyteller has the option to limit the total number of dots in Order Status among multiple orders — a total of three dots is recommended (although a mage with Status in only one order would not be beholden to such a limit). A character with dots of Order Status in multiple orders does gain access to each order's special benefits. However, orders expect certain things of their members, and if other mages find out that the character is playing orders against each other, he might see that Status vanish when he's called upon to account for his treacheries.

"Region"

The term "region" is frequently used in this book to mean "the geographical area under the control of a Consilium." Many times, this is usually a city or other major metropolitan area, but a region can range from a small neighborhood to an entire country. It all depends on the political authority (and, some would say, hubris) of the Consilium in question.

Determining Another's Status

The best way to determine social standing is through roleplaying and interaction, but a mage has more time and access to subtle clues of standing and reputation than the player does. When one mage meets another, a player may make a reflexive Intelligence + Politics test to recall if her character has heard of the other in a particular context. (Do not subtract the target's Occultation dots from this test.) Trying to recall Consilium or Order Status are separate actions. This test can occur only when the observing character reasonably determines the observed mage's identity. An introduction certainly qualifies but overhearing a shadow name is just as good. If he presents himself under a name different from what he usually goes by, then the test is possible but can determine only the Status of his false identity. For Consilium Status, mages can determine only the effective Consilium Status of visitors, not strangers' true Status back home. Visitors who size up residents suffer a penalty equal to that imposed on the visitors' own Consilium Status. For Order Status, the test fails automatically if the observer has no dots of Order Status of her own or if she tries to determine Status outside of her order.

Failure: The observer has no sense of the subject's standing. After a failed attempt, the observer cannot try to determine the same Status type for the same subject until a full hour has passed (usually spent subtly asking around and getting the perspective of others to more accurately determine the target mage's standing).

Success: The observer recalls the mage's standing (the player knows the other character's dots of Status). In the case of characters with the relevant Status at zero, the observer knows if the subject has not earned any standing in the Consilium or order or has somehow been stripped of Status. If the latter case, the observer does not learn how Status was lost but simply that it was.

Status and Travel

Although mages are traditionally fairly insular people, a number of them travel to nearby or distant regions whether on business of their order, for diplomatic reasons between Hierarchs or perhaps to uncover some new fragment of mystical lore. The respect a character has earned may change as he travels further from his home region.

Order Status does not change as a character travels. The visiting worthy may not have the local resources to enforce his will, however, so maintaining the respect of the local cabals remains a wise move for a traveling mage, even among his order.

Consilium Status is bound to the conditions of a particular region. This makes Consilium Status an effective tool in that locale but not suited to travel. Characters visiting a region have no true Consilium Status but do gain an effective rating based on their reputation back home and how far they have traveled. A visitor's effective

Consilium Status is equal to her Consilium Status in her home region, modified as follows:

Character Is . . .	Consilium Status Modifier
Outside his home region, but nearby (about a day's drive)	–1
Inside his home nation	–2
Outside his home nation	–3

The above penalties also apply to any attempts a visitor makes to determine the Consilium Status of a resident in a region he's visiting (see "Determining Another's Status," p. 120). A visitor's effective Consilium Status can never be higher than 3.

Effective Consilium Status does not grant any special powers or privileges and cannot be used as a "social tool" as native Consilium Status can. Instead, effective Consilium Status denotes a level of respect that a character's reputation reasonably carries outside his home domain. On the other hand, visitors are largely immune to Status changes in a Consilium through which they pass. The worst a Consilium can do is strip a newcomer of effective Consilium Status in the visited domain. This has no effect on the visitor's Consilium Status back home. Hierarchs cannot flatly refuse to acknowledge mages who have any effective Consilium Status (one or more dots). Hierarchs may, however, use their powers to reduce visitors' effective Consilium Status down to 1 and to strip that last dot, revoking any welcome. If a visiting character decides to stay in a new region, the effective Consilium Status she would have as a visitor to the city becomes her new Consilium Status dots. If she chooses to attempt to keep Consilium Status in both regions, her total Consilium Status dots must be reduced to accommodate this arrangement. If she chooses instead to make this region her new home, then the Status in her former domain is lost (although she can return as a visitor).

Changing Order Status

Increasing Order Status

Order Status changes through in-character actions and perceptions instead of by the expenditure of experience points. A character must demonstrate particular dedication to the goals and ideals of his order to earn high standing in that group. However, only so many mages can be respected and admired — there can be only one mage with Order Status 5 in a region and only five with Order Status 4. The following table is a generic but useful guideline when adjudicating such matters. Storytellers may decide to create order-specific deeds for their games or even Consilium-specific ones.

Praiseworthy Deeds for the Order

Status	Deeds
•••••	Acting to position the order into power in the Consilium; personally helping a Sleeper to Awaken and join the order; single-handedly accomplishing a major goal for the order
••••	Defining a specific goal for the order and organizing members to achieve that goal; assuming a position of recognized leadership within the order or Consilium

Status	Deeds
• • •	Designing plans or removing obstacles to advance the goals of the order; acting above and beyond the call of duty to serve the order
• •	Recognizing respected members of the order and obeying their edicts; promoting loyalty among fellow members of the order
•	Regularly attending and participating in order caucuses

When the mage has performed deeds in line with the level of Status above his, a survey can be started for the Order Status increase. This is usually started at a caucus as either the mage steps forward to declare his deeds for the order or a fellow mage makes such a declaration on the mage's behalf. The Storyteller can also start a survey with no in-character action to motivate it if she feels that the increase of Order Status is warranted.

The players of the order of mages in the region are asked if they support the mage's increase in Order Status and if they choose to block it or if they abstain. This poll is conducted out-of-character, and it is based on the player's perceptions of the character's actions and not the polled character's personal opinions — so, for example, if the Storyteller asked the player of Manticore of the Silver Ladder whether his character's rival Caedmon has acted in a way that increases his standing, the player may answer that Caedmon has acted in the best interests of the order overall, even if those actions have worked against Manticore's personal interests. Manticore would perceive Caedmon as closer to Manticore as a peer, and thus Caedmon's standing in the order would increase, even though Manticore hated Caedmon.

The Storyteller totals the dots of Order Status for the characters that supported the mage's increase in Status and subtracts the dots of those who blocked it — those who abstain are not calculated. If the total remaining dots are equal to two times the number of dots the character desires, the character's Order Status increases. Increases in Order Status can occur only one dot at a time, and regardless of success or failure, another survey to increase Status cannot be conducted until a number of chapters pass equal to the mage's current Order Status.

Example: Caedmon of the Silver Ladder has been working hard to move from being a loyal devotee of the order's ideals to being a more active participant. He has been assisting in achieving the goals of the order in the hopes of increasing his Silver Ladder Status from 2 to 3. At the caucus, Caedmon steps forward to boast of his deeds, and the player asks the Storyteller for a survey. The Storyteller asks each player in private and finds that three of the players support the increase, one blocks it and the other two abstain. The total dots of support come to nine. The blocking character has Silver Ladder Status of 2, which brings the total support down to seven. This is still more than twice the number of dots Caedmon is seeking to get (he needed six dots of support), and the Storyteller announces that Caedmon now has Silver Ladder Status 3. He can't seek an increase to Silver Ladder Status 4 for at least three chapters.

Stripping Order Status

Removing dots of Order Status is the reverse of increasing Order Status — the mage has taken actions that harm the order, and his peers seek to reprimand him. Again,

this usually takes place at a caucus, as the mage's detractors declare publicly the actions that he has taken that they feel require reprimand (although on rare occasions, the mage himself may be overcome with guilt and confess to such crimes himself). The generic table below is merely a guideline, but Storytellers may create order-specific or Consilium-specific sins.

Sins Against the Order

Status	Sins
• • • • •	Deliberately disrespecting, lying to or giving bad information to a member of the order of equal or higher standing
• • • •	Unintentionally working against the goals of the order
• • •	Intentionally working against the goals of the order; unintentionally stealing from, betraying or otherwise directly harming a member of the order; unintentionally betraying an order secret
• •	Deliberately stealing from or directly harming a member of the order; unintentionally destroying a member of the order
•	Deliberately betraying or destroying a member of the order; deliberately betraying an order secret

When the mage is accused of sins equal to or less than his current level of Order Status (or the Storyteller feels such is warranted without any corresponding in-character action), a survey is started for the Order Status decrease. The players of the order mages in the region are asked if they support the mage's decrease in Order Status and if they choose to block the decrease or if they abstain. As before, this poll is conducted out-of-character and is based on the player's perceptions of the character's actions and not the polled character's personal opinions.

The Storyteller totals the dots of Order Status for the characters who supported the mage's decrease in Status and subtracts the dots of those who blocked it — those who abstain are not calculated. If the total remaining dots are equal to two times the number of dots the character currently has, the character's Order Status is reduced. Decreases in Order Status can occur only one dot at a time, and regardless of success or failure, another survey to decrease Status cannot be conducted until a number of chapters pass equal to the mage's current Order Status.

Optional Rule: Order Expulsion

A character's actions against the order may be so atrocious that reducing his Order Status isn't sufficient. Perhaps the character betrayed the order to the Seers of the Throne or is discovered to have joined a Left-Handed Legacy. If the Storyteller agrees, orders may be able to expel members through the weight of their Status. Successful ejection immediately reduces the target's Order Status to zero, regardless of how many dots he holds at the time. Expulsion works exactly as stripping a single dot of Order Status except that the total number of dots of support (after blocking dots) is doubled.

Optional Rules: Global Social Structures

For particularly huge chronicles in which Storytellers have dozens of regions constantly interacting with each other, a five-dot Status system may be insufficient to reflect the complexity of Awakened social interaction. Therefore, here are some optional rules that can be used to reflect the social dynamics of this kind of chronicle.

Global Order Status

Orders are loose fraternities of similarly-minded mages working toward common goals. As regions grow more and more connected, however, larger and more intricate structures can develop. For such a setup, Storytellers may choose to increase the limit of Order Status to 10 with the additional five steps representing larger scales of authority or concern.

••••••	The character is a top authority in his order within a collection of cities.
•••••••	The character is a top authority in his order in a subsection of a larger country (such as a few states or prov inces) or within the entirety of a smaller country (such as Germany).
••••••••	The character is a top authority in his order in the entirety of a larger coun try (such as Canada) or within a collection of smaller countries (such as Latin America).
•••••••••	The character is a top authority in his order worldwide.
••••••••••	The character is the one true authority in his order worldwide. Some orders may never claim such an individual, leaving such people to act as secret masters of their order.

Changes to Order Status beyond five dots are conducted with all order mages in the chronicle and not just in the mage's home region. The dots of support needed are multiplied by 20 instead of two (although this number can be modified to any that the Storyteller considers reasonable, depending on the size of his game).

Allied Consilii and Grand Consilii

A Consilium may decide to form an alliance with a foreign Consilium, or a collection of Consilii may attempt to create a Grand Consilium, with the Hierarch or other representative from each region forming a Council of their own to handle

affairs between the unified regions. Mages do not have their Consilium Status reduced when traveling to allied Consilii — mages' effective Consilium Status is the same as their home region's. However, all rules for effective Consilium Status remain in effect (so, for example, a mage who has his effective Consilium Status stripped by the Hierarch of an allied region does not have his home region's Status reduced). In a unified structure, however, officers on the Grand Consilium can modify the Consilium Status of any mage within their authority — all the mages are considered within the Grand Consilium's "home region" for the purposes of their ability to modify Consilium Status.

Repute (• to •••••)

Within the Consilium, a character's status is reflected by his duty and dedication to the workings of the region. Within Awakened society as a whole, however, mages might gain a measure of recognition apart from their social and political dedication. The legendary tales or infamous deeds of the Awakened may spread through a region or through multiple regions, and the name of the mage may grow to become renowned to mages all over.

Players of characters active in Awakened society (usually mages, but sometimes Sleepwalkers may be socially active enough to qualify) who encounter the reputed mage can test with the character's Intelligence + the mage's Repute dots to see if the character has heard of the mage. Once someone recognizes the mage, the Repute Merit gives a +1 bonus to his Socialize tests against the person recognizing him, as well as on Persuasion (if the character is known in a positive light) or Intimidation tests (if the character's fame slides more toward infamy). This adds to any bonuses from the character's Status Merits if the target would be impressed by the status as well.

As Repute is not Status, this Merit must be purchased with experience points. However, roleplay actions can help to justify to a Storyteller the purchase of this Merit.

•	The mage is known by the mages in the city he lives.
••	The mage is known by the mages in the cities all around him.
•••	The mage is known in a subsection of a large country (such as a collection of states or provinces) or the Awakened populace of a smaller country (such as Spain).
••••	The mage is known within a very large country (such as the United States) or a collection of smaller countries (such as the European Union).
•••••	The mage is known by Awakened through out the world; he is a modern legend.

Example: Sunny (Free Council Status 4) is found to be a member of a Left-Handed Legacy. To reduce her Status from 4 to 3 would take eight dots of support after blocking dots. However, her peers want her out of the order entirely. This would take 16 dots of support after blocking dots — twice the normal number.

Larger and Smaller Games

For larger games, it might be simple to find a handful of supporters to get two times the dots targeted while in smaller games the total dots of Order Status combined might not be enough to accomplish the change. Storytellers can feel free to modify the number of dots of support needed to accomplish the change for all orders or only particular ones. However, such a change should be announced before a survey is conducted to give players a chance to withdraw their request for a survey (although the Storyteller may conduct it anyhow if he strongly believes the request was merited). As a good rule of thumb, it should be easy to get support at lower levels of Order Status, but it should require more support from the order as a whole to increase or decrease standing as the character rises through the ranks. Moving to or from Status 5 should require the support of a significant portion of the order, if not every member.

Changing Consilium Status

Consilium Status is the more fluid of the two Status Merits. Once play begins, most changes to Consilium Status are made through the following rules systems, although the Storyteller can choose to modify Status Merits directly as he feels necessary. Typically, modifications in Consilium Status occur through the actions of certain officials within the Consilium. Mages who remain active in their regions also accumulate Consilium Status over time. However, a mage cannot earn more than one dot of Consilium Status at a time. Once a sorcerer has gained a dot, a chapter must pass before he can gain another one.

Non-traditional Consilii

Not every Consilium is structured according to Atlantean tradition. Typically, however, there are mages who act as executive officers, those who act as representatives, those who protect the region and so on — the Storyteller can allot Status-modified powers to those mages who most closely match their respective offices. In Consilii where multiple mages act in one capacity (such as a Council that has no Hierarch but passes judgment by consensus), Status-modifying powers require a simple majority to take effect. Other modifications of these rules to accommodate unique structures should be detailed by the Storyteller ahead of time so players know how Status works in their region.

Power at the Top

Only so many mages can be influential in a single region, so there is a limit to the number of active characters who can hold high levels of Consilium Status. At any one time, only a single mage in a region may hold Consilium Status 5, and a maximum of five mages may hold Consilium Status 4. If the maximum allowable characters

already have a certain level of Status, the Consilium Status of one of the incumbents must first be reduced before another can take his place. These limits do not apply to visiting mages with effective Consilium Status. Note that holding an official position in a region does not grant dots of Consilium Status or any guarantee of esteem. The rough equivalencies between Consilium Status and the positions provided on the table on p. 80 by the Status Merit serve as guidelines — characters in official positions and with significantly lower Consilium Status than suggested likely don't rest easy in their roles. The actual naming of positions other than those described here occurs purely through roleplaying.

The Powers of Consilium Officers

Various positions within the Consilium have the ability to modify Consilium Status. The Hierarch, Councilors and Heralds of a Consilium are unique in that they have points as well as dots of Consilium Status. Just as Willpower points, these Status points can be spent for a variety of effects. They replenish every chapter (or every month, if your chronicle meets more frequently). If an individual stops holding a position that grants Status points, the character immediately loses access to their effects, and any new officer can only use the points that remain unspent for the month. An election or appointment doesn't refresh the pool until the beginning of the next chapter or month. To see how many Status points a character has, see the sections on the individual positions below.

Points of Consilium Status can be spent to award another character a permanent dot of Consilium Status or to remove one (depending on the powers of the office). No officer can grant more than one dot to a single character within the same chapter, but the official can remove more than one dot at one time (at a cost of one point per dot in either case). No character can affect her own Consilium Status with these points, but characters can affect one another's Status as appropriate. However, officers granting each other more than one dot within six chapters is a sin against the Consilium (see the "Sins Against the Consilium" chart, p. 131.

A character's last dot of Consilium Status cannot be removed due to the expenditure of Status points. Only the Hierarch, Councilors, and Sentinel have the ability to strip that last dot, and they do so without any expenditure of Status points (see below).

• **The Hierarch:** The Hierarch's Status points are equal to his personal Consilium Status. The Hierarch can spend Status points to grant or remove dots of Consilium Status (as described above). Further, the Hierarch can grant the first dot of Consilium Status to any character who otherwise has no Consilium Status, and at no cost to himself in Status points. The Hierarch can similarly strip a character who has (or has been reduced to) Consilium Status 1 of that last dot. The Hierarch does so by casting the character out of the Consilium or by clearly implying he no longer cares for her fate.

In cities with no Hierarch, the highest Consilium Status of any of the Councilors or other ruling mages equals the points that are at the disposal of the group to spend for the purposes of these powers. Allocating them usually requires a previous arrangement among ruling mages and the Storyteller (whether it's a majority vote every time, or anyone may access the points whenever they want to without consultation). Councilors in such an arrangement retain their own Status-modifying powers as well — see p. 128.

There can usually be only a single Hierarch in a city, but there are instances when two or more rival Hierarchs claim control over a Consilium and refuse to recognize one another's

claims. Most times the Council or a Duel Arcane settles this dispute, but once in a while the cabals of the Consilium are asked to support one candidate or another (particularly common in Consilii where the Free Council holds a lot of sway). In this case, calculate the total Consilium Status dots of all active characters who support each contender. The contender with the highest total is considered the Hierarch and gains all the benefits detailed above.

• **The Councilors:** Usually the most respected members of each Path stand as the Consilium's Councilors. If there is a dispute over who a Path's Councilor is, the contender with the highest Consilium Status is the rightful officer. (In Consilii where the Councilors represent orders or cabals, replace all references to "Path" in this section with the appropriate subgroup.) If only a single member of a given Path has been visible or active in a Consilium over the previous three chapters, the other Councilors do not have to accept a Councilor from that Path.

Each Councilor has a number of Status points equal to his Consilium Status dots. Councilors are seen as those who have the most contact and connection with their constituency, and thus are able to grant or remove Consilium Status dots from those of their constituency (including the first Consilium Status dot, which does not require the expenditure of Status points, just as the Hierarch). This doesn't extend to another Councilor or the Hierarch if either also falls under another Councilor's constituency.

Further, a simple majority of Councilors may each spend one point to increase or decrease the Hierarch's or another Councilor's Status by one point (commonly used to reward wise Councilors or punish those who excessively promote their own constituency). Heralds and Hierarchs can modify a Councilor's status as normal.

• **The Provosts:** A Provost is an assistant to a particular Councilor. Provosts can be selected by each of the Councilors although a Councilor is under no obligation to do so. Many times, the Provost is the person the average mage is likely to see on Consilium business, and therefore, Provosts usually keep a record of the various favors other mages are owed (and watch over rites when mages formally exchange those favors). Sometime both the mage offering the favor and the mage receiving it each bring a Provost to watch over the rite, just to make sure that each side has his own witness. If a mage is found to have broken his word over a favor, the Provost can reduce the mage's Consilium Status by one once per chapter (although a Provost cannot remove the first dot of Consilium Status). Further, the Provosts often arrange meetings for the Councilors the Provosts work for and have to be intimately aware of the standing of each person with whom they speak. Therefore, a Provost can automatically succeed at a test to learn another mage's Consilium Status once per chapter, even one the Provost had previously failed. A Provost cannot also be a Councilor or Hierarch.

• **The Heralds:** Each Herald retains her own personal Consilium Status dots but gains access to a pool of Status points equal to the Hierarch's own Consilium Status or the Councilor with the highest Consilium Status dots, whichever is higher (even if that means she has more points than dots). Although a Herald's pool of points starts at the same number as another mage's, the pools are distinct — each Herald spends points in the pool unrelated to the points of the Hierarch or Councilor. All Heralds use the points in the same Status point pool, so a point spent by one Herald is unavailable to another Herald in the same Consilium. The Heralds are the main source of news in the Consilium — thus, a Herald has the ability to spend Status points to add or remove Consilium Status dots from others but cannot add or remove the first dot of Consilium Status. A Herald cannot also be a Councilor or Hierarch.

• **The Sentinels:** A Sentinel has no Consilium Status points of his own but can remove dots from mages found to be violating the laws of the Consilium at no cost. He does so at his sole discretion and may remove up to one dot per chapter from any single mage as long as the mage is publicly known to have violated the local Lex Magica in some manner. A Sentinel can remove a mage's last dot of Consilium Status in this manner. A Sentinel cannot also be a Councilor or Hierarch.

Scorn and Commendation

A mage can earn the enmity of his peers as well as that of the officers of the Consilium, and they may seek to scorn him in public. The reason for the scorning must be publicly announced (whether at a formal gathering of mages, a party where most of the mages are present or a common message area) with all of the scorning mages visibly supporting the announcement. These announcements are usually witnessed by a neutral Provost or Herald to add validity. The scorning mages total their Consilium Status dots. During this display, other mages can stand up and support the target of scorn, subtracting their Consilium Status dots from those of the scorning mages. If the total Consilium Status dots of the scorning mages equal 10 times that of the target, the target mage's Consilium Status is reduced by one dot.

On the other hand, a wizard may gain the respect of those around him, and they may seek to commend him. As with scorning, the reason for the commendation must be publicly announced with all of the commending mages visibly present. The commending mages total their Consilium Status dots while other mages can publicly refute the subject of commendation by subtracting their Consilium Status dots from the pool of the commending mages. If the total Consilium Status dots equal 10 times that of the target, the target mage's Consilium Status is increased by one dot.

Regardless of success or failure, that target mage cannot be the object of scorn or commendation again for three chapters, although he is still subject to the Status-modifying powers of other officers. In other words, he can be scorned once and commended once every three chapters.

Punishment

Sometimes, mages need to be punished. Whenever a Ruling Council sentences a mage to judgment, the punishment often has a specific duration, usually called a *stigma*. A Ruling Council may, aside from other punishments, decide to alter a mage's Consilium Status either for the duration of the stigma or permanently. Modification of a criminal's Consilium Status must be done per the Status modification rules presented previously, including banishment. A criminal sentenced to imprisonment or spiritual scourging (see pp. 180-181) by unanimous decision of the Ruling Council temporarily has no Consilium Status dots for the duration of his stigma — criminals who are sentenced to such a fate without the full consent of the Council retain their Consilium Status, but it may still be modified as normal. The Hierarch or the Councilors may choose to end the stigma prematurely, thus immediately returning the criminal's Status dots to him. Note that any mage may take action against another mage with no Consilium Status, and the victim usually has no recourse within the Consilium (although sometimes there are exceptions).

The Passage of Time

Consilium Status depends on remaining socially active in a region. A mage who shows up at every social function or whose name comes up a great deal is likely to have

significant standing. Conversely, one who vanishes from sight for months on end sees her position erode very quickly.

• **Activity:** For every 10 consecutive chapters that a mage has been active in a particular region, acknowledged by its Hierarch or a Councilor and has called it her home region, she gains a dot of Consilium Status. This automatic gain can never raise Consilium Status above 3.

• **Inactivity:** For every five consecutive chapters that a mage is not visibly active in her home region (spending too much time in her lab, or maybe sitting as a hermit in the Shadow Realm), she has her Consilium Status reduced by one. The character cannot lose her first dot of Consilium Status in this way.

The Storyteller overseeing the region determines activity. If a player attends a game in character, that character is clearly active. Posting on in-character mailing lists or other remote activities may also qualify, at the Storyteller's discretion. Players can maintain several characters so long as activity requirements for each are upheld.

Adjudicating Status Changes

Consilium Status is very fluid and changes largely at the discretion of the players portraying the Consilium officers. Storytellers always have the right to step in if they feel an official's player is being abusive, however. Favoritism and pettiness among *characters* are appropriate, but not among *players*. To help players and Storytellers in determining when an increase or decrease in Consilium Status is justified, the following table presents a series of praiseworthy deeds and sins ranked by dots. In general, Hierarchs and Heralds are justified in stripping Consilium Status from characters who commit sins at their rank of Consilium Status or below. Meanwhile, a character who regularly does a praiseworthy deed of a rank higher than his current Consilium Status can qualify for an increase from the Hierarch or the mage's Councilor. Avoiding sins and praiseworthy deeds can also justify changes in Status. Those who stalwartly avoid Status sins (especially those above their current rating) may be worthy of an increase while those who fail to accomplish the deeds associated with their current dots or below may well be in for a loss of Status. As always, individual judgment should come into play.

Praiseworthy Deeds for the Consilium

Status	Deeds
• • • • •	Significantly expanding the region's overall power, resources or reputation in a significant way; assuming a position of leadership in the city; achieving a rank of fifth-degree master
• • • •	Expanding the region's overall power, resources or reputation in a minor way; removing a significant obstacle or threat to local mages; achieving a rank of fourth-degree master
• • •	Devising and implementing plans that further the goals of the Consilium; carrying out specific plans beyond the norm on behalf of the Consilium; achieving a rank of third-degree master; consistently winning Duels Arcane

Status	Deeds
••	Actively promoting loyalty to the Consilium; obeying the edicts of all Consilium officers; being recognized as the sole leader of a member cabal; being recognized as a member of a legacy; achieving a rank of second-degree master
•	Defending the region against outside threats; regularly attending local mage social functions (without being disruptive); achieving a rank of first-degree master

Sins Against the Consilium

Status	Deeds
•••••	Speaking ill of the Consilium or its leadership in public; becoming known as a thrall to another mage
••••	Failing to attend regular gatherings of the local mages; flagrantly ignoring a trivial favor; actively disrupting a gathering of the local mages; suffering a minor or mild reprimand by the Ruling Council; being defeated in a Duel Arcane
•••	Hindering a local industry or resource; killing a local mortal in a suspicious manner without good cause; flagrantly ignoring a minor favor; suffering a major reprimand; Consilium officers exchanging Consilium Status awards with one another more than once every six chapters; threatening the law of secrecy
••	Accidental public violations of the Lex Magica; flagrantly ignoring a major favor; deliberate private violations of the Lex Magica; suffering a severe reprimand; murdering prominent local mortals without dire need; actively disobeying Consilium officers
•	Deliberate public violations of the Lex Magica; being incarcerated, scourged or banished; failing to uphold the results of a Duel Arcane; flagrantly ignoring a life favor; wanton slaying of mortals or destruction of property;betraying resident mages to outsiders (Seers of the Throne, the Mad, rival Consilii in a time of war, etc.)

Favors and the Rite of Requite

Mages use the Rite of Requite to formalize debts between them. The rite is a ritualistic acknowledgment that one mage owes another a service or *favor* — cabals and Consilii that do not honor favors are considered disreputable and untrustworthy. When and how that service is performed is at the discretion of the mage holding the favor (i.e., to whom the favor is owed) within the limits of the type of favor. When mages meet to perform the rite, it is often witnessed by one or more Provosts, sometimes one representing each side of the bargain. The mage owing the favor often gives a token to the mage he is indebted to as a symbol of his intention to pay off the debt (as well as usually providing a sympathetic link to the debtor, in case the mage reneges). Note that this is only for formal favors — mages can owe each other "unofficial" favors without having to resort to these rules, but such favors aren't considered binding by the Consilium.

Favor Types

Favors come in different types. Each type reflects the importance of the favor that creates the debt; repaying a favor requires an act of similar weight.

• The most common type is a *simple favor*, which represents a small debt. Examples include making an introduction to an influential mage, providing a piece of useful information or granting access to a personal library for a short period. A typical token for a simple favor is a handshake and a few minutes' conversation (to establish at least an Encountered sympathetic connection).

• A *small favor* denotes a notable debt, such as protecting or saving a treasured artifact, teaching a rote or giving some tass to a needy mage. A small favor is roughly equivalent to three simple favors. A typical token for a small favor is an object that the debtor has used once or twice, enough to establish an Acquainted sympathetic connection.

• A *large favor* represents a considerable debt, such as protection from a nearly fatal situation or a long period of service above and beyond the call of duty. A large favor is roughly equivalent to three small favors. A typical token for a large favor is a current photo of the debtor or some object of significance, enough to establish a Known sympathetic connection.

• Above all stands the *life debt*, which is granted only in the most extreme cases — usually when a mage saves the life of another without having any formal obligation to do so. Allies don't owe each other life debts; such a debt is owed only under exceptional circumstances. A life debt cannot usually be repaid through multiple lesser favors. A typical token for a life debt is a strand of hair or a drop of blood, enough to establish an Intimate sympathetic connection.

Disputes and Formalities

Mages perform the Rite of Requite in the presence of one or more Provosts, so that the Provosts can record the type of favor owed. If one of the mages is from outside the Consilium, they may also have the Herald present so she can spread the news to the other mage's Consilium. If a dispute arises, the Provost who witnessed the rite decides whether a particular service is appropriate to repaying a favor — sometimes more than one Provost might consult on a particularly complicated issue.

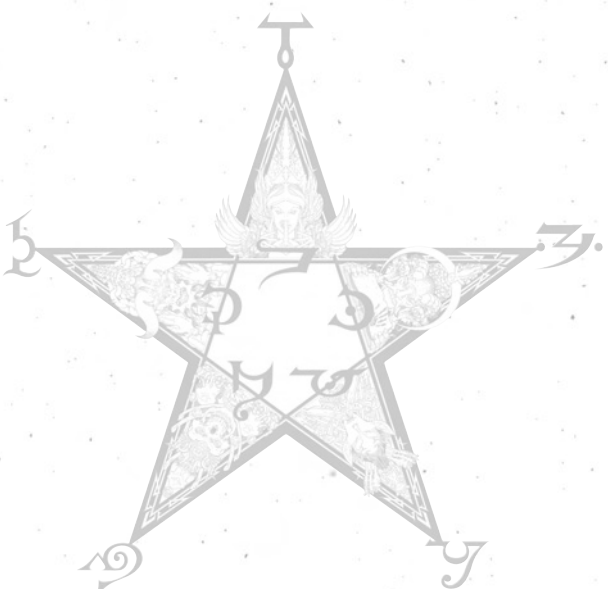
If one of the parties is found to be in violation of the favor, the Provost can reduce the offending mage's Consilium Status dots accordingly. The Provosts can also force new favors to be owed as punishment, often reversing the favor back to benefit the

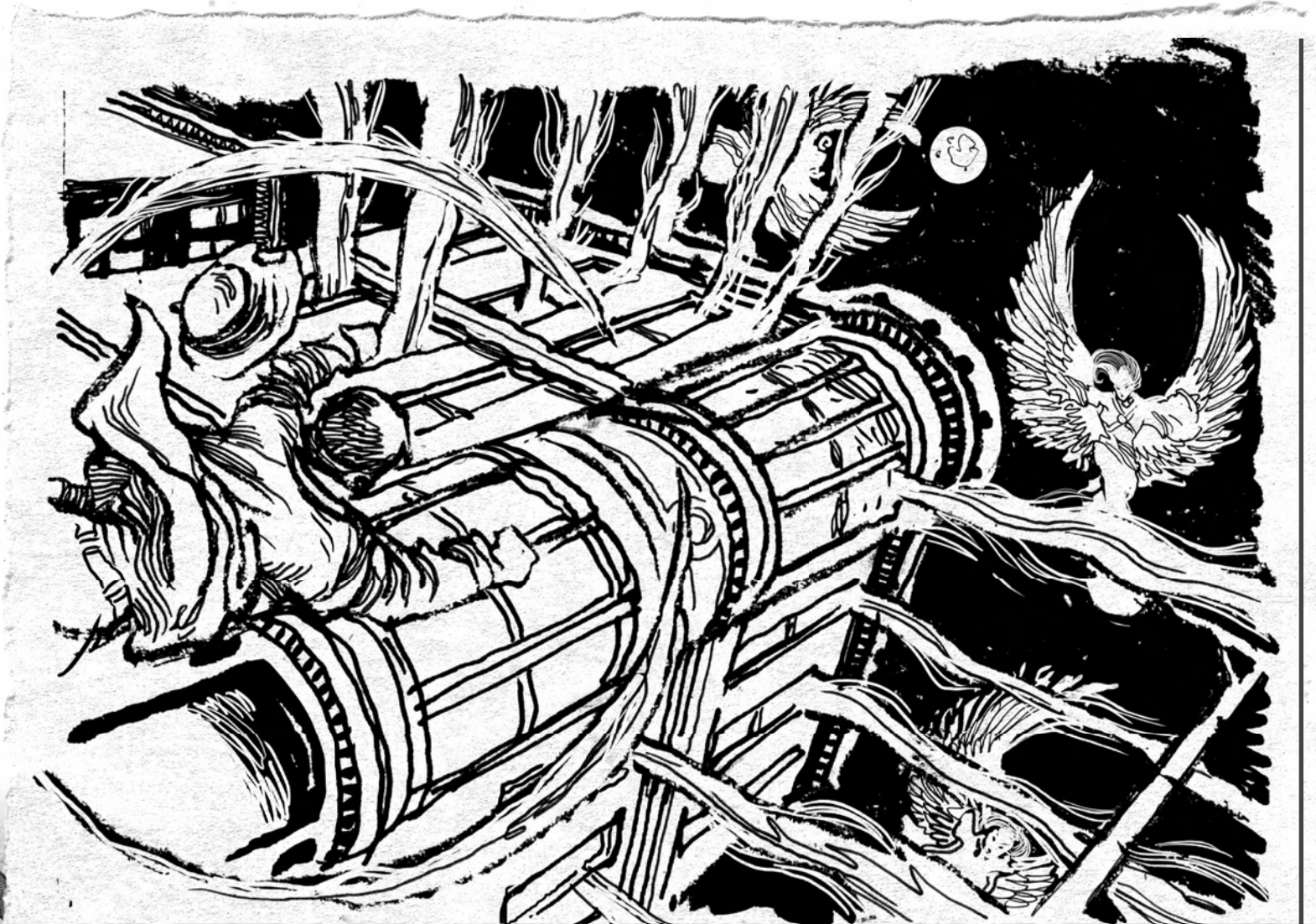
original debtor. If a mage finds the actions of the Provosts to be in error, the mage can petition to the Hierarch or the Councilors. Provosts, Councilors and the Hierarch cannot arbitrate favors that they hold or owe; those matters must be handled by another appropriate officer. A mage to whom a favor is owed may also transfer it to another sorcerer. Such a change is usually done to repay a debt owed to the recipient or to incur a debt from him.

Optional Rule: Tie to the Land

The most admired mage in the Consilium (the one with five dots of Consilium Status) is considered to be the most important to the region — not just politically but mystically as well. The Path of the Admired mage subtly affects the reality of the region as a whole, making it a little easier to work magic in the mage's style. After the Admired mage has had his five Consilium dots for a full chapter, all spellcasting that primarily uses one of the Ruling Arcana of the Admired mage's Path (not including any of the mage's primary Arcanum if he is part of a Legacy — see pp. 405-409 for more on Legacies) get a +1 to the spellcasting test within the region claimed by the Consilium. This effect is active until the Admired mage loses his standing for an entire chapter (so temporarily stripping him of a Consilium Status will not undo the effect immediately).

Storytellers may decide that the Admired mage's tie to the land extends beyond the mystical realm into the Fallen World itself. At any point, the Storyteller can use elements of the Path's symbols or nimbus to describe scenes within the region. When an Acanthus is Admired, for example, people show up on time more often while fog and mist seems more common than is seasonal. Conversely, when a Mastigos is Admired, the region might become darker and more menacing as citizens find it harder to navigate city streets and keep seeing things out of the corners of their eyes. Characters have absolutely no control over this effect, and it usually has no mechanical impact on game play.





MAGIC

There is an inner world and a spiritual faculty of discerning it with absolute clearness; nay, with the most minute and brilliant distinctness. But it is part of our earthly lot that it is the outer world, in which we are encased, which is the lever that brings that spiritual faculty into play.

– ETA Hoffman,
The Serapion Brethren

WITH THE MOST MINUTE AND BRILLIANT DISTINCTNESS

CHAPTER FREE

Mages are different from the rest of humanity because they can do magic. They can reach out to a higher world and draw down some of its power. Mages call this moment of borrowed might a "spell," and they yearn to master even the most complex ones. The Atlantean orders codified how Supernal power interacts with the Fallen World, classifying magic as the actions of 10 elemental processes. The orders called these "Arcana" because they are *secrets*, clues to solving the great Mysteries of the universe. Through these secrets, spells are cast and magic is made real.

Spellcasting

An individual act of magic is called a *spell*, and the process of doing it is called *casting* a spell or *spellcasting*. Use the following steps when casting a spell.

The Spell

The first step in casting a spell is to decide what the spell is supposed to do. Although magic is capable of accomplishing almost anything, individual mages are limited in what they can accomplish by their knowledge of the Arcana. The descriptions of the 10 Arcana in Chapter Four list various spells possible with each dot in a given Arcanum. When a mage wants to cast a spell, the player chooses a spell from these lists. However, if the Storyteller allows optional rules such as "Creative Thaumaturgy" (pp. 194-198), anything a mage can imagine is potentially possible, given the proper Arcanum lore.

Conjunctional Spell

A spell that *requires* the use of two or more Arcana to achieve its effect is called a *conjunctional spell*. If the effect can be achieved without the use of one or more additional Arcana, it is not a conjunctional spell. The spell descriptions for the various Arcana contain examples of conjunctional spells.

Imago

Once you, the player, have determined the spell to be cast, the mage does the same. He visualizes the *Imago* of the desired result, including all of the spell's effects and factors. Without this Imago, the mage's enlightened will cannot bring the spell into existence — his imagination must be engaged to manifest the change in the world that he forms in his mind. (Note, however, that the Imago is not purely a mental construct but a part of his enlightened will — the Mind Arcanum cannot be used to affect the Imago.) In the case of a rote, the Imago has been clarified and defined so precisely that it can be conjured easily in the mind and even taught to others.

Casting Method: Rote and Improvised

The next step is to determine whether the mage has learned the spell as a rote or must perform an improvised casting.

Rote Spells

Rote spells, also known simply as "rotes," are tried-and-tested magical formulae developed over the course of a mage's training and practice in the Art. Every rote started out as an improvised spell — a mage comes up with a spell for a particular purpose and finds it useful enough to use the same spell over and over again. The mage teaches others to envision the spell's Imago and perform the spell's casting gestures, and they

in turn pass it on. Over time, the spell becomes a standard, known to many mages in an order, learned and cast by rote.

A mage can learn a rote from someone who already knows it, and the student must have the prerequisite Arcana to cast the rote before training begins. He must spend time studying with that person, and then spend two experience points per the highest Arcanum dot used in the rote (so, for example, a Forces 3 rote would cost six experience points). Few mages teach their rotes for free; most levy a cost in one or more favors owed. Mages are forbidden to teach an order's rotes to anyone not of the same order.

Despite rotes' additional cost, they have a number of significant advantages over improvised spells: greater reliability, lower Mana cost, less chance of causing a Paradox (see "Paradox Severity," pp. 158-159) and a lighter resonance "signature," making it difficult for others to identify the caster by examining the spell.

Improvised Spells

Improvised spells are brought into being from the mage's enlightened will and knowledge of the Mysteries. A mage can cast improvised spells by virtue of her Path; she needs no training from other mages (although it helps). Any spell listed in the Arcanum descriptions can be cast as an improvised spell, provided a mage has the proper Arcanum dots. No additional experience point expenditure is required.

Casting Action: Instant or Extended

The next step in casting a spell is to decide whether the casting is an *instant action* or an *extended action*. The spell's description lists which casting action the spell requires.

Instant Spellcasting

Instant casting, also called "fast casting," allows the mage to cast a spell in a single turn. Mages use instant casting when they need a spell *right now*, particularly when using magic in combat. An instant spell is resolved with a single spellcasting test. While spellcasting, a mage can take no other action (even if a Merit or other spell normally allows for other actions) and can move no more than his Acting Speed in that turn.

Extended Spellcasting

Extended or *ritual* spellcasting builds up power over time, allowing for elaborate spells with many factors. Rituals can also create wide-ranging and long-lasting, even permanent, spells. An extended spell is resolved with a series of card draws, just as any other extended action, with a maximum number of draws equal to the original spellcasting pool. While performing an extended spellcasting, a mage cannot take any other action (even if a Merit or other spell normally allows for other actions) and can move no more than his Acting Speed while casting. A mage might wish to quit early and accept a weaker spell or keep going and make a stronger spell once he has attained enough successes. In either case, the mage must spend a Willpower point to alter the Imago, or else the mage loses all accumulated successes. (Note that Willpower cannot be spent to alter an Imago to change or alter accumulated Paradox points — see "Paradox," pp. 157-160.)

The amount of time required per draw depends on the mage's Gnosis. Draws must be made continuously. The caster may rest for only a short time between draws — 10 minutes per dot of Gnosis. For this reason, mages who spend too much time spellcasting can suffer the effects of fatigue (**Mind's Eye Theatre**, pp. 246–247). A mage who

Casting When Grappled

Mages, just as anybody else, can be the victims of grappling attacks (see **Mind's Eye Theatre**, pp. 218–220). The grappling rules assume that both opponents perform physical actions, but spellcasting is not necessarily a physical action. A mage can call a spell into manifestation with will alone. A sorcerer who has been grappled or even immobilized in a grapple can still perform an instant spellcasting action with the following limitations:

If he is casting a vulgar rote requiring him to perform a hand formation (see "Rote Mudras," p. 161), he suffers a –1 penalty. If he is immobilized, he suffers a –2 penalty. This penalty does not apply to covert rotes or improvised spellcasting.

His Strength is not subtracted from his opponent's overpower test in the same turn in which the mage casts a spell. He goes physically limp and gives up resisting.

The mage cannot employ a magical tool to help him avoid a Paradox.

He must first break the grapple before he can gain the benefit of any spell that applies to actions requiring free physical movement.

cannot resume spellcasting between breaks loses all his accumulated successes. Mages sometimes use Life or Mind magic to help them resist the effects of fatigue before they begin a long ritual.

Gnosis	Time per draw
1	3 hours
2	3 hours
3	1 hour
4	1 hour
5	30 minutes
6	30 minutes
7	10 minutes
8	10 minutes
9	1 minute
10	1 minute

Sacraments

Extended-action castings require a *sacrament*, a disposable component associated with the Arcanum used in the casting. This sacrifice might be powdered bone for Death, a fire for Forces, blood for Life, incense for Spirit or wine for Prime. As long as the substance can symbolically represent the Arcanum for the mage and can be ritually disposed of (burnt, ingested, broken) during the casting, the substance is a valid sacrament. If no such sacrament is at hand, the caster suffers a –1 penalty to each of his extended-casting draws.

Fast Casting to Ritual Casting

A mage's talent — his test pool — might not be enough to produce all his desired factors, reducing him to a chance draw. This is not enough to deter or defeat the Awakened, however. A mage can perform an instant-action spell as a ritual (extended casting), allowing him to collect the factors over a series of draws. However, he can only

attempt this in two circumstances: if the spell's main Arcanum (the one with the most dots) is one of the mage's Ruling Arcana, or the mage has purchased the spell as a rote with experience points (the mage gets the benefits of using a rote in this case — Paradox reduction, different spellcasting pool, etc.). If neither of these cases is true, the mage must spend one Mana for each spellcasting draw in addition to any other Mana the mage may have to spend — if he can't spend all the requisite Mana, the spell cannot be cast. A mage cannot perform extended-action spells as instant castings.

Ritualized Attacks

There is a third requirement for certain types of spells. An instant-action Fraying, Unraveling or Unmaking spell (basically any spell that does direct damage to a Pattern) requires an additional dot in Arcanum knowledge before the spell can be cast as a ritual in addition to the qualifications mentioned above. So, for example, a three-dot Fraying spell such as Mind "Psychic Assault" becomes a four-dot spell when cast as an extended action, in addition to the qualifiers mentioned above. Only an archmaster can cause aggravated damage with magic by a ritual.

Casting Spells in Downtime

Mages will sometimes want to wait until a time between chapters to cast spells. Players may use downtime actions (**Mind's Eye Theatre**, pp. 172–176) to cast spells. A mage may cast a total number of instant spells equal to half the mage's Gnosis (rounded up) per downtime action or spend one downtime action for one extended-spellcasting ritual. (Note that these rules assume the use of the optional "A Matter of Resolve" rules on p. 174 of **Mind's Eye Theatre**.) Storytellers may rule that spells take more or less time than is suggested here — downtime actions are meant as an abstraction of time and can be used or discarded by Storytellers as the story demands. All spells are assumed to have been cast at least a day before the chapter in which they enter play. Note that this assumes that the normal spellcasting rules are used for these downtime actions — all tests, success limits, costs and the like still apply as normal.

Another way to handle spell effects before a particular game chapter starts is covered in "Spells at Chapter Start," on p. 166.

Spell Aspect: Covert or Vulgar

Spells are described as either *covert* or *vulgar*. Covert magic is less powerful or works secretly while vulgar magic works outside of those limits, potentially invoking a Paradox. Vulgar spells cannot be made to be covert, and covert spells cannot become vulgar (although they can become Improbable — see p. 140).

Covert Magic

Covert magic works within the bounds of reality. The effect can seem like coincidence or synchronicity, or the magic is simply not potent enough to attract the forces of Paradox. Covert magic slips between the boundaries of reality, creating as little disruption as possible.

Mages favor covert magic because it is subtle. While the Awakened almost always know when magic is at work, Sleepers witnessing covert magic see it as natural rather

than supernatural. Covert casting does not cause a Paradox unless the spell is cast before a Sleeper in such a way as to obviously be magic. See "Improbable Magic," below.

Covert Magic Examples

• A mage's injury isn't nearly as bad as it first appeared. In fact, the mage used a Life "Healing Heart" spell to help undo the damage.

• A thug menacing the mage is hit by lightning on a stormy night, thanks to a Forces "Call Lightning" spell.

• With a kick, the dead-bolted door flies open. The lock was of cheaper manufacture than it originally appeared — thanks to the mage's Matter "Alter Integrity" spell.

• A city councilman has a heart attack in a restaurant and dies on the way to the hospital. The death is chalked up to natural causes rather than a Death "Suppress Other's Life" spell.

• An otherwise lethal bullet hits the mage's belt buckle, courtesy of a Fate "Fortune's Protection" spell.

Improbable Magic

While covert magic attempts to hide its true nature, ordinary suspension of disbelief only stretches so far before it snaps. The more often mages perform covert magic in a particular place and time, especially the same covert magic, the more likely their magic will cross the line and risk a Paradox.

Covert spells can become Improbable (which is an exception to the rule that a spell's aspect cannot be changed). Some mages call this the "domino effect." For example, it's not hard to believe lightning might strike someone from a cloudy sky if there's a storm brewing. Lightning striking the same target twice is much harder to believe, and lightning striking multiple targets multiple times in the same area over a short period is almost impossible to dismiss as coincidence. There's a fine line between the two, and ultimately the Storyteller decides when a mage is about to cross it. Generally, if the reaction of Sleeper witnesses is likely to be, "Wow, what are the odds?," then there's no chance of a Paradox. If it's more likely to be, "No way, that's impossible!," then the spell risks a Paradox.

Luckily, mages can sense when coincidence is stretched too far. The Storyteller should warn players when their characters are about to step over the line, by telling them before they test that their spells will exceed the threshold of credibility and risk a Paradox.

Vulgar Magic

Vulgar magic works outside the bounds of reality. Vulgar magic is showy or simply very powerful, accomplishing the impossible and firmly bending the laws of reality. Using vulgar spells, mages can fly through the air, transform into creatures out of legend, throw fire and lightning and turn the world upside down. But reality rebels against such magic, so mages pay a price for vulgar spells — Paradox. Vulgar magic does not *necessarily* reveal the spellcaster as the source of the magic unless the effect obviously comes from him (such as an electrical charge shot forth from his fingertips). The Storyteller decides whether onlookers can trace a spell back to its caster due to the circumstances.

Vulgar Magic Examples

• The mage opens a shimmering gateway in the air, stepping through it and disappearing. He has cast a Space "Teleportation" spell.

• In a dark mirror, the mage shows images of events happening halfway around the world. He has cast a Space "Scrying" spell.

• Pointing a staff and speaking a word of power, the mage causes lighting to leap from the staff to strike an opponent. He has cast a Forces "Thunderbolt" spell.

• The mage hovers in midair in the lotus position without any visible means of support. He has cast a Forces "Flight" spell.

• The mage transforms from a human being into an animal or a fantastic creature. He has cast a Life "Shapechanging" spell.

Hiding Magic in Plain Sight

A Sleeper witnessing a vulgar spell increases the chance of a Paradox (see "Invoking a Paradox," pp. 157-160). Likewise, a Sleeper witnessing an Improbable spell gives that spell a chance of causing a Paradox the spell otherwise wouldn't have. The method the caster uses to cast his magic can change these possibilities. If the Sleeper can be convinced that the spell is not magic but is instead something probable, then the onlooker does not increase the chance of Paradox for vulgar magic (although the magic is still vulgar and thus has some chance of Paradox) and does not cause an Improbable covert spell to risk a Paradox. Fooling Sleeper witnesses this way often requires some clever spellcasting. Traditional stage magicians use smoke and mirrors to distract an audience from seeing what really goes on. Real mages often need to use similar tricks, making their spells seem to be perfectly ordinary or probable.

Casting Range: Sensory or Sympathetic

The reach of a mage's powers is limited to the extent of his awareness, but with magic, a mage's awareness can extend very far. Spells have two basic ranges: sensory and sympathetic. *Sensory* spells are within range of the mage's mundane senses (typically sight, hearing or touch). *Sympathetic* spells use the Space Arcanum to extend the mage's reach virtually anywhere, provided the mage has a strong enough connection to the spell's target.

Sensory Spells

Most spells rely on a mage's mundane senses, casting spells on any target distinguishable by sight, hearing or touch and who's in the mage's presence. If there's some question as to whether or not the mage can distinguish the target, the Storyteller may apply a penalty to the mage's spellcasting pool (although typically mages in the same room should be considered to be within sensory range of each other). If a mage cannot see his target, the rules for listening in **Mind's Eye Theatre** (pp. 228–229) can be used to target someone through sound. If he's got advanced olfactory senses, the rules for smelling (**Mind's Eye Theatre**, p. 229) can be used. Neither of these methods is as ideal as sight since even the best attempt to pinpoint a target gives him substantial concealment (a –3 penalty if the mage succeeds on his listening or smelling attempt).

Targets that are still within sight but are extremely far away, such as a sniper on a distant building, are not considered to be within the mage's presence. Generally, mages cannot affect targets more than 200 yards away at best. Targets that cannot be sensed or that can be sensed but are farther than 200 yards away or that are visible or audible to the mage but not in his presence — seen on live television or heard over the telephone, for example — require sympathetic spellcasting. Sensory range is the default of spellcasting and requires no additional effort from the mage.

Aimed Spells

The Tapestry is made up of Patterns. A mage directs his spells against one or more Patterns, and his magic rends, bolsters or transforms that Pattern. Physical obstacles between the mage and his target don't matter — as long as the mage can perceive the Pattern, he can target it. The only thing his magic might typically contend with, in addition to perception modifiers, is the target's resistance (as described in "Resistance Against Magic," pp. 155-157).

Some spells, however, create a magical effect the caster directs physically at a target, such as a dart or bolt of magical power for an attack. These spells are called *aimed spells*. Only instant-action spells can be aimed spells; conditions change too rapidly to target extended-action spells this way. The spell descriptions list spells that are aimed.

Since an aimed spell is a physical phenomenon directed against a target's physical body rather than his Pattern, the target does not get to contest or resist the magic, although countermagic can still be effective. For the same reason, the target's armor and other ranged attack modifiers are applied to the mage's spellcasting pool since the target benefits from armor, cover and going prone, just as avoiding a gunshot or similar ranged attack. Similar to firearms attacks, targets do not normally get their Defense against aimed spells except at point-blank range (unless the spell's description states otherwise) — see **Mind's Eye Theatre**, p. 209. Armor is useful only against spells it

Aimed Spell Drawbacks

• Targets defend against any ranged attack: cover and armor apply, and being prone levies a —2 penalty on the caster's test. (If the caster is within close-combat range, the target receives his Defense, but the caster gets a +2 bonus against prone targets.)

• The mage suffers range penalties when attacking distant targets. See "Range," pp. 221—222 in **Mind's Eye Theatre**.

• Depending on a spell's effect, the caster might be able to alter the Target factors of an aimed spell to affect multiple targets. Doing so involves creating a large effect, such as a giant ball of fire or an array of projectiles. The Storyteller decides if such an effect is possible for the spell in question. If so, the mage can add extra targets (at a penalty of —2 each), but targets must be standing near each other (within three paces of at least one of the others).

• Aimed spells cannot be cast sympathetically, and they can't be cast through a sympathetic conduit created by another caster (such as a scrying window created to spy upon a mage — see pp. 145-146).

• A failure on an aimed spell's casting test still manifests the effect. At the Storyteller's discretion, the spell might hit a nearby object, background element or random character.

could conceivably protect against: a bulletproof vest might help stop a stone projectile but doesn't stop electrical or fire damage.

Sympathetic Spells

Students of the Space Arcanum learn that distance is an illusion. By including the Space Arcanum in a spell (making it conjunctional if it wasn't already a Space spell), mages can extend the reach of their magic virtually anywhere. Spells including a Space element to increase range are called *sympathetic spells* since they take advantage of the Law of Sympathy: "Like produces like." Raining water onto a map, scrying into a bowl of ink mixed with a drop of the subject's blood, sticking pins into a puppet containing a lock of the subject's hair — all of these are examples of sympathetic spells.

To cast a sympathetic spell, the mage must have at least two dots in Space and must spend a Mana point. (Note that all sympathetic spells are considered to be vulgar regardless of the spell's normal aspect — see "Vulgar Magic," pp. 140-141.) The stronger the connection between the mage and the target, the easier it is to include the target in the spell's Imago. If the mage knows little or nothing about the target, it is hard to perceive it in his mind's eye, making building a sympathetic connection difficult. This difficulty is represented with penalties to the test pool. Instead of penalizing a spell for the distance involved (since distance is an illusion), the spell is penalized for the *vagueness* of the connection to the target. The less a mage knows about the subject, the greater his sympathetic "distance" from the target. These penalties (and those for spell factors, pp. 147-155) can exceed the usual maximum penalty of –5 (**Mind's Eye Theatre**, p. 160). Awakened magic is a special circumstance that bends the laws of reality well past their normal limits, warranting especially high degrees of difficulty that sometimes reduce beginning mages to pools consisting of only a chance draw.

Test Penalty	Sympathetic Connection Between Caster and Target*
—0	**Sensory:** You can see, hear or otherwise sense your target directly. This is the default factor, a sensory spell (see above).
—2	**Intimate:** You have a piece of the target's physical substance such as hair, nail clippings or blood from a creature, a leaf or flower from a plant or a sliver of material from an object. Or you know the target very well, such as a longtime friend or close family member, a beloved pet or a prized possession.
—4	**Known:** You know the target, which might be a friend, co-worker or personal possession. You have a photo or other accurate representation of the target, or you can see the target on live video or hear the target over live audio.
—6	**Acquainted:** You're acquainted with the target. It might be a casual acquaintance, a co-worker you hardly know or an item you held or used once.
—8	**Encountered:** You have encountered the target briefly, such as a person you passed on the street or an item you touched once.

Test Penalty	Sympathetic Connection Between Caster and Target*
–10	**Described:** You have never encountered the target but can describe it. You might know a person's name or physical description, or what an object or place looks like.
—	**Unknown:** If you know nothing about the target, you cannot cast a sympathetic spell on it. Knowing that there is a rival mage in town is not enough to affect the mysterious figure from afar. You must at least know his name, description or location.

** If the caster does not know the real name of a target, the difficulty of achieving a sympathetic connection is increased by two degrees on the chart.*

Temporal Sympathy

Just as the Space Arcanum uses ties of sympathy to determine the ease or difficulty of making a connection with another place, being or thing, so does Time rely on esoteric ties. To use "temporal sympathy" when working with the past, present or future, simply apply the sympathetic modifiers for the Space Arcanum to Time spells.

In other words, holding the very "magic bullet" that killed JFK or trying to prophesy about a child's future with a lock of hair counts as having an Intimate connection. Trying to peer into Cleopatra's court while utterly without any factual knowledge or object of significance to that place and time counts as an Unknown connection (having seen a movie on the subject doesn't count as factual knowledge). Likewise, looking at a time and place where one once was (or immutably will be) counts as a Known or Acquainted connection, depending on how long one stayed there.

Similar to the modifiers for the Space Arcanum, some of these sympathetic connections can be tough calls, but it's not an exact science, and a little guesswork is expected in such situations.

Names

Names have power. Without names, people are harder to pinpoint magically. When using sympathetic magic, it is best to know and speak (mentally, not necessarily out loud) the name of the target. If the target's name is not known, it is hard to reach out to him through sympathy — the difficulty of connection is increased by two degrees, so an Intimate connection would become an Acquainted connection. For this reason, mages often hide their real names from other mages, using only shadow names, which elude sympathetic connection (see "Real Names and Shadow Names," pp. 55-56). This factor applies to only people — connections can be made to animals, plants, objects and places without need of a name.

The Cult of Celebrity and the Occulted

In addition to the penalties suffered for a weak sympathetic connection, the "metaphysical weight" of a target adversely affects a caster's sympathetic connection. The more well-known a person is by other people (especially strangers), the harder he is to grasp sympathetically, and the fewer ties that name has sympathetically to the target. Subtract the target's Fame Merit dots from the spellcasting pool.

Places and things can also benefit from such celebrity, making them hard to target sympathetically. The Storyteller decides the proper penalty, although it should be no higher than –3. The notorious house where a famous serial killer buried his 23 victims might be –1, while the Hope Diamond would be –3.

I Know You, but You Don't Know Me

Most often, two mages will have the same degree of sympathetic connection to each other — they may have encountered each other, been lovers, learned under the same mentor or have seen each other at Consilium gatherings. However, that is not always the case, such as when one mage stalks another, seeking to learn as much about him as possible while revealing little about himself. The Storyteller decides what level of sympathetic connection a mage has for another. However, when a mage is the target of a spell that uses a sympathetic connection, he has at least an "Encountered" connection with the caster even if the mage has never met her before.

Mages who possess the Occultation Merit gain a degree of protection against sympathetic magic directed at them. The rules are as for celebrities above, except that their Occultation dots are used instead of Fame. See "Occultation," pp. 76-77, for more details.

This penalty applies only to spells that directly affect a target, not to indirect spells such as scrying or sending out a telepathic message that doesn't compel the target in any way. This penalty does not apply to spells cast at sensory range.

Directly Affecting the Target

How a spell interacts with a target also affects a mage's ability to cast sympathetically. Spells that do not directly affect a target can be cast as described above. These include scrying spells in which a window allows a caster to observe a target or an area, but the spell itself does not affect the target's Pattern. Spells that actively work magic on a target, however, such as sticking a pin in a voodoo doll to cause pain, require advanced Arcanum knowledge. The mage's dots in the highest Arcanum used for the spell must be one higher than is normally required to cast the spell. (Extended-cast attack spells also require an additional dot for a potential requirement of two additional dots of knowledge — see "Ritualized Attacks," p. 139.) This requirement does not affect the Space 2 component of the spell (which is the conjunctional Arcanum used to establish the sympathetic conduit) but the Arcanum used for the effect itself. Because of this requirement, a master of an Arcanum (five dots) cannot cast sympathetic Making or Unmaking spells directly against a target's Pattern since those would require the sixth dot to cast.

Sympathetic Conduits

Finally, casting sympathetic magic opens a sympathetic conduit between caster and target, allowing the target to cast spells back at the sympathetic caster without needing Space 2 (although the target still suffers the relevant penalties for his own degree of connection to the caster, which may not be the same as what the caster has for the target — see above). Opening a scrying window also creates a sympathetic conduit; if a mage on the other end knows the window is there (using Mage Sight or the Space 1 "Spatial Awareness" spell, although the scrying spell does not necessarily alert the mage to the window's existence), he can direct spells through it at its creator on the other end but not at any other target who did not participate in the sympathetic casting. The conduit lasts for as long as the sympathetic spell that created it.

Example: Malice opens a scrying window to spy on Chandler. Luckily, Chandler has an active Mage Sight spell and notices the window. Taking advantage, Chandler casts a Mind 3 "Psychic Assault" spell at Malice. Chandler doesn't need to add a Space 2 component for a direct sympathetic Pattern assault since Malice's spell already provides the sympathetic

conduit, but Chandler does need Mind 4 (one dot higher than normally required to cast the spell) since it directly affects Malice. Chandler has that many dots, so he can cast the spell. His degree of sympathetic connection modifies the test pool; Malice was once an old friend but is now a sworn enemy, so Chandler's connection is Known (–4 to the test).

Sympathetic Casting Drawbacks

- It requires one Mana to cast a sympathetic spell (plus any additional Mana costs associated with the spell).
- The mage loses his Defense while casting. He is focused upon his target and is therefore less aware of his surroundings.
- A sympathetic spell is always vulgar, even if the spell is normally covert — an exception to a spell's aspect being unable to change. (Hence, the target can use countermagic against it; see pp. 156-157.)
- If the spell directly affects a target's Pattern, the mage's dots in the spell's highest Arcanum must be one higher than normally required to cast the spell.
- The casting creates a sympathetic conduit between caster and target, allowing the target to direct spells against the caster — even if the target does not have Space 2 or knows nothing about the person targeting him — for as long as the sympathetic spell lasts.
- No magic short of archmastery can reach beyond the Earth's atmosphere in the material realm.

The Spellcasting Test Pool

Once the spell is chosen and its method, action, aspect and range are determined, a casting test pool is determined.

Rote Spell

When a mage casts a rote spell, the player tests with Attribute + Skill + Arcanum, using the traits listed in the rote's description.

Rote Spellcasting Test Pool = Attribute + Skill + Highest Applicable Arcanum (+ Rote Specialty, if applicable)

Attribute represents the mage's raw ability while Skill represents his knowledge of the principles involved in the spell. Arcanum measures the mage's understanding of the phenomenon the spell manipulates. When a mage casts a conjunctional spell, the mage's highest applicable Arcanum is used for the spellcasting pool.

Note that Skill Specialties do not apply to rote casting. A mage with an Occult Skill Specialty in Curses does not get a +1 bonus to his test pool when casting curse spells, even if the rote uses the Occult Skill. Instead, mages can use their orders' Rote Specialties (pp. 60-61).

Improvised Spell

When a mage casts an improvised spell, the player tests with the mage's Gnosis + Arcanum.

Improvised Spellcasting Dice Pool = Gnosis + Highest Applicable Arcanum

Gnosis represents the mage's raw magical will and his knowledge of the Supernal. Arcanum measures the mage's understanding of the phenomenon the spell manipulates. When a mage casts a conjunctional spell, the mage's highest applicable Arcanum is used for the spellcasting pool.

Words of Power

Every spell can be spoken with an Atlantean word or phrase. The Atlantean tongue is so fragmented that it can no longer be used for common speech but enough words and phrases remain to empower magic. If a spell's words are uttered in the High Speech during spellcasting, the magic is ushered in by a surge of power.

To do this, the mage must know the language (see the High Speech Merit, p. 74). For instant spells, he must perform an instant action while speaking words of power before casting. A +2 bonus is added to his spellcasting pool the following turn, during which he punctuates his casting with more chanting. (The bonus applies only to spells cast immediately after chanting.) For extended casting, the mage must spend his entire casting time chanting to gain the +2 bonus, which is applied to each draw.

The mage must speak in at least a whisper loud enough that others nearby might hear him with a successful Wits + Composure test. Loud noises might levy penalties to this listening test while absolute silence might offer a bonus for others to hear the throaty whispers. While chanting, the mage loses his Defense and can move no more than his Acting Speed. Note that a covert spell accompanied by a strange chant and witnessed by a Sleeper might be perceived as Improbable, raising the risk of a Paradox.

Spell Factors

All the preceding rules assume the most basic spellcasting aspects: that a spell affects a single target for a very short amount of time. A mage can choose to create an Imago, however, that calls for a burst of flame to affect an entire area or for an enchantment to last for a whole day. These elements of a spell — the number of targets or area affected, the amount of time the spell lasts and even its raw power — are called *spell factors*.

Potency is a measure of a spell's power. For damaging spells, Potency is the spell's damage. For other spells, Potency has different effects. Potency also denotes a spell's resilience against other mages' attempts to counter or dispel the spell.

Target is the creature or object or the number of creatures or objects that a spell affects. The default is one target: a single living being or inanimate object of up to Size 20 or a small area. To affect larger beings or things, you must add additional Target factors.

Duration is how long a spell lasts. The default for most spells is one turn (for spells of transitory duration) or one scene (for spells of prolonged duration). Once the Duration elapses, the spell ends.

Optional Rule: Modifying Spell Factors

As an option, any mage can increase a spell's factors, although he does so at the cost of penalties (for instant castings) or additional required successes (for extended castings). A

mage with advanced understanding of a spell's Arcanum (one dot higher than is normally required to cast the spell) can increase her factors by more dramatic amounts, as explained below. Note that a mage does not *have* to alter the default factors of her spellcasting — every spell is assumed to use the default factors unless otherwise modified.

Damage and Success Limits

In **Mind's Eye Theatre** (p. 211), the concept of damage limits was introduced. The amount of damage that can be dealt is equal to the highest of the mage's dots in a rote's (unmodified) Attribute, Skill or Arcanum, or just the dots in an Arcanum for an improvised spell. There is a similar limit to the number of successes a spell can have overall. The number of successes all spell factors in total can have cannot exceed the spellcasting pool (either the rote test pool or Gnosis + Arcana). If an extended-action spell is cast with assistants, the lead caster's test pool is used, and this limit is increased by +1 for each additional helper — see "Group Rituals," p. 148.

Optional Rule: Changing the Limits

Storytellers may wish to substitute the mage's Gnosis as the limit for spellcasting successes instead of the spellcasting test pool, making for a game that relies more on instant spells instead of rituals. Storytellers might also choose to ignore success limits on magic entirely, making rituals more powerful.

Instant Spellcasting

The spell's description lists which factor is *primary*. Successes gained in the spellcasting test are applied to this factor. A single success gives a spell the following factors:

Potency: One point

Target: One (of Size 20 or smaller) or a circular radius of one yard or a defined area of five square yards.

Duration: One turn (three seconds) for transitory spells and one hour or scene for prolonged spells.

Extra successes enhance the primary factor only. To enhance the other factors during instant spellcasting, you must assign penalties before the test is made, but *only* successes on the spellcasting test can increase the primary factor.

Extended Spellcasting

Legends abound of witches spending hours over boiling cauldrons, sorcerers incanting ancient names of power for days or mystics meditating for weeks to achieve miraculous effects. Each of these is an extended-action casting, also called a ritual casting, allowing successes to be accumulated over a series of draws.

The target number of successes depends on all the factors described in the Imago. The first success on an extended casting provides all the basic factors listed above for an instant casting: one point of Potency, one target and a one turn Duration (for transitory spells) or one hour or scene Duration (for prolonged spells). Extra factors are gained by adding more successes to the target number.

An extended-casting spell is not activated until the required successes for all the stated factors are attained. Unlike an instant casting, no factor needs to be declared primary; successes are allocated as needed among all factors to achieve the target number for the spell.

Potency

Potency describes a spell's raw power as well as how hard the spell is to counter or dispel. Most spells have Potency as the primary factor; even if a spell requires only one point of Potency, the caster might wish to increase the spell's Potency to protect the spell from contrary magic. An instant spell with Target or Duration as its primary factor has a default Potency of one point — the spell affects many targets or lasts a long time, but has little resilience against countering or dispelling attempts.

Potency	Test Penalty (instant)	Target Number (extended)
1	—0 (basic success)	+0 (basic success)
2	—2	+1 success
3	—4	+2 successes
4	—6	+3 successes
5*	—8	+4 successes

** Every extra point of Potency beyond 5 incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, Potency 6 would levy a –10 penalty or +5 successes.*

Target

Spells are targeted against one or more creatures or objects. The magic is woven directly into the target's Pattern, bypassing any obstacles. So, two considerations are "how many targets are to be affected?" and "how big is each target?"

Number of Targets	Test Penalty	Target Number
One	—0 (basic success)	+0 (basic success)
Two	—2	+1 success
Three	—4	+2 successes
Four	—6	+3 successes
Five*	—8	+4 successes

** Every additional target incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, six targets would levy a –10 penalty or +5 successes.*

Size

Once a mage knows his targets, he must account for the largest target in the group. Targets of exceptional size (larger than a dump truck) require additional spell successes.

Size of Largest Target	Test Penalty	Target Number
20 or less	+0 (basic success)	+0 success (basic success)
21—30	—2	+1 success
31—40	—4	+2 successes
41—50	—6	+3 successes
51—60*	—8	+4 successes

** Every +10 to the Size of the largest target incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, a Size 61–70 target would levy a –10 penalty or +5 successes.*

Area-affecting

Instead of one or more specified targets, a spell might affect a circular area around a particular spot or a specified volume defined by the spellcaster. The spell then applies to anyone or anything in that area or volume and friend or foe. The mage cannot single out specific targets within the declared space.

A mage can alter a spell that normally affects one or more targets to affect a radius or defined volume instead. His Arcanum dots must be one or more higher than what is normally required to cast the spell (use of the advanced area-affecting chart, below, requires two dots more than is normally required) to determine the actual area affected. Altering a spell in this way costs one Mana, spent during casting.

Radius	Defined Volume	Test Penalty	Target Number
1-yard radius	5 cubic yards	—0 (basic success)	+0 successes (basic success)
2-yard radius	10 cu. yards	—2	+1 success
4-yard radius	20 cu. yards	—4	+2 successes
8-yard radius	40 cu. yards	—6	+3 successes
16-yard radius*	80 cu. yards	—8	+4 successes

** Every doubling in the radius or area incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, a 32-yard radius or a 160-cubic-yard volume would levy a –10 penalty or +5 successes.*

Advanced Area-affecting

Radius	Defined Volume	Test Penalty	Target Number
1-yard radius	5 cubic yards	—0 (basic success)	+0 successes (basic success)
4-yard radius	20 cu. yards	—2	+1 success
16-yard radius	80 cu. yards	—4	+2 successes
64-yard radius	320 cu. yards	—6	+3 successes
256-yard radius*	1280 cu. yards	—8	+4 successes

** Every quadrupling in the radius or area incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, a 1,024-yard radius or a 5,120-cubic-yard volume would levy a –10 penalty or +5 successes.*

Optional Rule: Don't Point That Thing at My Planet

It is theoretically possible for a mage with sufficient resources and a lot of time to create spells of breathtaking scope. While **Awakening** assumes that spells will cover areas roughly the size of a city block or two at most, Storytellers may decide to allow truly epic spells at their discretion. The base Paradox points for such a spell are *multiplied* based on the size of the attempted spell: x2 for the size of a city, x3 for the size of several cities, x4 for the size of a state or small country, x5 for the size of several states or a moderately-sized country, x10 for one large country or several smaller countries and x20 for the entire planet. Of course, Storytellers can rule that spells on this scale are impossible or that they automatically invoke a Manifestation Paradox (see pp. 172-173).

Duration

There are four types of spell Duration: *lasting, concentration, transitory* and *prolonged*. The spell descriptions provided in Chapter Four list each spell's Duration. Unless the spell states otherwise, there is no way to change the type of spell Duration.

Optional Rule: Relinquishing Control of Spells

There is a limit to the spells a mage can actively maintain, which is determined by his Gnosis (see pp. 161-162). A mage can choose to relinquish a spell from his control, allowing the spell to continue on its own (until it's dispelled or the Duration expires) by expending a Willpower point. Once a mage relinquishes a spell, he can no longer dismiss it at will, restrict or limit its spell factors or alter it in anyway using the normal rules for spell control (see "Spell Control," pp. 165-166). The spell acts as if it were a spell cast by another mage.

In certain cases (i.e., with Storyteller consent), a mage can choose to sacrifice a Willpower *dot*, and the spell is not only relinquished but also cannot be dispelled by other mages (including himself), although effects such as Disbelief still affect the spell. This is commonly used for rituals that have been cast with a permanent Duration, such as imbued items or wards cast over sanctums. A Willpower dot expended in this fashion can be restored at the cost of eight experience points.

Lasting

A lasting spell's effect is a natural part of reality; the spell persists as long as it is natural for the spell to last. For example, a spell that sets a target on fire is lasting because the fire is real and continues to burn normally until it is put out or there's nothing left to burn. A target's injuries are also real and must heal normally. Likewise, a spell that heals injuries is lasting because the healing restores the target to its natural state, so wounds do not re-appear when the spell ends. Spells with a lasting Duration do not count against the maximum number of spells a mage can maintain.

Concentration

A concentration-based spell's Duration is as long as the mage applies mental effort to keep the spell going. The mage cannot take any other action except for simple movement (up to his Acting Speed). The mage also receives no Defense against attacks, although he can seek cover from ranged attacks. If the mage is attacked, a reflexive Resolve + Composure test must be made for him to maintain concentration.

If the mage stops concentrating for any reason, voluntarily or not, the spell ends. The exception is if he decides to add Duration factors as if the spell were transitory (see p. 152) *before* the spell is cast, in which case the spell lasts for an additional time equal to the spell's assigned Duration and then lapses. The mage cannot start concentrating on a spell again once he has stopped, even if the spell hasn't lapsed yet.

A mage cannot use a concentration-based Duration when casting aimed spells (see "Aimed Spells," pp. 142-143).

Transitory Spells

Duration	Test Penalty	Target Number
1 turn	—0 (basic success)	+0 successes (basic success)
2 turns	—2	+1 success
3 turns	—4	+2 successes
5 turns	—6	+3 successes
10 turns*	—8	+4 successes

** Every extra +10 turns incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, a 20-turn transitory Duration would levy a –10 penalty or +5 successes.*

Prolonged Spells

A vulgar spell with Duration longer than one hour or scene might suffer from the corrosive effects of Disbelief whenever a Sleeper witnesses the magic. See "Disbelief," pp. 173-174.

Duration	Test Penalty	Target Number
One scene/hour	—0 (basic success)	+0 successes (basic success)
Two hours	—2	+1 success
12 hours	—4	+2 successes
24 hours	—6	+3 successes
Two days*	—8	+4 successes

** Every additional two days incurs an additional –2 penalty (for instant spells) or +1 additional success (for extended spells). For example, a four-day prolonged Duration would levy a –10 penalty or +5 successes.*

Advanced Prolongation

If a mage has dots in the spell's primary Arcanum that are one or more higher than normally required to cast the spell, he can increase the Duration by even more dramatic steps.

Duration	Test Penalty	Target Number
One scene/hour	—0 (basic success)	+0 successes (basic success)
24 hours	—2	+1 success
Two days	—4	+2 successes
One week	—6	+3 successes
One month	—8	+4 successes
Indefinite*	—10	+5 successes

** The spell is permanent until cancelled or dispelled. Living targets, however, grow, change and heal. Spells with an indefinite Duration cannot be cast upon a living creature.*

Optional Rules: Special Spell Factors

Some Arcana (most notably Fate, Space and Time) allow spell factors to be modified or add completely new factors to a given spell when it's cast in conjunction with existing spells. Space 2 allows for spells to be cast against targets that aren't in sensory range (see "Sympathetic Spells," pp. 143-146). Fate and Time have additional ways to modify spells.

Conditional Duration (Fate • •)

Normally, a spell's Duration is unconditional; the spell lasts until its time is up. Optionally, mages can set conditions on a spell's Duration, setting up a particular circumstance whereby the spell ends early. The advantage of a conditional Duration is it conserves magical energy, giving a slight boost to a spell's Duration factor at the cost of potentially ending the spell prematurely.

Atlantean Runes

Atlantean runes can be inscribed onto the target of a transitory or prolonged spell to automatically extend the spell's Duration by one factor — one step on the Duration charts as if the mage chose to take an additional penalty or acquire an extra success. (The mage does not have to actually assign penalties or extra successes to get this benefit; the rune does all the work.) Runes do not affect lasting- or concentration-Duration spells. If the spell is area-affecting, the periphery of each cardinal direction must be marked with a rune.

The spellcaster must personally inscribe the rune himself by drawing, painting or carving it no more than a day before spellcasting (the player is encouraged to draw runes on pieces of paper or adhesive notes and place them in the appropriate places of the game area). This effort requires at least an instant action and possibly a Dexterity + Crafts test. Mages cannot use pre-made runes to slap onto targets as needed; each rune must be handmade in the moment. Runes are most appropriate for use with ritual (extended) castings and are not very practical for use with combat magic unless the mage can mark the rune on the target before casting. Mages who know High Speech can recognize runes and avoid being marked with them.

The drawback to using runes is that a spell becomes inert if the rune (or one of the directional runes marking an area) is removed or erased, even if the spell's Duration is still active. The caster can redraw the rune upon the target or replace a removed area marker to reactivate the spell; no casting test is required. Any time that has passed still counts against the spell's Duration even though the spell's effect wasn't active, and the spell can still be scrutinized as if it were active.

Mages usually carve runes onto an item they intend to enchant (see "Ephemeral Enchantment," p. 332) or imbue (see "Imbue Item," pp. 332-333).

A mage specifies the condition to end the spell when casting it and must state this condition clearly to the spell's target(s) as part of the casting. For example, a witch casting a curse might say, "You shall be so cursed for a turn of the moon or until you receive forgiveness from those you have wronged." For otherwise indefinite spells, the caster need state only the condition.

A conditional-Duration spell lasts longer than normal. Just how long depends on the probability of the condition. If it's a common occurrence or an easy task, the Duration bonus is higher than if the condition is extremely Improbable. A spell that normally lasts for one hour can be extended to two hours without casting penalties if the Duration is made conditional with an Improbable condition. The spell can be made to last 12 hours with an infrequent condition or a whole day with a common or easy condition. See "Duration," pp. 151-152.

Condition Duration	Bonus
Improbable	+1 factor
Infrequent	+2 factors
Common or easy	+3 factors

The Storyteller also decides what constitutes a reasonable condition for breaking the spell. Virtually impossible conditions ("until the moon falls out of the sky" or "until Atlantis rises again") should be disallowed as well as conditions that are themselves

durations ("until four Thursdays have passed" or "until three years from now"). Conditional spells are intended to add an element of storytelling and drama to spellcasting — players should be discouraged from using conditional spells solely as a way to squeeze extra Duration out of their characters' spells.

Target Exemption (Fate • •)

Mages are limited in their ability to control what people or things can interact with spells as described under "Spell Control," pp. 165-166. This level of Fate allows a mage to cast his net wider and exempt whole groups from his spells' effects — "all of my allies" is an acceptable condition with this. He can also exempt individual targets from his area-effecting spells. He suffers a –2 penalty per exempted target.

Prepared Spells (Time • • + conjunctional Arcanum)

Cost: 1 point of Mana (spent when the spell is activated)

Some mages choose to prepare spells in advance. The mage performs the casting normally (including choosing targets and spending any required Mana), but when the spell is complete the caster suspends the spell and sets a trigger to activate it later. The caster must perform this trigger. It's usually a magic word or a particular gesture accompanied by the mage's intent to activate the spell (so accidental uses of the trigger phrase or gesture don't set the spell off). Activating a prepared spell is an instant action; the mage can do it almost any time. The activated spell's effects occur on the next turn.

The casting mage must determine the target of the spell at the time of casting unless the spell specifically states otherwise that such target determination isn't needed (such as in the case of aimed spells). Once the spell is cast, the player records the *total of each spellcasting draw* as well as the successes gained. If a spell is contested or resisted, the target handles his contention or resistance once the spell is activated based on the original spellcasting draw or draws — the target can resist each draw as normal for an extended spell (see "Resistance Against Magic," pp. 155-157). In large-scale conflicts or in cases in which the player has forgotten or lost the results of his original spellcasting test, the Storyteller may have the player redo the spellcasting test at the time of the activation.

Since all the ritual of casting the spell is already accomplished, mages can use prepared spells subtly without drawing undue attention from Sleepers — it's easier to hide a quick gesture or a whispered word of power than it is a magic staff or a pentagram surrounded by burning candles. The Storyteller decides if a covert prepared spell is Improbable to Sleepers depending on the circumstances of its use. If he deems it to be sufficiently subtle, Sleeper witnesses might not impose modifiers on the Paradox test. Any Paradox test is made when the spell is triggered, not when it is prepared. The amount of time the spell can be held depends on how many factors are incorporated into it.

Hold spell for up to...	Test Penalty (instant)	Target Number (extended)
10 minutes	—0	+0 successes
30 minutes	—2	+1 successes
One hour or scene	—4	+2 successes
24 hours	—6	+3 successes
Two days*	—8	+4 successes

** Add an additional –2 penalty (for instant spells) or +1 successes (for extended spells) per extra two days.*

Activating a prepared spell requires the mage's player to spend a point of Mana, a surge of focused energy that sets the prepared spell into motion. If the mage doesn't or can't dedicate Mana to activate the spell, nothing happens, but the spell remains prepared. If the holding time expires without the spell being activated, it dissipates and is lost.

A mage can hold a number of prepared spells simultaneously equal to his Gnosis. He cannot cast them all at once, however; he can activate only one per turn. A prepared spell, even one that has not yet been triggered, is considered an active spell when counted toward the total number of spells a mage can have active simultaneously or cast upon himself (based on Gnosis; see pp. 61-62). Also, prepared spells have an Intimate sympathetic connection to their target before they are triggered.

Conditional Trigger (Fate • • + Time • •)

The mage can set a trigger that automatically activates a prepared spell. Normally, the mage must activate the trigger himself, but by adding a conditional trigger, the spell automatically activates the turn after the conditions stated in the trigger come about and at a rate of one spell per turn if multiple spells are triggered simultaneously. Examples of conditional triggers might be "when (the target of the spell) next sees the moon" or "when the clock chimes midnight." The Mana needed to activate the prepared spell's trigger must be invested into the spell during casting or the spell will not have enough energy to activate on its own. All other rules for casting prepared spells apply.

Resistance Against Magic

Before cards are drawn for spellcasting, any resistance the target might have against magic must be considered as the resistance could affect the test pool. Living creatures have some innate resistance to magic; their Patterns can resist change imposed from without. Each spell's description details whether the spell allows the target some form of defense and if it is *contested* resistance or *automated* resistance (see below). Mages can also use countermagic to gain additional protection against spells (see "Countermagic," pp. 156-157.) The target can choose *not* to resist a spell, but he must consciously do so — Mind magic cannot force a target to let down his defenses. (Of course, the target might let down his defenses for what he believes to be a beneficial spell only to have the casting mage cast a malicious spell instead.)

Contested Resistance

Some spells allow the target to make a contested test to avoid magical effects. This is a reflexive test made right after the spellcasting test. If successes equal or exceed those for the caster, the spell does not affect the target.

The spell's description lists which Resistance Attribute is used by the target. Composure might be used against emotion-affecting spells and any spell intended to confuse perceptions. Resolve might be used against mental effects, such as mind control or anything that reduces his volition. For spells that affect him physically, such as a Death enervation spell, Stamina might be used. A mage's Gnosis is added to such a contested test pool, giving her more potent defense against magic than a Sleeper gets.

Contested Test: Resistance Attribute + Gnosis

If a target is aware that he is being magically attacked, a point of Willpower can be spent for a +2 bonus to his contesting test pool.

Supernatural Conflict

At times, mages may come in contact with other terrifying and bizarre denizens of the World of Darkness. Mages may clash with werewolves, vampires, ghosts or even stranger things. When such contact can't be resolved peacefully, supernatural powers and capabilities may be brought to bear. Typically, spells are applied against mortal human beings and other mages — in those cases, the rules operate as written. A mortal has little protection other than his relevant Resistance Attribute against contestable spells while a mage's Gnosis is added to his Resistance Attribute.

So how do the mage's inherent capabilities protect him when he is subjected to the powers of another supernatural creature? In cases in which a contested test is made to determine the power's effects, the mage's relevant Resistance Attribute + Gnosis is used (substituting Gnosis for Blood Potency, Primal Urge or other relevant supernatural Advantage). Stamina is used against powers that have a physical effect, Resolve is used against powers that have a mental effect and Composure is used against powers that have an emotional effect. Otherwise, follow all the other rules that apply for the power used. The Storyteller can use these rules whenever he confronts your character with monsters of the Storyteller's own creation, or he can allow you this kind of contested test when your **Awakening** chronicle overlaps **Requiem** or any other **Mind's Eye Theatre** game.

Note, however, that such protection doesn't apply when no contested test is allowed against the power used, such as when the Storyteller tests to determine the effects of a vampire's Discipline on your mage, and the rules say your character's Resolve is simply subtracted from the test pool. In that case, your mage's Gnosis is not subtracted from the pool as well. Since no contested test is involved to fight off the power, your character's Resistance Attribute alone applies as a test pool penalty.

Just as mages get special defenses against the powers of other supernatural entities, those beings also get extra benefits against Awakened magic. When spells are combated with contested tests, creatures such as werewolves and vampires get special test pools based on their own otherworldly nature, which is usually their supernatural Advantage combined with a Resistance Attribute. Their extra protection is addressed in **Requiem** and other **Mind's Eye Theatre** games.

Automated Resistance

With automated resistance, the target's Resistance Attribute is subtracted from the spellcasting test pool (even if the target desires the effects of the spell). The spell's description lists the Attribute to use. If a spell affects multiple targets, the highest Resistance Attribute of all affected targets modifies the test pool. Therefore, a mind-affecting spell that applies to three targets with Resolve scores of 2, 3 and 5 suffers a –5 penalty (the highest Resistance trait of the group). For extended-action castings, subtract the Resistance Attribute from each draw. If a target is aware that he is being magically attacked, a point of Willpower can be spent for a +2 bonus to his Resistance trait.

Countermagic

Mages have the ability to counter many uses of magic, particularly magic directed at them. Countermagic is in addition to any form of resistance against magic that a

character already receives, as described above. Countermagic is applied before any test is made to contest an incoming spell.

A mage has three different options for countermagic: "Dispel Magic" (see pp. 324-325), whereby he cancels existing spells, "Magic Shield" (see p. 327), whereby he shields himself against other spells, and "Counterspell" (see p. 206), whereby he blocks an attacking spell with a special countering spell. The first two methods require the Prime Arcanum, but "Counterspell" can be used by any mage who has one dot in one of the Arcana used by the attacking spell. A mage with two dots of Prime can instead use the "Counterspell Prime" spell, p. 327, to counter any spell regardless of Arcanum. In addition, "Counterspell Prime" allows him to counter covert spells (assuming he has active Mage Sight) without first needing to identify them. Note that the target of a "Counterspell Prime" or "Supernal Dispellation" (p. 338) spell does not have to be chosen when the spell is cast, such as in the case of a prepared Counterspell Prime — see "Prepared Spells," pp. 154-155.

Unfettered (Fate ••••)

There is a fourth countermagic option to mages with the Fate Arcanum. A mage with this level of proficiency with the intricacies of Fate has a sixth sense for powers intended to usurp control of his own destiny. The mage can reflexively repel deleterious magics that will or could harm his fate. He can resist falling under the sway of a geas, for example, or shrug off psychic control. The mage can cast an instant countermagic protection under the following circumstances:

- His soul is being tampered with or attacked.
- He is being forcibly bound into a geas.
- Ill fate (a doomful item, as described under Fate 5) is directed at him.
- A supernatural compulsion to do something he does not wish to do is directed at him.

The casting is a reflexive instant action (see p. 11). The mage needs only the Fate Arcanum to counter the attack; he doesn't need to know all the Arcana involved in the attacking spell. Unfettered countermagic can be made against even covert spells.

Invoking a Paradox

Once a mage begins casting a spell, but *before* the spellcasting test is actually made, the Storyteller checks for the possibility of a Paradox occurring (see pp. 168-173 for more information on the mechanical effects of Paradox). A Paradox might occur in the following situations:

- The mage casts a vulgar spell.
- The mage casts a covert spell that a Sleeper witness believes is Improbable.

In either case, the Storyteller makes a Paradox test to see if the casting character has invoked a Paradox. However, the Paradox test is not a normal test in which a test pool is formed and added to the result of a card draw. Instead, the Paradox test consists of two steps: the Paradox test itself and possibly Paradox severity.

Paradox Test

First, the player draws a card — note that this draw is simply a draw of a card and cannot be modified by spending a Willpower point, the use of 10 Again or similar rules. If the card is less than the casting mage's Gnosis or if the card is a 1, the mage has invoked a Paradox, regardless of the casting's success or failure. If the card is equal to or greater than the mage's Gnosis or is a 10, then the mage does not invoke a Paradox.

Paradox Mitigation (Optional)

Before making the Paradox test draw, the caster's player can announce that his character tries to mitigate a Paradox by spending Mana to ease the passage of the spell into the world. One Mana is spent for each +1 the player wants to add to the Paradox test. This is a reflexive action. Points cannot exceed the amount of Mana the mage is normally allowed to spend per turn, which is based on his Gnosis (see pp. 61-62), including the amount of Mana that must be spent for the spellcasting itself.

Paradox Severity

If the mage has invoked a Paradox, then he draws a second card to determine the severity of the Paradox — if the mage used a rote, he draws twice and takes the lower result. Again, this is a simple card draw. He divides the number on the drawn card in half, rounding down, to determine a base number of Paradox points (minimum of 1, and a maximum of the mage's Gnosis). These Paradox points are modified as below — these modifications can go below 1 or above the mage's Gnosis.

Paradox Severity Modifiers

Paradox Points	Situation
+1	Each Paradox test after the first made for the same caster within the same scene. This bonus accumulates with each Paradox test, so the third Paradox test made for a mage within a scene has a +2 modifier. In the case of an extended casting, this modifier applies to successive Paradox tests made within the same day.
—1	The mage uses a magical tool during casting (see "Magical Tools," pp. 81-83).
+2	One or more Sleepers witnesses the magic (vulgar magic only).

Backlash

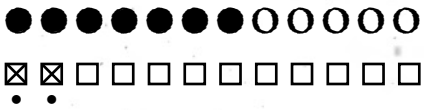
A caster can also attempt to contain the Paradox in part or in full with his own flesh. He can choose to convert Paradox points to lethal damage on a one-for-one basis. This is called a *backlash*. A backlash is voluntary. If the mage is willing to suffer, he can eliminate any number of Paradox points he wants to, or eliminate them all, as long as he has enough Health to withstand the damage. A self-sacrificing mage could even choose to use his last Health, potentially killing himself.

Backlash damage is Resistant; it cannot be healed with Awakened magic, such as with the Life 2 "Self-Healing" or Life 3 "Healing Heart" spells or with Pattern Restoration (see p. 63). Armor and magic do not protect against backlash damage.

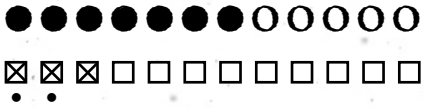
Resistant Damage

Pattern scouring (see p. 65) and Paradox backlash can cause Resistant Damage. This type of damage cannot be regenerated using supernatural means (including through the use of Time magic, spirit Numina or the powers of other supernatural creatures); however, this damage heals at the normal rate. Bashing, lethal and aggravated damage can all be classified as Resistant.

When marking Resistant damage on the character sheet, place a dot beneath the marked box. For instance, if a mage with seven dots of Health suffers two points of Resistant lethal damage from a Paradox backlash, his player would mark it like this:



If he later suffers a normal (i.e., non-Resistant) lethal point of damage, he'd add it to his sheet but without the dot, like so:



Using Life magic (or Pattern Restoration, see p. 63), he can heal the single non-Resistant lethal point, but magic cannot heal the two Resistant lethal wounds.

Note that Resistant damage is only the result of Pattern scourging, Paradox and very rare Abyssal or Supernal effects (such as the magic of archmasters or powerful spirits). Most damage caused by magic and supernatural powers can also be healed by magic and supernatural powers.

Any remaining Paradox points after modifiers and backlash determine the severity of the Paradox:

Total Paradox Points	Severity
0	No Paradox
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

Example of Paradox

Malice casts an improvised vulgar spell. Before the test is made to determine the success or failure of the spell, the Storyteller makes a Paradox test, Malice's first for this scene. Malice's Gnosis is 6, so he has to get a 6 or more on his card draw. He draws a 5, resulting in a Paradox. Now he draws again for the severity. He gets a 4, which results in two Paradox points. There are no Sleeper witnesses, but Malice is using a magical tool (an iron wand), reducing the total number of points to 1, which signifies a Havoc Paradox. Should the spell succeed, Malice loses control of it according to the rules for a Havoc Paradox (see p. 169).

Optional Rules: Tweaking Paradox

If Storytellers really want to make Paradox hurt, there are a number of options available. Storytellers are encouraged to try each of these rules one at a time to see which ones work for their games — simply throwing all these rules into **Awakening** games can make improbable and vulgar spells crippling.

• The default assumption of these rules is that supernatural creatures do not count as Sleepers for determining Paradox. You can change this rule so that all supernatural creatures (save for ghosts, spirits, Sleepwalkers and Awakened mages) count as Sleepers for Paradox tests.

• Add an additional modifier — the mage adds the dots of the highest Arcanum in the spell to the base number of Paradox points.

• Ignore the rules for backlash — mages no longer have access to this option to control Paradox.

• Backlash can be used only when casting spells via rotes as the mage has learned a strictly codified imago and can thus more easily shunt the Paradox energy into himself.

• The mage can only take an amount of backlash up to his unmodified Stamina rating.

On the flip side, if the Storyteller wants to reduce the impact of Paradox, he can double the number of Paradox points needed for each severity (two for Havoc, four for Bedlam, etc.) or make backlash Resistant bashing instead of Resistant lethal.

Casting the Spell

Once all the steps are complete, the mage casts the spell. At this point, the player must make the casting test, even if a Paradox has changed circumstances — he can't back out now.

• **Rote Casting:** The mage must perform the rote's coded gestures based on the secret signs of his order. For a covert spell, these are usually quite subtle, such as raising a single finger or eyebrow while a vulgar spell usually requires hand gestures that might look like sign language to others. If he cannot perform the gesture at all, he cannot perform a rote casting. For more information, see "Rote Mudras," p. 161.

• **Improvised Casting:** The mage does not necessarily need to perform a gesture or movement of any kind. His involvement in the magic might seem completely inconsequential to an onlooker, depending on the effect. Some effects are obviously the work of the caster, however (such as Forces 4 "Thunderbolt").

Instant Spellcasting

As with any instant action, only one success is required for the spell to succeed.

Test Results

Failure: The magic does not work (although any Paradox may still take effect — see "Paradox," pp. 168-173).

Success: The spell's effect takes place. Excess successes can be applied to the spell's primary factor. Note: If the target can contest the test (see p. 155) and his successes equal or exceed the spellcasting successes, the spell does not affect him.

Rote Mudras (Arcane Gestures)

A rote is a unique application of memory. The mysteries of the mind have yet to be solved by even masters of the Mind Arcanum, and magic is more than just an operation of the intellect; magic is tied to the soul itself. When an improvised spell is formalized into a rote, the spell's Imago is coded with the use of many memory tools designed to draw it forth from the soul into manifestation. In addition to the picture of the spell in the caster's mind, these mnemonics include bodily gestures known as *mudras*. Most mudras use both hands, but only a single hand is needed. A mage who cannot form a hand mudra (perhaps because he has lost his hands) can instead learn rotes that are coded with facial gestures, but these rotes must be created specifically for use with facial mudras. If mages can't perform the gestures, they can't gain the rote's unique benefits of specialized test pool and lowered Mana cost (although mages can still cast an improvised version of the spell).

These gestures consist of unique secret signs used by each order. Covert spells generally use very subtle, almost unnoticeable gestures such as lifting a finger, blinking an eye or even twitching a nose. Vulgar spells are more obvious, usually consisting of hand gestures that might resemble a form of sign language to the uninformed. A mage who witnesses another mage casting a vulgar rote can identify a rote of his own order by recognizing the mudras used. If there are mages watching the character cast a rote, the player of the casting mage should say something such as "Adamantine Arrow version of 'Present as Past' spell" to signify to characters of the appropriate order what they see.

For roleplaying purposes, there is no exhaustive list of mudras for players to memorize for all of their rotes. However, there are general trends in each order that players can use as templates to portraying appropriate mudras:

Adamantine Arrow: Threatening gestures, such as an upraised fist as well as elements of the martial arts (such as kicks, stomps, katas and other similar movements).

Free Council: Modern hand signals, such as the American sign for "Okay" (the thumb and forefinger touching to form a circle, and the other fingers upraised), are common, as well as various hand gestures considered rude by some cultures. Modern sign language is also commonly used.

Guardians of the Veil: Hand signals of secret societies often filter into the rotes of the Guardians as well as bodily gestures that pantomime the rote's effect somehow.

Mysterium: The Mysterium has a massive collection of mudras, including more obscure sign languages or spelling words in archaic languages.

Silver Ladder: These mudras often express authority and duty (such as posing the head or looking down one's nose at the target). Hand symbols used to identify members of lineages or fraternal organizations are also common.

Spellcasting Quick Reference

Step One: Declare the Spell

Choose a spell from the descriptions listed with each Arcanum dot in Chapter Four. The choice of spell determines the following:

Action: Instant (resolved in one turn with a single test) or extended (resolved over time with a series of draws)

Duration: Lasting (the effect is permanent), concentration (the effect lasts as long as the mage spends instant actions concentrating upon it), transitory (one turn) or prolonged (one scene)

Aspect: Covert (the spell's effect isn't obvious or isn't as powerful) or vulgar (the spell's effect is obviously powerful or impossible; Paradox must be checked in Step Three)

Optional Rule: Create a New Spell

Instead of choosing from the listed spells, create your own spell. See "Creative Thaumaturgy," pp. 194-198. This is recommended only for players who are familiar with the magic rules and requires a Narrator or Storyteller to be present.

Step Two: Spellcasting Test Pool

Determine whether the mage can perform a rote casting or must perform an improvised casting.

Rote casting: Add the specified Attribute + Skill + Arcanum (+ Rote Specialty, if applicable).

Improvised casting: Add Gnosis + Arcanum.

Determine the Range

The spell's range is sensory (the spell's target is in range of the mage's mundane senses) unless Space 2 is added to make the spell sympathetic (see pp. 143-146).

Magic Resistance

Check to see if the spell allows the target protection against magic, either a reflexive contested test or a Resistance Attribute that is subtracted from the spellcasting test pool. If the target is a mage who wants to counter the spell, see "Countermagic," pp. 156-157.

Spell Factors (Optional)

Choose whether to increase non-primary spell factors: Potency, Target or Duration. The

Test Penalty (instant)	Target Number (extended)	Potency	Number of Targets	Size	Radius
−0 (basic success)	+0 successes (basic success)	1	One	20 or less	1-yd radius
−2	+1 success	2	Two	21–30	2-yd radius
−4	+2 successes	3	Four	31–40	4-yd radius
−6	+3 successes	4	Eight	41–50	8-yd radius
−8*	+4 successes	5	Sixteen	51–60	16-yd radius

** Every factor beyond this point incurs additional penalties. See "Spell Factors," pp. 147-155, for*

STEP THREE: PARADOX

If the spell is vulgar or Improbable, the Storyteller checks for a Paradox, drawing one card for the test and one for the severity.

Mitigation (Optional)

Declare if the caster wants to mitigate the Paradox test by spending Mana (one point per +1 to the Paradox Test).

Paradox Test

Player draws a single card. If the card is less than the casting mage's Gnosis or if the card is a 1, the mage has invoked a Paradox. If the card is equal to or greater than the mage's Gnosis or is a 10, then the mage does not invoke a Paradox.

Paradox Severity

If the mage invoked a Paradox, then he draws again — if the mage used a rote, he draws twice and takes the lower result. He divides the number on the card in half, rounding down, to determine Paradox points before modifiers (minimum of 1, maximum of mage's Gnosis). The points are then modified.

Paradox Point Modifiers

Paradox Points	Situation
+1	Each Paradox test after the first made for the same caster within the same scene. This bonus accumulates with each Paradox test. For extended casting, this modifier applies to successive Paradox tests made within the same day.
–1	The mage uses a magical tool during casting.
+2	One or more Sleepers witnesses the magic (vulgar magic only).

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test pool or target number is modified by additional factors.

Radius (advanced)	Volume	Volume (advanced)	Transitory	Prolonged	Prolonged (advanced)
1-yd radius	5 cu. yds	5 cu. yds	1 turn	1 scene	1 scene
4-yd radius	10 cu. yds	20 cu. yds	2 turns	2 hours	24 hours
16-yd radius	20 cu. yds	80 cu. yds	3 turns	12 hours	2 days
64-yd radius	40 cu. yds	320 cu. yds	5 turns	24 hours	1 week
256-yd radius	80 cu. yds	1280 cu. yds	10 turns	2 days	1 month

more information.

Backlash (Optional)

Declare if the caster wants to contain the Paradox with a backlash by suffering Resistant lethal wounds (one Health point per Paradox point).

Paradox Severity

Any remaining Paradox points after modifiers and backlash determine the severity of the Paradox. For more details on each type, see "Paradox," pp. 168-173.

Total Paradox Points	Severity
0	No Paradox
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

STEP FOUR: CASTING THE SPELL

Test with the appropriate spellcasting test pool. For rote casting, the mage must perform the required gestures; improvised casting requires no special movement.

Instant Spell Test Results

Only one success is required for the spell to succeed.

Failure: The magic does not work (although any Paradox may still take effect — see "Paradox," pp. 168-173).

Success: The spell's effect takes place. Excess successes can be applied to the spell's primary factor. Note: If the target can contest the test (see p. 155) and his successes equal or exceed the spellcasting successes, the spell does not affect him.

Extended Spell Test Results

Each draw allows the mage to accumulate successes toward the total target number needed. The time per draw depends on his Gnosis (see pp. 61-62).

Failure: No progress is made (no successes are accumulated), but the mage can continue the spell.

Success: Successes are accumulated toward the total needed. If the target can *contest* the test (see p. 155) and his successes equal or exceed the spellcasting successes, the caster does not accumulate any successes this draw.

Mana Cost

Spend any Mana required for the spell. (Make sure the mage's Gnosis allows him to spend this amount in a single turn.)

Improvised spells: If the highest Arcanum used is not one of the mage's Path's Ruling Arcana, spend one Mana.

Sympathetic spells: If the spell affects a target sympathetically, spend one Mana.

Instant spell to extended spells: If an instant spell converted to an extended casting is not known as a rote or if the spell's primary Arcanum is not one of the mage's Ruling Arcana, then the spell costs one Mana per draw.

STEP FIVE: APPLY THE SPELL'S EFFECT

If the spell succeeds, the spell alters reality as explained in the spell's description. (A Havoc Paradox might alter the desired effect; see p. 169.)

Extended Spellcasting

Each draw allows the mage to accumulate successes toward the total target number needed. The caster can only have a maximum number of draws equal to his spellcasting pool.

Results

Failure: No progress is made (no successes are accumulated), although the mage can continue the spell.

Success: Successes are accumulated toward the total needed. If the target can *contest* the test and his successes equal or exceed the spellcasting successes, the caster does not accumulate any successes this draw.

Mana Cost

Players spend points of Mana to allow mages to perform various feats of magic, including the following:

Improvised Magic: Casting an improvised spell requires the expenditure of a point of Mana, unless the primary Arcanum used is one of the mage's Ruling Arcana.

Extended-cast Spells: A mage casting an instant-action spell as extended that is not known as a rote or under the mage's Ruling Arcana must spend one Mana per draw.

Sympathetic Magic: Casting a spell upon a target beyond sensory range requires the expenditure of a point of Mana. See "Sympathetic Spells," pp. 143-146.

Aggravated Damage: Mages must spend a point of Mana for a spell to inflict aggravated damage. The mage must first have the prerequisite Arcanum dots to cast an aggravated effect as described in the spell descriptions. Note that a spell that causes aggravated damage is always vulgar.

Power: Certain effects that significantly alter the laws of nature or physics might require the expenditure of Mana, as described in the spell descriptions.

In the case of instant-action castings, the spell's entire Mana cost must be spent for the mage in a single turn, or he cannot cast the spell. See "Gnosis," pp. 61-62, to determine the mage's maximum allowable Mana expenditure per turn. For extended-action castings, points can be spent over the course of the casting as long as the total required points are spent by the final draw.

General Spell Considerations

Spell Control

A mage defines a spell before it is cast by creating an Imago. After a spell is cast, the mage has limited ability to redefine the spell's parameters. Casters cannot expand the factors of an existing spell to include more targets or greater Potency or Duration. Such revision requires the mage to undo the existing spell and cast a new one with the expanded factors.

Mages can, however, *restrict* the factors of an existing spell to exclude targets, reduce the spell's Potency or even cancel the spell altogether. You can exclude a particular target from an existing spell's effect, such as excluding an ally from a warding spell. You can reduce a spell's Potency so the spell has a lesser effect. Finally, you can dismiss your own spells at will, essentially reducing the effect to nothing. Dismissing a spell is a reflexive action while modifying a spell's factors is an instant action (regardless of the

number of modifications). All the above modifications are permanent since you can't expand an existing spell's parameters. So if you exclude a target from a spell and later want to affect that target, you need to re-cast the spell.

Exemptions for targets are made on an individual basis, per person, place or object. You cannot add broad exemptions to an existing spell; you must dismiss the spell and re-cast it. The Storyteller decides what exemptions are suitable for a given spell. Some exemptions — such as "everyone except my enemies" — may be considered too broad or vague. If you want to exempt a significant group of targets from a spell, you must incorporate Fate 2 into the spellcasting (see "Target Exemption," p. 154).

Spell Tolerance

A mage can tolerate only a certain number of spells cast on him before the resonance interferes with his ability to cast magic. This effect is called "contagion," and a mage's ability to withstand it is his Spell Tolerance, determined by his natural Stamina. Each spell cast upon him (by himself or others) in excess of his Stamina levies a –1 penalty to any spellcasting test made for him. He suffers this penalty for as long as the total number of spells exceeds his Spell Tolerance with the exception of spells that last for only an instant (one turn).

Supernatural Creatures and the Supernal

Spell Tolerance also applies to vampires and werewolves who have spells cast upon them. Their test pools for their active supernatural powers — Disciplines, Devotions Gifts, and rites — are affected if the number of spells exceeds the creatures' Spell Tolerance. A werewolf's test pools to prevent Death Rage are also affected. However, while supernatural creatures are affected by Atlantean magic, their supernatural powers are not Supernal in nature (or, at least, not Supernal in a way that mages can understand). Disciplines, Gifts, Numina and the like cannot be counterspelled or dispelled. That being said, the *effects* of such powers can be affected — if a vampire increases his Stamina with a Discipline, the mage can reduce the vampire's Stamina again with a spell (such as a version of "Enfeeblement," p. 281), but the mage could not counter or dispel the Discipline itself.

Spells at Chapter Start

For large groups, Storytellers and Narrators may not be able to run tests with every player who wants to come into play with active spells. To speed play, the Storyteller may rule that each player may activate a maximum number of spells before the start of game equal to the character's Spell Tolerance (or unmodified Stamina rating). Players may distribute a total number of successes equal to the characters' Gnosis multiplied by their unmodified Stamina among these starting spells, provided they do not violate any success limits. All costs must be paid as normal, and Paradox will be resolved as needed for vulgar or Improbable spells. Ritual-cast spells outside of favored Arcana and without a rote cost one Mana per two successes allocated to such a spell.

At game start, if player characters do not have spell cards (see "Tracking Spells," p. 401) with their pre-cast effects, the characters cannot enter play until those are done or the players choose to have no pre-cast effects. If players are not sure what spells to cast or if time is tight, they are assumed to have their Ruling Arcana's armor and Mage Sight spells up — see "Common Spells," pp. 206-209.

Enchanted or imbued items that a mage carries count toward his Spell Tolerance but not as strongly. An item counts as one spell toward Spell Tolerance for every two spells (or fraction thereof) that are enchanted or imbued into it. For example, an item imbued with one or two spells counts as one spell toward Spell Tolerance while an item imbued with three or four spells counts as two spells. See "Enchanted Item," p. 71, and "Imbued Item," pp. 74-75 for more about such items.

In addition, multiple spells with the same effect on the same target do not "stack" or accumulate — only the spell with the highest Potency takes precedence. The other spells of the same kind remain and may take effect if the Duration of the most potent spell expires, but they have no effect on Spell Tolerance until then. For example, if a mage casts a "Magic Shield" spell granting two points of armor against spells, and then casts another "Magic Shield" spell granting four points of armor, the subject has four points of armor, not two or six. If the four-point spell wears off before the other, the subject still has two points of armor remaining from the first spell. In terms of Spell Tolerance, only the four-point spell applies to the subject's total.

Note that this applies to spells with the same effect, which may or may not be in the same Arcanum. If a subject has a Strength-boosting Life spell and then an Intelligence-boosting Mind spell, they affect the subject normally. Another Strength-boosting spell of any Arcanum, however, does not stack with the first. Only the most potent spell takes effect, and both count as one toward Spell Tolerance.

Combined Spells

The Arcanum descriptions in Chapter Four explain discrete spells and their effects. Sometimes, however, a mage wants more than one spell to take place with a single casting. The result is called a *combined spell*. The advantages of a combined spell are that it counts as only one spell toward spell control and tolerance (see pp. 165-167), and all of the combined spell's effects activate simultaneously. The drawback is that the mage must have a degree of expertise in the Arcana used (+1 dot above the rating normally required for the spell) along with increasing degrees of Supernal understanding (Gnosis) for combining more than two spells.

Number of Spells Combined	Required Gnosis
Two	3
Three	6
Four	9

Mages cannot combine the same spell or spells with the same effects. For example, a mage cannot combine a spell that boosts his Intelligence with a different spell that boosts both Intelligence and Wits. Combined spells are still limited by the rules for spell tolerance (see above). If the caster knows one of the combined spells as a rote, but the other is improvised, then the combined spell must be cast as an improvised spell.

Casting Combined Spells

Once it's determined that a character can cast the desired combined spell, –2 is subtracted from the spellcasting test pool per additional spell after the first. The *lowest* test pool of the two spells is used as the spellcasting test pool of the combined spell, and the combined spell is released on the action of the slowest spell (so a spell that can be used as a reflexive instant action combined with one that is used as an instant action takes effect on the caster's normal initiative, and not earlier).

Combined Spell: –2 to the spellcasting test pool per additional spell.

For extended castings, the target number of successes is equal to the total needed for all the combined spells. For instant spells, the successes acquired are allocated between each spell's effect in any combination the player wishes. In both cases, the Potency of the casting is used for both effects, but the lower of the combined spells' Target and Duration factors are used. Extended and instant spells cannot be combined into the same casting.

Example: Zeno casts a spell to slow down and turn aside a speeding bullet. He combines the Forces 4 "Control Velocity" and "Turn Projectile" spells. He has Forces 5 and Gnosis 5, so he's capable of achieving the combined casting. A penalty of –2 is subtracted from his pool for the additional spell. Three successes are acquired, so the Potency of the spell is 3. Referencing the spell descriptions, Zeno's player applies two successes to the Turn Projectile effect, allowing Zeno to turn the bullet 60 degrees from its course while the remaining success is applied to the Slow Projectile effect to slow the bullet enough to subtract one point of damage from the bullet's impact. Both effects take place at once.

Group Rituals

Mages can cooperate to cast extended-action spells, combining their efforts. This is handled as any other action in which characters combine their efforts (see "Teamwork," pp. 180–181, **Mind's Eye Theatre**). One caster is designated the leader with the other mages as helpers. The mages involved in the ritual must all be capable of casting the spell exactly as the leader is casting it, have the necessary Arcanum ratings and so forth. If the spell is a rote, only the leader must know the rote.

The leader not only accepts all Paradox results and maintains the spell for the purposes of total number of active spells, but his Gnosis is used to determine the time per each spellcasting draw. At the end of each time period for casting, a spellcasting test is made for each of the helpers as if each is casting the spell herself. Successes are added as a bonus to the leader's spellcasting test.

Teamwork and Symbolic Cabals

Cabals often form themselves around a magical theme. The benefit of a symbolic cabal is a slight boost to the members' willworking when it's done in tandem. If all members of the cabal participate in a spellcasting, each gains a +1 bonus to both the leader and helpers' spellcasting tests. This bonus only applies, however, if the cabal's symbolic theme can be integrated into the spell.

Paradox

A Paradox arises from the conflict between the energies channeled from a mage's Path realm and prevailing reality, and is compounded by the unenlightened gaze of any Sleepers who witness the mage's handiwork. The result most often manifests as a strain within the mage's own Pattern as the forces of Creation attempt to right the problem. The more the mage changes the universe through force of will, the more the universe may change the mage in turn. Mages who push their powers too far descend into madness and delusion. Paradox can even tear the fabric of reality asunder, allowing unknowable horrors from Outside to find their way in. For rules on the chances of invoking Paradox and its type, see "Invoking a Paradox," pp. 157-160.

Paradox Duration

A Paradox's Duration depends on the Wisdom of the caster who invokes the Paradox. (The Duration of a Havoc Paradox is equal to the Duration factors of the spell that goes haywire.) Note that these factors are suggestions — the Storyteller may choose to decrease or increase them as she sees fit. However, in general, the lower the character's Wisdom, the longer the Paradox should last.

Wisdom	Bedlam	Anomaly, Branding, Manifestation
10	One turn	One turn
9	One turn	One scene
8	One turn	One scene
7	One scene	One scene
6	One scene	One scene
5	One scene	One scene
4	Two hours	24 hours
3	12 hours	Two days
2	24 hours	One week
1	Two days	One month*

** If the mage has a Wisdom score of 0, the Paradox might be of indefinite Duration, at the Storyteller's discretion. The method of canceling such an effectively permanent Paradox effect is likewise up to the Storyteller.*

Havoc

A Havoc spell is no longer under the mage's control. A Havoc spell affects a randomly chosen target (or targets, if multiple targets were factored into the casting) instead of the caster's declared target(s). The caster himself is a potential random victim. The new target must be of the same type (person, object, location, etc.). For example, if the mage targeted a person, then the pool of random targets includes only people. If the caster is the only viable target present, then he is the target of his own spell unless he was its originally intended target, in which case the spell affects a target of a different kind, such as an object.

The new target — including the mage himself, if he is the spell's new target — can contest or resist the spell if it is normally allowed. In addition, the player makes a Wisdom test (using his Wisdom as a test pool for a normal test, not a degeneration draw):

Failure: The spell's desired effect is reversed. A blessing becomes a curse, a magical perception spell blinds the mage to all resonance or an attack spell helps the target instead.

Success: The spell's effect is unaltered.

A Havoc lasts as long as the spell's Duration. Spells with a concentration-based Duration become transitory; the Storyteller draws a single card (that is not subject to the 10 Again rule), and the result is the number of turns the spells lasts. Since the spell is no longer under the caster's control, he cannot dismiss it at will.

Bedlam

The mage gains a derangement as if he had suffered Wisdom degeneration, although his Wisdom is unaffected — see "Derangements," **Mind's Eye Theatre**, pp. 110–117. The player and Storyteller decide which derangement is most appropriate for the situation, or one can be selected at random. Unlike a normal derangement, the player does *not*

get to make any reflexive Resolve + Composure tests to resist the derangement's effects — he is considered to have failed that test by invoking the Paradox. The derangement is fully active for the duration of the Paradox as listed on the Paradox Duration chart. The mage also suffers a penalty to all of his spellcasting tests for the duration of the Bedlam derangement.

Arcanum Dots	Derangement Severity	Spellcasting Penalty
1—3	Mild derangement	—1
4—5	Severe derangement*	—2

** The mage does* not *need to experience a life-altering trauma to acquire one of the extreme derangements (Schizophrenia, Multiple Personality or Fugue) through a Bedlam Paradox.*

In addition, the player makes a test using his Wisdom as a test pool:

Failure: The mage's madness is contagious. One other mage also suffers from the Bedlam derangement for as long as the Paradox lasts (based on the invoker's Wisdom, not the victim's). Randomly choose targets from within the spell's range, including any sympathetic targets. The target may contest the Bedlam with a reflexive Resolve + Composure test. If the test is successful, he is unaffected.

Success: Only the mage is affected by Bedlam.

A Bedlam derangement is generally more dramatic than its mundane counterpart. The player is expected to roleplay the derangement as creatively as he can imagine. If the Storyteller feels that the character acts in opposition to the derangement, the Storyteller can warn the player to change his action. If the player persists, the Storyteller can strip a Willpower point from the character, rationalizing that he exerted his will to work against his Bedlam.

Anomaly

Reality cracks open, and something impossible takes place. The area affected is usually a radius of 20 yards around the caster or paces per dot of the highest Arcanum used in the spell that invokes the Paradox. Anomalies are not affected by Sleeper Disbelief.

The important thing about Anomalies is that they're unpredictable. The Storyteller chooses their effects and defines the rules on how they affect the area and/or characters (although players can agree to such effects via mediation if they so choose). Examples are provided below based on the invoker's Path realm, but they're just that — examples. Note that if two or more Paradox Anomalies from different Path realms are caused in the same area during the same scene, the effects combine. If the same Path realm causes more than one Anomaly in the same area in the same scene, the effects are worsened.

The Aether (Path Obrimos)

- A storm brews or strange weather patterns emerge, such as hail in clear skies.
- The electrical system goes haywire, shorting out anything plugged into any nearby outlet.
- Mana cannot be drawn from any Hallow in the area of the Anomaly for the duration of the Paradox.
- Resonance becomes negatively aspected (see "Resonance," pp. 174-180). This is a lasting effect.
- Death spells suffer a –2 penalty (Death is the Aether's Inferior Arcanum).

Arcadia (Path Acanthus)

• Ill luck taints the scene, causing everyone there to suffer the effects of Double Trouble (see p. 182, **Mind's Eye Theatre**).

• Odd and often unfortunate coincidences happen with alarming regularity in the area of the Anomaly.

• People repeat tasks they just accomplished (and forget they have done so) unless they succeed in a Wits + Composure test.

• People and/or things move in slow motion while time outside the area of the Anomaly passes normally.

• Forces spells suffer a –2 penalty (Forces is Arcadia's Inferior Arcanum).

Pandemonium (Path Mastigos)

• Repressed or denied thoughts and emotions bubble up and cloud men's minds. Any Social tests suffer a –2 penalty.

• People become lost and disoriented easily (–2 on any Survival tests to orient oneself).

• Objects sometimes roll uphill or sideways.

• Nearby destinations take longer to get to while places farther away take only a step.

• Matter spells suffer a –2 penalty (Matter is Pandemonium's Inferior Arcanum).

The Primal Wild (Path Thyrsus)

• Everyone on the scene loses energy. Physical actions, even walking, require huge effort (–2 to all such tests). Acting and Running Speed are halved.

• Flowers wither, milk curdles, animals are skittish and on edge.

• Some objects become ephemeral, existing only in Twilight. If 3+ dots were used in the spell that invoked the Paradox, objects might be transferred across the Gauntlet.

• Malevolent spirits in Twilight are attracted to the scene, or if 3+ dots were used in the spell that invoked the Paradox, spirits cross over from the Gauntlet.

• Slumbering spirits in objects awaken and turn against their wielders.

• Mind spells suffer a –2 penalty (Mind is the Primal Wild's Inferior Arcanum).

Stygia (Path Moros)

• Ghosts in Twilight are attracted to the scene. They are usually malevolent or aroused to anger by the magic that draws them.

• Plants and animals may wither or even die while all people within the area of the Anomaly suffer one Resistant lethal level of damage (see "Resistant Damage," p. 159).

• Darkness becomes a palpable force, dimming the light even during day.

• Things become delicate and breakable (ignore one point of Durability and armor when striking objects).

• Spirit spells suffer a –2 penalty (Spirit is Stygia's Inferior Arcanum).

Branding

The mage's body is afflicted by his misuse of magic. He wears the spell's warped skein on his skin.

Arcanum Dots	Brand
1	Uncanny Nimbus
2	Witch's Mark
3	Disfigurement
4	Bestial Feature
5	Inhuman Feature

The Storyteller should create an appropriate Brand as needed, one that symbolically represents the character's Vice. Some examples are provided below.

Uncanny Nimbus: The mage's nimbus is disfigured by his Vice. Anyone with supernatural perception can see it. An Envious or Prideful mage's nimbus might be weaker when affecting others and stronger when affecting the mage himself. A Greedy mage's nimbus might not affect others at all although its presence is still obvious. A Wrathful mage's nimbus might seem threatening to others although it cannot harm them directly.

Witch's Mark: The mage bears a weird but non-prominent blemish that is visible to Sleepers. He might have luminous motes in his eyes (Lust or Greed), his body radiates heat (Wrath) or cold (Envy) or there is a grayish pallor to his skin (Sloth). In addition, he has an uncanny nimbus, as described above.

Disfigurement: The mage bears a prominent blemish that is visible to Sleepers, such as a metallic sheen to his skin (Pride), the pupils of an animal (Wrath or Gluttony) or a bizarre tenor to his voice (Lust, Envy, Greed). In addition, he has an uncanny nimbus, as described above. He suffers a –1 penalty to Social tests with Sleepers (except the Intimidation Skill).

Bestial Feature: The mage gains an animal trait, such as claws (Wrath; 1 (L) damage), fangs (Envy or Gluttony; 1 (L) damage), horns (Pride; 2 (L) damage), a tail (Greed or Lust; it has half the mage's Strength, rounding up) or fur or scales (Sloth or Pride; one armor point). None of these features can be concealed easily. He suffers a –3 penalty to all Social tests (except the Intimidation Skill).

Inhuman Feature: The mage gains an inhuman trait, such as a bestial feature that is clearly demonic or supernatural, such as a forked tail or glowing eyes. Or he might be surrounded by a cloud of flies (Gluttony or Greed), a miasma that causes plants to wither (Sloth or Envy), a herd of crawling vermin (Pride or Lust) or a shroud of smoke (Wrath). He suffers a –5 penalty to all Social tests (except the Intimidation Skill).

Manifestation

An entity from the Abyss enters into the Fallen World. The entity manifests somewhere within the area around the mage who invoked the manifestation, usually no farther away than 10 yards or paces per dot of the caster's Gnosis. The entity does not necessarily appear within sight; the being might manifest below the mage, in the sewers or in an unseen room beyond the nearest wall.

Arcanum Dots	Entity
1	The manifestation is a gremlin or imp, a minor spirit with a dark sense of humor, that troubles the mage for a short time (Rank 1 or 2, with 5—14 Attribute dots). This entity exists in Twilight and cannot cause direct harm but can cause any number of minor problems. The manifestation has some influence over the material world, similar to a poltergeist. The manifestation can open and close doors, tip things over and send small objects flying across a room.

Arcanum Dots	Entity
2	A more powerful and menacing entity (Rank 3, with 15—25 Attribute dots) manifests in the material realm. This entity is malicious and rarely humorous. It has a keen sense of timing, causes various hassles and has powers like those of gremlins, above.
3	Entities of this intensity are more complex and capable (Rank 3 or 4, with 26—35 Attribute dots) and are driven less by pure instinct and emotion and more by thought and planning. They are also powerful enough to manifest a physical form and interact with the material world. They are cunning enough to pretend to have the mage's interests at heart while leading him astray. The promises of such creatures are not to be trusted.
4	The entity's power is equal to that of the mage in every respect. Such entities range from murderous monsters that stalk and kill the mage's loved ones (or enemies pinning the blame on the mage) to seductive manifestations of the mage's darkest desires. Some entities this powerful, called doppelgängers, appear exactly as the mages who spawned them. Doppelgängers never appear in the same places as their doubles. Doppelgängers are always elsewhere, causing mischief. The only means of banishing a doppelgänger is for the mage to confront it directly (whereupon it vanishes). Doppel-gängers must be restrained in order to do this. They can sense the approach of their doubles and flee if at all possible.
5	The mage draws the attention of a truly powerful entity (Rank 4 or 5, with 36—45 Attribute dots). The entity may try to destroy the mage or possess his body. Alternately, the entity may attempt to seduce the mage with promises of power, knowledge and the fulfillment of his desires. The entity remains in the world until either banished by the mage who summoned the entity or until the mage's death. In the past, the orders have sanctioned the execution of mages responsible for calling such entities into reality.

Disbelief

When a Sleeper encounters magic or the supernatural, he cannot usually cope with what he sees. Supernatural disturbances trouble Sleepers who witness such events until the embrace of *Disbelief* erases all evidence of the occurrence from their minds. Mages debate endlessly about why this is so. Ancient records have no references to any such effect before the fall of Atlantis and the division of the worlds. It seems that human souls, cut off from the Supernal World and exiled to the Fallen World, cannot cope with the truth of magic.

When a Sleeper witnesses a vulgar act of magic, the occurrence always triggers Disbelief. The Sleeper's reaction depends on his Willpower. In many cases, the effects alter or amend the Sleeper's memory of the event, but humans have been known to react in unpredictable ways. If multiple humans witness the same vulgar act of magic, each

interprets it differently according to his Willpower and the resources his unconscious mind uses to explain the event. Casting the spell always triggers Disbelief, but the effects of the spell may or may not trigger it if a Sleeper notices them after the spell is cast.

Willpower	Memory
1–4	The Sleeper completely forgets that he ever saw anything unusual.
5–7	He forgets what he sees but has a feeling of unease. He might remember events later as if they were something he dreamed. Or he misinterprets what he sees; he might mistake a spell for a technological phenomenon or anything to explain it away in "normal" terms.
8–10	He remembers everything.

Covert magic does not trigger Disbelief unless the magic strains credulity (see "Improbable Magic," p. 140). Also, the powers of supernatural creatures do not trigger Disbelief. Vampires, werewolves, spirits, ghosts and other strange beings can use their powers freely before the eyes of Sleepers. Mages theorize that Disbelief is a Sleeper's soul denying the truth of the Supernal World as displayed by vulgar Awakened magic. The powers of other creatures, mages believe, originate in the Fallen World and do not stir the soul's memory of its fallen tragedy. In a sense, Disbelief is a near Awakening, but one that denies Awakening itself.

Unraveling

A Sleeper who witnesses a vulgar spell might very well unravel that spell with the force of his Disbelief. The result is an extended action, accumulating successes over time. In the first turn in which the spell's effect is witnessed, test with a pool consisting of the Sleeper's Resolve + Composure and compare the successes to the spell's Potency. If the number of successes exceed the Potency, the spell is dispelled. If they are equal to or less than the spell's Potency, the spell is unaffected.

Every 10 minutes thereafter for the rest of the scene, test again and add successes to the running total. Once successes exceed the spell's Potency, the spell is dispelled. A mage might try to hide the effect from a Sleeper, but if the Sleeper sees it again any time during the scene, his new Disbelief successes are added to his previous successes. If the action has moved on to another location, but the spell remains, Storytellers can assume one success on this test per Sleeper per 10 minutes that pass until the spell is unraveled. For example, a Potency 3 spell in a room with two Sleepers is unraveled in 20 minutes. If a Sleeper leaves the scene of the spell, tests are no longer made for him.

Resonance and Mystical Senses

Resonance and Auras

Aside from having qualities, resonance (see p. 42) also varies in intensity. The strength of an object or creature's resonance (also called an "aura") varies in both a material and a metaphysical sense depending on an aura's density. Mundane material objects are the densest, having only a faint background resonance and whatever traces they have picked

up from contact with more intense auras. The supernal Mana infused into Artifacts gives them a clearer resonance than mundane objects. Living beings have a stronger resonance still, and the auras of the Awakened are much bolder than those of Sleepers (unless disguised in some way). Ephemeral objects have a very clear resonance with no material element to dampen or conceal their auras. The same is true of ephemeral creatures such as spirits. In general, it is much easier to perceive the resonance of an active spirit than that of, say, a mundane piece of rock.

Unseen Senses

Mages have an innate sense for detecting supernatural powers. Their hair stands on end, goose bumps race along their arms or a shiver runs up the spine — somehow their bodies react to the *active* use of magic or a supernatural power (i.e., not simply the presence of a vampire or werewolf — unless it is using its powers). Mages can't see or hear anything (save for a mage's nimbus when he casts spells), and they might not know at first what causes the reaction. To understand the feeling and its source, mages use a Mage Sight spell and then scrutinize the scene (see pp. 177-179).

Mortals can purchase a similar ability, the Unseen Sense Merit (p. 132 of **Mind's Eye Theatre**), but it applies to only a single type of supernatural phenomenon, such as the presence of a ghost or a vampire. For mages, this sense applies to the active presence of *all* supernatural phenomena, alerting the willworker that the Invisible World is at hand and allowing him to cast magic to better investigate.

Whenever a character activates a supernatural power within sensory range of a mage, the player or Narrator should notify the player of the mage that something supernatural has occurred. The mage character will have no idea what prompted the feeling unless the source is obvious (such as if a bolt of lightning strikes the mage at the same moment, the character vanishes directly in front of the mage or something similar). Spells or powers designed to hide something go unnoticed by a mage's Unseen Senses.

Mage Sight

Mages have ways that they can open their eyes to the supernatural, seeing (or even hearing, smelling, touching and tasting) the subtle currents of supernatural powers at work. Although all mages have an innate sixth sense to detect the presence of active powers, it does not allow them to identify or analyze such powers. For that, they need to enchant their senses with one of the Unveiling Practices of the Arcana. Although these spells come in many forms, they are collectively called Mage Sight (see pp. 206-208). Besides revealing magic and other supernatural powers, these spells make resonance obvious to the senses. Mages can read this resonance to identify its qualities, but simple activation allows the mage to see the presence of magic. Finally, some Arcana can be used to sense or analyze certain powers better than others, although all Arcana can be used to sense supernatural power overall. However, while supernatural powers can be scrutinized, the function of a spell cannot be discerned by Mage Sight — but scrutiny can give the mage clues to deduce a spell's intent. If the power is mystically concealed, successes gained for the Mage Sight spell must equal or exceed the Potency of the magic used to conceal the source.

Note that Mage Sight does not allow a sorcerer to see or interact with Twilight beings or entities. That requires other spells (usually Death and Spirit).

Noticing Supernatural Effects

During a game, a Storyteller or Narrator isn't always available to let players know that a magical effect has been activated in a particular area. There are two suggested ways to assist in demonstrating mystical effects to large groups of players.

The first is best done at the start of a game or at a convenient break during the game (such as before a big scene starts). The Storyteller asks all players whose characters do not have Mage Sight or other appropriate Unveiling spell active to close their eyes. Then, on a count of three, all players whose characters have active spells or supernatural effects (including those with their eyes closed) raise their hands. Players who want to do further resonance checks can then speak to other players directly to conduct tests.

The second method requires all players to wear a badge with two sides (laminated badges work best for this). One side is either blank or simply has the character's name on it while the other side is colored or displays a certain sticker. Players are informed ahead of time that badges displaying the sticker or colored side indicate that something about them activates their Unseen Senses, as they have some sort of supernatural power active. If a player cancels any spells or active supernatural powers, he simply flips the badge over to the plain side.

Unveiling Resonance

Test Pool: Intelligence + Occult

Action: Extended (1–5+ successes; one draw represents a few minutes' effort during a chapter, or 15 to 30 minutes in a downtime action)

Mages can scrutinize a person, place or thing's aura to find out more about that subject, even hidden or secret information. An aura has layers that mages must dig through to get at secret truths. Mages can cast a Mage Sight spell to perceive resonance. Once the spell is active, a sorcerer can see the resonances of all objects, typically as faintly glowing auras (although some mages experience resonance differently), and some Arcana tend to color the experience (Mind can pick up resonance as ideas and emotional impressions, Life as scents and flavors and Forces sometimes manifests resonance as sounds). Once a resonance-sensing spell is active, a mage can examine any resonance in her area. Successes reveal clues about various aspects of a resonance under investigation.

Unlike many tasks, this isn't an all-or-nothing effort. If the mage has to abandon the scrutiny before she's finished, she may still come away with some useful information, depending on the number of successes acquired. The Storyteller should share information each time a test yields a success, per the guidelines on pp. 176-178. Generally, the Storyteller should start with the most obvious facts and reveal increasingly obscure bits as scrutiny continues. At no time should the player know how many successes are needed to complete the analysis; she should always wonder whether her character should invest a little more time and dig deeper. Storytellers may choose to make these tests for players in secret to add uncertainty and suspense. If any perception test is failed, use the penalties listed for "Successive Attempts," pp. 176–177, **Mind's Eye Theatre**.

Suggested Equipment: Gazing through crystals and gems (about the size of an eye) sharpens the appearance of resonance, bringing it more readily into focus: crystal +1, precious gem (emerald, ruby, sapphire) +1, diamond +3

Possible Modifiers: The density of the subject applies a modifier to your test pool.

Density	Modifier
Very dense (mundane stone, metal, concrete or similar materials)	—2
Dense (a corpse or other dead organic material such as wood, ivory or bone)	—1
Normal (a Sleeper or other mundane living creature, living plant, an Artifact or other magical object)	0
Refined (ephemeral objects and materials, and active spells)	+1
Very refined (spirits and other ephemeral creatures)	+2

Scrutinizing Beings and Objects

Resonance reveals information about an object or being's nature.

• **Identity:** (One success) Each resonance or aura is as unique as a fingerprint. If a mage has seen or studied a resonance before and is familiar with it, one success allows him to recognize the subject. In addition, a familiar mage's magical tools can be examined to determine their owner's identity; one success is required to establish or achieve that recognition. He can recognize the resonance of the subject regardless of any sort of physical disguise or transformation, allowing him to detect people in disguise or under the effects of a transformative spell. With five successes, he can recognize shapeshifters in any of their forms. There are some means of disguising a subject's resonance. Note that powerful mages have strong auras. Their Gnosis gives others a bonus to notice and scrutinize their resonance — see "Gnosis," pp. 61-62.

• **Nature:** (One success) Resonance reveals a subject's true nature: human or inhuman, mortal or spirit and Sleeper or Awakened. One success is enough to alert the mage that the person is not what he seems to be, but the mage doesn't necessarily know what the subject really is. Five successes allow a mage to determine a subject's true nature. Among other things, this insight allows the Awakened to recognize each other through resonance unless concealed it's in some way. Mages can also pick supernatural beings such as vampires or shapeshifters out of a group of ordinary mortals; although mages might not be able to identify what the beings are, only that they aren't normal. (More detailed information about a subject's nature requires the use of the "Supernal Vision" spell.)

Scrutinizing Spells

A mage's magic carries traces of the caster's resonance. By examining the resonance of a mage's spells, one can learn the caster's identity, power (Gnosis) and degree of Arcanum mastery.

• **Composition:** (One success per Arcanum involved for covert spells; no test required for vulgar spells) Covert spells can be analyzed for their Arcanum components. One

success per Arcanum used is needed to identify all the mystical traits involved. No test is required to recognize the Arcanum involved in a vulgar spell. This research cannot tell the mage how many dots of each Arcanum were involved (he needs to deduce that based on what he knows of the spell's effect and the capabilities of each degree of mastery), but he can tell which Arcana were used, such as whether a spell stinks of the grave (Death) or shimmers with fiery energy (Forces).

• **Potency:** (One success per point of Potency) An improvised or rote spell can be examined to determine its Potency, usually toward the goal of dispelling it.

• **Targets:** (One success per Target factor) An improvised or rote spell can be examined to determine the number of Targets it *could* have affected but not the exact number it *does* affect. In other words, the spell's maximum number of allowed targets can be learned but not how many targets were actually affected by its casting.

• **Duration:** (One success per Duration factor) An improvised or rote spell can be examined to determine its Duration.

• **Caster Identification:** (One success for improvised spells, five successes for rotes) Examining a spell may reveal the caster's identity. Doing so requires one success for improvised spells or five successes for rote spells. If an investigator is already familiar with the caster's resonance, it is recognized with the required number of successes. If there is no existing familiarity, that connection is now established, and the investigator recognizes the caster's resonance when the investigator perceives it again.

• **Power:** (One success per dot of Gnosis) An improvised spell's resonance shows a measure of its caster's enlightened will (Gnosis). By scrutinizing it, an investigator can learn the general level of the caster's Gnosis: low (1 or 2), medium (3 or 4), high (5 or 6) or masterful (7+). Perceiving a caster's Gnosis requires one investigation success per dot of the caster's Gnosis. Rote spells cannot be scrutinized to determine their caster's power.

• **Mastery:** (One success for improvised spells, five successes for rotes) A spell's resonance also shows its caster's degree of Arcanum mastery: initiate (1 or 2), adept (3 or 4) or master (5+). One success is needed for an improvised spell, and five successes are required for a rote spell. If the spell involved more than one Arcanum to cast, the investigator learns the highest-rated Arcanum; further examination rolls may be made to learn the others as well.

Scrutinizing Qualities

Resonance can also be examined to discover the inherent information or theme the resonance carries. Some resonance is "pure" or without qualities, but that is rare and usually found only at Hallows.

• **Quality:** (Five successes per aspect) The information content of resonance can be gleaned with five successes. If the resonance has more than one quality, additional successes — five per quality — are needed to uncover them all. Not all resonance is equally obvious. The Storyteller might rule that certain instances are harder to study than others, requiring more successes to perceive certain aspects. While the wilderness compound of a radical rightwing terrorist group might have obvious anger resonance, its more subtle fear resonance might not be as readily apparent (–2 to the test pool). The most obvious resonance is noticed first.

Example: Malice knows that weird things keep occurring near a popular shopping mall. He checks the place out with Mage Sight. His player needs to get five successes for Malice

to read the quality of each type of resonance around the mall. The Storyteller knows that the mall actually has three distinct resonance qualities: greed (the most prevalent), self-pity and — very subtle — cruelty (–2 to the test pool to detect). Malice needs 15 successes to discern the cruelty quality (five for greed, five more for self-pity and five more for cruelty). The first two are not necessarily surprising in a place that teenagers frequent, but the last is somewhat unusual. In fact, a spirit locus sits in the basement of the administration offices and attracts spirits that feed on cruelty.

Sensing Scrutiny

Scrutinizing an aura involves a degree of active magic. Other mages can sometimes sense a fellow mage's scrutiny upon them (including sympathetic magic scrying). If someone examines a mage's aura, the Storyteller makes a reflexive Wits + Composure test for the mage who is studied. A success means the mage senses the scrutiny with a sensation exactly like the feeling of being watched or stared at. A failed test means the scrutiny goes unnoticed. Since the Storyteller makes this test secretly, characters have no way of knowing for sure whether someone checks them out or not. Likewise, they don't know for sure if a mage they examine notices *them*.

Disguising Resonance

The Occultation Merit (pp. 76-77) masks personal resonance to a degree. Each dot in the Merit imposes a –1 penalty on tests to examine a mage's aura or spells. The observer is not aware of this additional difficulty; a failed test means the information on the mage's resonance is simply overlooked.

Mages can also use magic to conceal resonance. Various Arcana list different methods of obscuring, severing or dampening resonance (see the spell descriptions). Before a mage can perceive such concealed resonance, the Potency of his perception spell must exceed the Potency of the concealing spell. If it does, he can detect the concealing spell; in some cases, he can then see through its effect and scrutinize the true resonance normally. In other cases, he might need to first dispel the concealing spell. See the spell descriptions for each case.

Given enough time, a mage with a weak perception spell can detect even a powerful concealing spell. This requires an extended-action Intelligence + Occult scrutiny (10 minutes per draw) with a target number equal to the concealing spell's Potency. The mage must first declare that he is searching for such a hidden spell; he cannot accidentally stumble upon it through a normal scrutiny.

Using Resonance

In addition to the information provided above, examining resonance has the following advantages:

• **Identification:** Once a mage has successfully examined a resonance with one or more successes, she can recognize that aura if she perceives it again. It is often helpful for mages to become familiar with the resonance of their friends, associates and adversaries in order to recognize their presence (and their magical handiwork).

• **Connection:** Familiarity with a particular resonance simplifies locating the Pattern associated with the resonance when using the Space Arcanum. If a mage has scrutinized a subject's aura and gained one or more successes, the aura is considered Acquainted for the purposes of sympathetic spells (see pp. 143-146). If a mage has not directly examined

a subject's aura but picked up its resonance from a spell or something else connected to the subject, the investigator is considered Encountered with the subject for purposes of sympathetic spellcasting. (Note that this assumes that the mage knows the target's real name; otherwise, the difficulty of connection is increased by two degrees).

Matters of the Soul

The soul is an important aspect of the Awakened. The soul can be stolen to lend debased mages a mockery of life, and all willworkers can distill their souls into material form to act as the foundation for a Demesne, a place where magic flows more freely.

Soul Loss

In mechanical terms, each week that a character's soul is gone, he loses a dot of Wisdom (Morality for Sleepers). He may gain derangements from this loss as normal, but as with any Wisdom degeneration, loss of his soul makes the character more capable of justifying poor behavior and increasingly bad deeds. In addition, he can still lose Wisdom normally for committing sinful deeds and failing the accompanying degeneration draws. When the character's Wisdom is reduced to one dot, this process of erosion turns on the character's Willpower dots. Once his Willpower dots drop to zero, the soulless one becomes practically catatonic. He may wander the streets mumbling to himself and be challenged to put together coherent sentences. As a secondary danger, a living body that's lost its soul (even if it hasn't yet lost Wisdom dots due to the loss) is at a particularly high risk of being possessed by any spirit that wants a physical body for a while — the possessing spirit gains a +2 bonus. Further, a mage loses not only Wisdom and Willpower but also a point of Gnosis every 24 hours when his soul is stolen. He can continue to cast magic until his Gnosis reaches zero, at which point he counts as a Sleeper until he gets his soul back.

Assuming an individual's soul may be recovered, it can be reconnected to the body with the Spirit 3 "Recover Lost Soul" spell. Once a person regains her soul, the dots she lost from Wisdom and Willpower (and Gnosis for mages) due to soul-loss return at a rate of one per day, beginning with Willpower. She does not regain Wisdom lost to normal degeneration draws for committing sinful acts.

Soul Handling

A mage with Death 3 ("Sever the Sleeping Soul") can rip another's soul from its physical mooring (or Death 5 to sever an Awakened soul). Severing a person's soul from his body is among the worst acts imaginable. A severed soul can be attached to a soulless body using Death 4 ("Soul Binding") or back to the original owner with Spirit 3 ("Restore Lost Soul"). This is a rite by which a mage completely appropriates a soul he steals, making it his own. Only Death or Fate 4 ("Destroy Bindings") can detach a soul that has been claimed in such a manner. However, the connection between a mage's body and his soul is unique — a mage's soul cannot awaken another person, and another soul cannot "reawaken" a mage who has lost his soul.

An unmoored soul is an extremely subtle and vulnerable thing, visible to those with Mage Sight but untouchable by any who do not have the proper Arcana lore to affect the soul. If loosed from its body by magic or spirit powers while it is in the physical world, a soul hovers in Twilight as a ghostly presence. Any mage who is able to affect beings in Twilight (using the Death, Mind or Spirit Arcanum) can affect an

unmoored soul. The soul does not have a Corpus score; a soul is intangible even to spirits unless they have a Numen that affects souls. The soul's Acting Speed is equal to its Willpower, and its Running Speed is equal to twice Willpower (the soul slows down as it loses Willpower over time). The soul has no powers or ability to affect the world or those around it, although the soul can communicate with Twilight beings through a form of telepathy (if the soul is in the Shadow Realm, the soul can communicate with beings there through the same process). An unmoored soul tries to escape back to its mortal housing if possible, but the soul cannot reunite what magic has severed. The soul needs a mage, spirit or deity to restore it to its body. Even a Sleeping soul can tell friend from foe with wisdom beyond its mortal self's ken, so the soul cannot be fooled or tricked.

Souls can be tracked with Spirit 2 and a sympathetic connection (such as contact with the soul's mortal body). A soul that departs a body upon death cannot be affected or tracked at all. The soul immediately fades from all the planes known to any but the Oracles or Exarchs. Hence, soul-stealers need to harvest their crop from living bodies. Those who routinely steal souls usually create receptacles for holding the souls until a spell can be cast to attach the entities. A mage needs the Death 2 or Spirit 2 "Soul Jar" spell to enchant the receptacle so that a soul placed into it cannot escape. Doing so also protects a soul from harm; any attacks must first breach the receptacle.

Soul Stones

A soul stone is an intentionally detached piece of a mage's soul distilled into material form by the sorcerer. Soul stones are used to create Demesnes (see pp. 181-182). This incredible benefit often outweighs the perils of creating a soul stone. A *dot* of Willpower is sacrificed, and one point of Mana is spent. (You may restore this lost Willpower dot by spending eight experience points.) The real drawback, however, is that your mage's transcendent potential is now limited — he cannot raise his Gnosis to 10 dots (players should cross out the 10th dot on the Gnosis portion of the character sheet to reflect this lost potential). Should he create another soul stone, he cannot raise his Gnosis to nine dots and so on down the scale with each new soul stone he creates. He trades spiritual potential for temporal power. Finally, creating a soul stone is an "act of hubris" and requires a Wisdom degeneration draw (two draws) unless the mage has Wisdom 3 or less. See "Wisdom," pp. 66-68. A soul stone's appearance is unique to each individual, but its basic form is defined by its creator's Path. Not all soul stones are actual "stones." Acanthus soul stones take the form of plants or trees while Thyrsus soul stones appear as animal tokens — a claw, tooth, bone or pelt of fur.

A soul stone can outlast the mage who created it, allowing a Demesne that incorporates a soul stone to exist into perpetuity. If the stone is destroyed, however, a mage does not regain his lost Gnosis potential and the Demesne loses that portion of the soul's contribution (if it was the Demesne's only soul stone, the Demesne ceases to be). As long as a soul stone has not been destroyed, its creator can elect to reintegrate it at anytime. He must first physically reclaim it and then sacrifice a dot of Gnosis. He can regain this dot with experience points in the normal manner. Although such recovery is costly, the reintegration of a soul stone restores the mage's lost Gnosis potential by one dot. It does, however, remove that soul stone's contribution to the Demesne. Mages can integrate only their own soul stones; they can't integrate the stones of other mages. Soul stones can be destroyed only by using magic that delivers aggravated damage, and

the attacker must physically touch the stone (soul stones cannot be targeted by sympathetic magic). A soul stone's Durability is equal to its creator's current Gnosis dots (not necessarily the dots he had when he created the stone), and its Size is 1.

One mage can gain advantage over another mage by physically controlling his soul stone. Doing so gives her an Intimate sympathetic connection to the creator and allows her to tap the creator's Mana (see the Thrall Merit, p. 81, for details). Characters can begin play owning another mage's soul stone by purchase of this Merit.

Demesnes

Mages can create zones of magical power free from the risk of a Paradox where vulgar magic passes as covert (unless witnessed by a Sleeper). These places cannot protect against the Disbelief of Sleepers, so their owners strive to keep the unenlightened away, centering the Demesnes on sanctums.

Within the area covered by a Demesne, a vulgar spell does not prompt a Paradox test unless a Sleeper has witnessed the spell and believes it to be unnatural. Note that vulgar spells do not change their appearance — flashy or dramatic effects such as lightning bolts shot from a person's fingers or levitating swords still appear as weird and abnormal, so it is unlikely that a Sleeper witness considers such an event to be mere coincidence. For this reason, mages must still be wary of Sleepers walking the Demesnes' premises.

Note that spell effects directed at targets outside the Demesne are not protected from Paradox; only spells cast upon targets within the Demesne gain this benefit. Hence, Demesnes do not aid sympathetic magic cast at distant targets unless those targets are themselves within a Demesne.

That Eerie Feeling

The Path realm or realms used to create a Demesne (see below) colors the atmosphere, magic and resonance of the place with effects that can be seen and felt even by those who do not have magical senses. Sleepers who live near such places describe them as "eerie" or "not quite right." The Demesne exhibits the auras of the Paths associated with its soul stones, which intensifies as more stones of that Path are added (although mechanical bonuses do not add together). Conversely, stones from mages of different Paths have multiple effects — if a three-stone Demesne has one stone from a Moros mage, another stone from a Mastigos and its third stone from a Thyrsus, the Demesne exhibits the auras of Stygia, Pandemonium and the Primal Wild.

The Aether (Path Obrimos)

- Forces and Prime spells gain a +1 bonus.
- Static electricity is common, and fires spark easily.
- Things sometimes seem outlined with a dim glow or aura.

Arcadia (Path Acanthus)

- Fate and Time spells gain a +1 bonus.
- Slightly improbable events occur regularly, such as coin tosses always coming up "heads."
- People on the premises have an innate sense of time and can easily track how much time has passed without need of clocks or watches.

Pandemonium (Path Mastigos)

- Mind and Space spells gain a +1 bonus.
- Memory recall is sharper and quicker than usual.
- People on the premises have an innate sense of direction.

The Primal Wild (Path Thyrsus)

- Life and Spirit spells gain a +1 bonus.
- Mild aches and pains are not felt as strongly.
- The land — plants, stones and streams — communicates feelings based on its condition. If the land is mistreated, an aura of misery pervades. If it is well tended, an aura of tranquility pervades.

Stygia (Path Moros)

- Death and Matter spells gain a +1 bonus.
- Shadows are deeper and light dimmer.
- Things seem more solid, less breakable. Minor accidents such as dropping a plate or mug rarely result in those items breaking.

Creating a Demesne

A Demesne is built on the foundation of one or more soul stones. The size of a Demesne is determined by the number of soul stones involved in its creation. Each contributed soul stone increases its size: each soul stone adds area to the Demesne equivalent to that provided with equivalent dots of the Sanctum Merit. If a Demesne is contiguous with a sanctum, the sanctum's Security (see the Sanctum Merit, pp. 77-78) applies to the Demesne. Demesnes larger than a sanctum cannot easily be guarded in territories extending outside of the sanctum's premises. No more than five stones can be combined for a single Demesne although two separate Demesnes can be placed next to one another to extend a magical area.

Once soul stones are gathered together, they must be enchanted to create a Demesne. Each stone's contributor must be present and must willingly participate in a spellcasting ritual. It requires mastery (five dots) of an Arcanum to cast the enchantment; see the "Create Demesne" spell, p. 209. All soul stones involved must be kept within the Demesne's premises, but the stones can be kept together or scattered throughout. If a soul stone is destroyed, the Demesne's area drops by one (a five-stone sprawling estate becomes a four-stone mansion). The soul stone's creator can create a new one to replace the lost one, using the same procedure he used to create the first, which restores the lost area without the need to recast the spell. If he is unwilling or unable, another mage can provide a soul stone, but the Demesne spell must be recast.

The Realms Invisible

The world humans see is known as the *Lie*, a façade propped up on the threshold of eternity, and a realm whose inhabitants are unaware of the spiritual side to their own world. The Lie, where the supernatural does not exist and monsters are not real, is a relatively safe falsehood shared by billions of humans. The Lie is protected by Disbelief. Human science offers explanations for what people pretend to understand, and faith offers faint comfort for dealing with what baffles them.

The truth is far more terrifying: creatures exist on the other side of flesh, some of them inimical to humankind and the very cosmos. Bound by Sleep, ordinary humans cannot normally experience such rarefied states of existence. On rare occasions, poets in states of reverie, madmen unprotected by sanity, hedonists assaulted by psychedelic imagery or men and women lost in extreme sensations may peer behind the veil of reality. Mages, as one would expect, can break the rules and actually go where few men have gone. Such journeys are perilous, however, for spirits and other supernatural creatures walk these same paths, often preying upon the unwary.

These places and states of existence (they are both at once) are called the Realms Invisible. They occur within and beside the more prosaic and solid-seeming material realm. They include *Twilight*, the state of being for ghosts and spirits that haunt or hunt within the material realm; the *Gauntlet*, the barrier between the world of flesh and matter and that of pure spirit; and the *Shadow Realm*, where ephemera is solid and matter is a fiction from the other side of the Gauntlet. Finally, there is yet another place, although whether it is truly within the Fallen World or lies beneath it is a point of debate among mages: the *Underworld*, where the dead toll out the days of their eternal existence.

As a metaphor to attempt to understand what still remains a mystery, mages think of each realm as having a unique frequency. People naturally resonate on the same frequency as the Fallen World, but if a mage understands the proper Arcana, he can walk to that other realm and interact with it. When a mage "resonates" on that frequency, that realm is "real" for him. Otherwise, it might as well not exist since he can't touch it or see it. While magic can help a mage travel between worlds, it can't be cast from one state of existence to another except in very specific circumstances, which are detailed in each spell's description in Chapter Four. If a mage wants to cast a spell on a spirit, for example, most times he'll have to go to the Twilight or Shadow Realm himself to accomplish it.



Twilight

Humanity lives in the material world. Beings in Twilight also reside in the same locations, but they do so immaterially and invisibly, hovering unseen beside physical mortals and places. Ghosts haunt forlorn places, unable to touch the living except with occasional displays of power (poltergeist activity or vague ectoplasmic shapes). Occasionally, spirits wander across the Gauntlet through a Verge and become trapped on this side. Those without the ability to materialize remain intangible, beings of Twilight. Not only beings exist in Twilight; the *memory* of certain items that were important or that once held emotional significance are sometimes present in ephemeral form. The "ghosts" of buildings and heirlooms long gone in the material world might still haunt the Twilight, especially if they form part of a ghost's anchor.

A being or object in Twilight is made of *ephemera* — the matter or substance of the Shadow World. Ephemera that somehow comes to exist in the material world is invisible and intangible to those without a supernatural power that allows them to see or touch it. Ephemeral beings can see and affect any other ephemeral beings, and ephemeral objects are likewise visible and solid to ephemeral beings. (The exception to this is a mental projection, which is a bodiless mind such as that created by the Mind 4 "Psychic Projection" spell. A mental projection has no ephemeral body to see or touch. Some vampires also have the ability to project themselves into Twilight as bodiless minds.)

Apprentices of Death and Spirit magic can touch Twilight. More powerful mages can actually walk as Twilight beings, turning their bodies ephemeral and interacting with Twilight entities as if they were solid. Some mages attempt to use the Twilight state as a means of passing from one location to another, entering a building through its walls, unseen by its mundane inhabitants. The danger here is that such mages might encounter a hostile ghost or spirit along the way.

Certain types of mage familiars, called "fetches," exist as ephemeral spirits in Twilight, hovering or scampering about a mage wherever he goes. See the Familiar Merit, pp. 71-73, for more details.

The Gauntlet

Traveling beyond Twilight, into the Shadow, is a step only the most courageous or brazen take. A mystical barrier separates the material world from that other realm: a phenomenon known as the *Gauntlet*. Disciples of Spirit can pass this barrier by creating a "Spirit Road" while Spirit adepts can step across without need of a gate. The sensation of crossing through this Gauntlet is rarely the same twice. For some, it's like brushing aside the velvet curtain that conceals a theater's stage. For others, it can be like leaping through a waterfall or into a gust of wind.

In some places, the barrier between worlds is thick or thin. It might be weak in a graveyard known to be haunted or on a mountaintop believed by indigenous people to be home to powerful spirits. Some rare places have no Gauntlet at all. These are called Verges, and they rarely last for long. They might appear at a certain time of the year for only an hour, and then disappear until the day comes around again next year. Adepts of the Spirit Arcanum can create a Verge through magic. The thickness of the Gauntlet — its Strength — levies modifiers on attempts to either peer across the Gauntlet or to part it so that a mage can cross over to the realm on the other side.

Any material thing that crosses the Gauntlet is transformed instantly to ephemera, the spiritual counterpart of matter. Stepping back over the Gauntlet to the physical world restores material things to matter. Of course, if a traveler were never physical to begin with (as in the case of a spirit), it must remain ephemeral in Twilight. The only way to avoid this is by using a supernatural power that allows the traveler to materialize on this side of the Gauntlet.

Gauntlet Strength

The Strength of the Gauntlet varies from place to place. The Gauntlet's Strength levies modifiers on attempts to peer across or part the Gauntlet.

Location	Strength	Modifier
Dense urban areas	5	–3
City suburbs and towns	4	–2
Small towns, villages, built-up countryside areas	3	–1
Wilderness	2	0
Loci	1	+1
Verge*	0	n/a

** The Gauntlet is nonexistent; beings can pass in and out of the Shadow Realm freely.*

The Shadow Realm

Everything native to the Shadow Realm is composed of ephemeral spirit, and all spirits there are alive. It is a place whispered about in human shamanic and animistic beliefs, where spirits thrive and breed. In continual evolution, these *naturae*, as mages sometimes call them to differentiate them from spirits native to other places, demonstrate to most mages' minds the principles of evolution and survival of the fittest. It is an untamed land, a wilderness of spirits.

When a mage passes through the Gauntlet to the spirit wilds and his physical body is replaced by a body made of ephemera (see p. 185), the mage is caught in the same evolutionary conflict that all other spirits endure. As soon as his defenses lapse, hostile spirits may attack. If the mage is not versed in the Spirit Arcanum, then nearly any spirit can be considered hostile, given the proper circumstances. A mage with a familiar has at least one ally from this realm, but it is scant comfort. These helpmates can reveal the intentions of encountered spirits and help direct a mage through the wild landscape, but sorcerers must still fight for their lives. Werewolves also know this place well, for they are creatures of both flesh and spirit, able to walk between the two worlds at will. Such monsters often cross the paths of mages who wander where they're not welcome.

Outsiders contend that this realm is a spiritual "reflection" of the material realm. Spiritualists respond by saying that the material realm is the reflection, and the name "the Shadow" is a misnomer, for this realm portrays things as they really are — it is the human world that is a lie. When a mage arrives in the Shadow, he sees his former material surroundings represented, not quite as they were, but perhaps as they should be. Enter this realm from a public park, and you might see the grass and trees as they may have been thousands of years ago. If you can find your way across through an office building or parking lot, you may end up in a sterile, hostile landscape, where plants trapped below the asphalt fight their way up toward the sun. Meditate at a crime scene, and you may see true forms of evil.

Paradoxes in the Shadow

Magic is less alien to the Shadow than it is to the material world. When mages cast vulgar spells here, the Paradox test has a –2 modifier. Needless to say, it is almost unheard of to encounter a Sleeper in the Shadow Realm, so there is little need to worry about Sleepers witnessing magic.

Where Are You?

Mind's Eye Theatre (pp. 15—17) illustrates various hand signals to use during the game. The player of a mage on a different plane of existence should hold one hand at head-height, sticking out a number of fingers to indicate the plane — one finger for Twilight and two for the Shadow.

The Underworld

It is said that within the Shadow Realm there are caves or holes in the ground that, if one were to follow them far enough, would lead to a gray realm of eternal stillness: the Underworld.

Those entering the Underworld first come to a hallway that appears to be endless, with many doors along its walls. It resembles a mausoleum or a mansion to some or a rough cave to others. Traveling to the Underworld is the work of masters of Death; lesser mages would be foolish to attempt it. It is said that the shades there can fool men into staying forever, even making them think they have escaped back into the living world while their bodies starve to death in the dark pit.

Even Moros mages fear the Underworld. Their power comes from Stygia, the Supernal Realm where death is a lesson and balm for a weary soul and a place of waiting while the soul prepares for the next stage in its journey. The Underworld is a mistake, a casualty of the Abyss, where death no longer rises to the Supernal and instead draws things down, ever down, to lower worlds of non-being.

Nonetheless, there are reasons to go there, for it is said that the ghosts of even Atlantean mages of old can be found there, if one is lucky enough or has an Artifact that provides a sympathetic connection. It is also rumored that the ruins of Atlantis itself exist there as a shade of the city's former glory but still providing bold mages the unequaled opportunity for plunder.

The Astral Planes

The Realms Invisible are also called the "Outer Realms," for they exist external to a mage in the world around him. There is another dimension to existence, however, that exists *inside* a mage. Astral Space is the dimension of the soul, the "Inner Realms" that are accessed by going within, deep into dreams.

Astral Space is not a geographical space but a spectrum or continuum of soul consciousness. The dream planes of Astral Space have the same strange logic as a mage's nightly dreams and nightmares. The dream planes are metaphorical, signifying soul truths, not external objective truths. Each soul has many layers, or *planes*. Waking consciousness is the baseline. Below it lies dream consciousness. Below that is the Astral Threshold, the barrier that must be crossed before the mind can enter Astral Space. Once across the barrier, the mind enters a personal dream level called an *Oneiros*. If

the mage continues deeper, he reaches the plane of collective dreaming, which has also been called the "collective unconscious." Mages call it the *Temenos*. Deeper still is the primordial Dreamtime, the plane of the collective dreaming of the world, where mages can contact the souls of animals and plants. Mages also call this realm the *Anima Mundi*, the "soul of the world."

The Oneiroi present encounters of a purely individual nature generated from and concerned exclusively with a mage's personal self. The Temenos presents encounters of a collective, archetypal nature, and for this reason, it can be dangerous because it isn't concerned with the health or survival of an individual soul. The eyes of the Temenos are on eternity. The Dreamtime is stranger and more foreboding still, for its encounters are of a more than human nature. Mortals are but one form among many there, and of no greater (or less) importance than any other being.

Astral Journeys

A mage can enter Astral Space by meditating within the grounds of a Demesne or a powerful Hallow (rated at five dots). He goes deep within himself, shutting out the external world of sense perception to focus exclusively on the spaces within his own soul. Obviously, this is easiest to achieve in quiet, dark places where there are no distractions. Traditionally, mages retreat to Demesnes or Hallows within caves or with underground vaults, where they can meditate undisturbed. Entering Astral Space is performed like a normal meditation (see "Meditation," p. 55 of **Mind's Eye Theatre**), except that the target number depends on the destination plane per the chart below.

Target Number	Destination Plane
Four successes	Waking meditation
Eight successes	Dream meditation (waking dream)
12 successes	Oneiros*
16 successes	Temenos
20 successes	Dreamtime

** One Mana must be spent for the mage to cross over the Astral Threshold.*

As successes are collected for a mage, his consciousness progresses through the levels of his soul. Once he reaches one plane, he can continue meditating to travel deeper. Successes acquired are retained and applied to the total needed to reach deeper planes; for example, a mage already in his Oneiros needs only four more successes to reach the Temenos.

During this time, the mage's mind stays in his body; he does not mentally project (as he can do using the Mind Arcanum). He is in a deep mystical reverie. If a loud noise occurs nearby or something disturbs his body, a reflexive Resolve + Composure test is required to stay within his meditation. If the test fails, he immediately "wakes up," yanked out of Astral Space.

Some astral denizens can trap a mage within Astral Space. For this reason, some mages set an assistant to watch their meditating bodies with instructions to shake them vigorously if they show any signs of distress. In this way, they can escape being held against their will. The needs of the body trump the desires of the soul. A mage can choose to exit an astral journey at any time with a successful Resolve + Composure test and an instant action.

The Astral Body

Within Astral Space, the mage has a "body" of sorts that's sometimes called an *aquaster*, or astral simulacrum. This body interacts with the astral environment as if

this body were solid, with all the same rules and laws it follows in the external world. A mage can, of course, alter these laws through magic. The rules for spellcasting are the same, except Paradox is not a threat. Vulgar magic can be cast freely in front of the eyes of any astral denizen without any fear.

An astral body has no Health trait. Instead, a mage's Willpower serves to represent the condition of his astral body. When astral denizens harm a mage, he suffers damage to his Willpower, or sometimes his Mana, depending on the attacker. (The type of damage — bashing, lethal or aggravated — does not matter.) A few denizens can even damage his Wisdom. These beings are, after all, aspects of his soul. If a mage's Willpower is reduced to zero, he immediately wakes up, and his astral journey at an end. He cannot attempt another journey until he regains at least one Willpower point.

A mage's actions and magic in Astral Space are not "real," in the sense that they don't affect the external world at all. Even those actions a mage takes in the Temenos or Dreamtime do not affect the world in any direct cause-and-effect manner that most mages can measure, although some say there is indeed an effect on the vitality of other souls or the environment.

One might think that the Mind Arcanum would be the best Arcanum to use within Astral Space, but that isn't necessarily so. Astral Space is the dimension of the soul, not just the mind. All the Arcana have an effect there — Life affects the astral body or the astral bodies of others, Matter affects astral objects and so on. Death is perhaps the least useful as ghosts are rare (but not unknown — a person's own sense of being haunted by a deceased person can take the form of a ghost within his Oneiros).

Denizens of the Soul

The soul's *daimon*, sometimes called the higher self, can be encountered in the mage's Oneiros, his personal astral dream place. The daimon mainly serves the role of the character's interrogator. It can point out flaws in a mage's personality, illustrating — through harrowing encounters — feelings or thoughts that the traveler might repress. There are other entities in Astral Space that, just as the daimon, are not under a mage's control. These beings are portions of his psyche given form as demons and portions of the world's soul given form as mythical gods, beasts or animals that never were. Among these entities are the goetic demons, the shadows cast by the soul's luminescence (see "Goetia: Inner Demons," pp. 426-428).

Unlike Shadow Realm spirits, astral denizens exist only as figments of the mind or soul, but they can endanger a mage's astral form or soul. They are not "real" as most people define the term since such figments are not individual souls incarnated in matter or spirits incarnated in ephemera. This astral denizens are aspects of a mage's psyche or soul or aspects of the collective or world soul.

Lost Paths

All mages travel Astral Space at least once in their lives: during their Awakening. Their souls journey down unique paths to reach the Supernal Realms, where they gain sympathy with a Watchtower. No event in a mage's life is as metaphysically powerful as his Awakening. Although he returns from it wielding new powers of the soul, he can never again find his way down the route he took during the Awakening; the route is closed to him and all others. That it even existed for the briefest of times is the true miracle, exhibiting the powers of the Oracles — the power to broach the Abyss and light the spark of a cold soul. Some spend too much time in Astral

Space, hoping to rediscover lost routes. None has yet succeeded, at least not to the knowledge of the orders.

Soul Experiences

Mages journey to Astral Space mainly for knowledge. A mage's Oneiros can reveal aspects of his character, behavior and beliefs that might otherwise have gone unexamined. The Temenos can reveal universal truths about human nature and destiny. The Dreamtime holds primordial secrets long forgotten by humankind. A character cannot usually gain experience points from his astral journeys; his experiences there are just too divorced from normal experience to apply. He can, however, gain Arcane Experience, should his journey prove truly enlightening. See "Arcane Experience," pp. 403-404.

The Duel Arcane

Since time immemorial, mages have struggled against each other. Long ago, the orders codified and formalized their conflicts to allow the Awakened to settle their differences. Their system is known in common parlance as the *Duel Arcane*, or wizard's duel, a magical battle between mages. The practice of the Duel Arcane dates back to the time of Atlantis and remains largely unchanged since then. All the orders, even the Seers of the Throne, recognize the validity of a challenge from a fellow mage (although the non-Atlantean orders are more likely to cheat or ignore the results of a lost duel). The ultimate purpose of the Duel Arcane is to allow sorcerers to test their powers against each other without immediately fatal results.

The Challenge

The duel begins with a formal challenge or declaration of hostilities. The challenger informs the challenged of the nature of the dispute and the demands involved. It might be a formal apology over a point of honor, a dispute over possession of a Hallow or Artifact or rights to a particular territory. The challenged mage must cede the point (thus ending the conflict peaceably), take up the challenge or ignore it entirely. Ignoring the challenge opens the door for the opponent to settle the dispute through other, less-savory avenues, and many mages realize the chaos that can result from two mages trying to assassinate each other.

The challenge must be a one-on-one duel, one mage versus another. Should a group of mages have the audacity to challenge a lesser number of opponents (or even a single mage), the challenged is under no obligation to accept. Still, accepting such a lopsided duel may still be preferable to the alternative of facing a larger number of mages in open combat. There are also legends of powerful mages overcoming multiple opponents in a single Duel Arcane.

Contest of Wills

Once the challenge is offered and accepted, the opponents prepare for battle. They join their wills in a mystical connection, pitting their magical might directly against each other. This is often accompanied by a formal declaration of the duel; however, none is actually needed. The silent intent of the mages is sufficient, and some duelists simply glare at each other across the length of a dueling field. The initial moments when the duelists lock wills is traditionally accompanied by a series of taunts, boasts, threats and recitations of lineage or accomplishments, all aimed at cowing an opponent. Again,

these displays are not strictly necessary; the contest of wills is what really matters. It's whichever mage actually blinks first.

Presence + Intimidation or his Manipulation + Subterfuge (whichever tactic is preferred) is tested by the mage with the highest Initiative. The opponent's Composure is subtracted from the test. Then the defender does the same, making his taunts or threats, with the other mage's Composure subtracted from his test. Whoever gets the most successes unnerves his foe, and a +1 bonus is gained on all further tests in the duel. If neither mage gets any successes, or they have the same number, neither side gains an advantage. Either mage may choose to break off and cede the duel at any point. Otherwise, the contest continues.

Squaring the Circle

For the actual duel to begin, an apprentice of the Prime Arcanum (with two dots) must create the dueling circle, the space where the Duel Arcane takes place, by casting the "Squaring the Circle" spell (p. 328). Ideally, this mage is a neutral observer and not one of the combatants, although impartiality is not necessary. A challenged person can deny a duel if he is incapable of creating the circle and there is no neutral mage available to do so.

The "Squaring the Circle" spell creates a place where the ordinary rules of reality and magic do not entirely apply. Within the dueling circle, contestants grapple with the manifest power of opponents' magical will, wielding their own magical power as both sword and shield. Any mage with Mage Sight can witness the dramatic effects of a Duel Arcane, as described with each Arcanum below. To a mundane observer, the duel consists of the two mages staring intently at each other until one slumps in defeat and the two part ways.

Sword and Shield

Each mage chooses two Arcana: one to serve as his "sword" and the other as his "shield." In some formal duels, the challenged chooses the sword Arcanum while the challenger chooses the shield Arcanum, but generally, mages are free to choose whichever Arcana they prefer. A combatant cannot use the same Arcanum for both sword and shield in a Duel Arcane.

The sword and shield Arcana influence the appearance of the duel. There is no particular game benefit to choosing one Arcanum over another (except for the Arcanum's dots). The effects of the sword and shield are purely visual. Common elements associated with each Arcanum are as follows:

- **Death:** As a sword, Death strikes with blades or bolts of darkness, a withering power that seems to age its target. A Death sword sometimes manifests as a weapon of bone or a dark scythe. A shield of Death causes attacks to decay into nothingness or become so feeble as to be brushed aside. A Death shield may surround a mage in a darkling mantle or a cold and shadowy aura.
- **Fate:** The sword of Fate may turn back an attacker's own sword or cause strange accidents to occur. Sometimes it appears as a net of threads, entangling the target further and further. As a shield, Fate turns attacks aside just enough for them to miss or grants a stroke of good luck to protect a mage in the nick of time. A successful attack may prove less effective than it first appears when Fate is involved.
- **Forces:** Forces are quite dynamic as a sword. The mage lashes out with blasts of energy: fire, lightning or light, or perhaps wields a weapon made of pure force. A shield of Forces is similar, surrounding the mage in a burning cloak or blazing aura that turns aside attacks.

• **Life:** Life attacks in a duel may take the form of swarms of creatures (particularly insects, arachnids or birds), strangling vines or savage beasts. The attacks may also appear as transformations of a mage's body into an animal, a mythic creature or a bizarre armored and clawed killing machine. A shield of Life is typically an armored carapace, a toughened hide or apparent "wounds" healing at a fantastic rate.

• **Matter:** A sword of Matter may be a literal one, a fine weapon of the mage's choice. A sword might also be flying shards or columns of rock, blasts of wind or water or even fantastic things such as streams of liquid metal or molten rock. A shield of Matter seems just as solid: walls or barriers rise up to protect a mage, or a shield may appear as a literal shield or suit of fine armor fortified by the power of Matter.

• **Mind:** Attacks of the Mind are subtle. They may be nightmare images, fears or desires brought to life or traumatic memories sharpened into blades. For some, a sword of Mind is a shimmering weapon striking at the target's psyche. A Mind shield may be a comforting or happy thought, driving away fear and hate or a visualized wall or barrier of protection.

• **Prime:** The sword and shield of Prime are most often formed of pure, burning light, either white or prismatic with the colors of the rainbow. For some mages, the sword and shield take on almost material form but are still surrounded by the pure glow of their source.

• **Space:** As a sword, Space strikes with strange twists and maddening bends in distance, rending open portals to strange and dangerous places, even twisting an opponent like taffy. As a shield, Space causes attacks to veer wildly off target or swallows them up in warps leading into an endless void.

• **Spirit:** Spirit attacks manifest in all forms, from spectral creatures to ghostly weapons in a mage's hands. Spirit shields range from phantom walls and guardians to spiritual armor. If a mage has particular totems, allies or familiar spirits, a sword or shield of Spirit can take their forms.

• **Time:** The sword of Time brings all things to dust. The sword is typically visible only by its effects or as a shimmer or distortion in the air. For some, the sword appears as a handful of glittering sand, water or quicksilver. A shield of Time is likewise mysterious. A mage may move with superhuman speed to avoid attacks, or attacks may slow to a snail's pace and be easily sidestepped.

Roleplaying the Duel Arcane

As mentioned on p. 191, all Sleepers will see of a Duel Arcane is two mages staring at each other until one is defeated. In live-action, all the other players will see are two players shuffling cards and muttering to each other. Duels are usually big events, so don't be afraid to ham it up. Use the descriptions above to describe attacks and defenses. (An attack with a Sword of Forces: "My bolt of lightning arcs toward your chest, attempting to stop your heart and singe your flesh!" A successful defense with a Shield of Fate: "Your lightning arcs toward the metal table to my right, missing me completely!") Mime your actions, showing the thrust of a sword or a near-parry — without weapon props, of course. The Duel Arcane is a theatrical way to resolve conflicts between mages, so make it a little more entertaining for your fellow players — remember that they're your audience as well.

The Contest

Once the dueling circle is formed and the contestants have chosen sword and shield Arcana, the Duel Arcane begins in earnest. The mage who *lost* the contest of wills at the start of the duel strikes first, or he can choose to yield first strike to the other duelist (although there is no real benefit for doing so). Once the first attack is made, the duelists alternate back and forth between offense and defense with each attack requiring an instant action.

Gnosis + sword Arcanum is used as the test for the attacker after subtracting the defender's shield Arcana. If the attacker succeeds, the defender loses one Willpower point per success. The defender can choose to forego his attack to devote all his energy to defense against the opponent's attack, in which case the defender's shield Arcanum is doubled before subtracting it from the attacker's test pool.

Resolution

The Duel Arcane continues until one participant chooses to yield or is reduced to zero Willpower points or the Duration of the Squaring the Circle spell runs out. The winner — whoever loses the least amount of Willpower points — regains one point of Willpower as a surge of confidence from the victory. The loser of a Duel Arcane is expected to yield the point of contention to the victor, who is, in turn, expected to gracefully accept and allow the loser to depart peaceably and not pressing the advantage. Traditionally, a Duel Arcane settles a particular dispute for good. The loser should not challenge the winner over the same matter again (although others may do so). Failure to observe these rules can result in a loss of face for the mage and possible censure or mistrust from peers — see "Sins Against the Consilium," p. 131.

A mage who has lost a Duel Arcane is weakened, usually with no Willpower points. Taking advantage of a vanquished foe in such a state is considered an infraction against the Lex Magica, worthy of convening the Ruling Council to decide on punishment (usually reparation to the injured party or incarceration of the offender).

Duels to the Death

Mages can fight a Duel Arcane past mere exhaustion of their Willpower points. If a mage chooses to fight on regardless, any additional damage from the duel is real (affecting Health), and the contest ends when one duelist yields or dies. Duels to the death are relatively rare, but they do happen, usually in cases in which a mage prefers death to surrendering to a bitter enemy. Still, many find their courage wanting: they then break off the duel and yield before the final blow is struck.

Cheating

Of course, mages can and do sometimes ignore the rules of the Duel Arcane. They attempt to cheat to gain an advantage in the struggle or lure an enemy into a duel and then spring a trap.

Cheating in a Duel Arcane essentially involves doing anything other than using magic to attack or defend in the normal fashion, or used before or during the duel to give the mage an unfair advantage. A mage who casts such a spell forfeits the honor and protection of the duel, and the other mage is entitled to use whatever means to settle the matter from then on. Of course, *proving* that the other mage cheated can be a somewhat more difficult matter. If cheating can be proven or is evident to onlook-

Summary of Duel Arcane

• Step One: The Challenge (challenge is made).

• Step Two: Contest of Wills (Presence + Intimidation or Manipulation + Subterfuge — opponent's Composure for each combatant; mage with most successes gets +1 to all tests in the duel, while other mages gets to decide who starts).

• Step Three: Squaring the Circle ("Squaring the Circle" spell is cast).

• Step Four: Sword and Shield (mages choose their sword and shield Arcana).

• Step Five: The Contest (Gnosis + attacker's sword Arcanum — defender's shield Arcanum; defender loses one Willpower point per success).

• Step Six: Resolution (duel is over when one combatant loses all Willpower points or yields).

ers, the offender might be brought up on charges before the Consilium — punishment varies from mild reprimands to incarceration for truly dishonorable acts.

Generally, cheating requires a mage to give up his attack for that turn of the duel in order to cast another spell or to take some other action, but some carefully planned cheats, especially involving prepared spells or allies, may be done more subtly.

Optional Rules: Creative Thaumaturgy

With enough knowledge and power, a mage can make anything he imagines real with magic. Mages are not limited to the spells described for the 10 Arcana; a mage can invent his own. The act of creating new magic is called *thaumaturgy*. Creative thaumaturgy is really no different from any improvised magic — creative thaumaturgy simply covers spells that aren't described in the Arcana descriptions in Chapter Four.

The Storyteller must sometimes make his own call about whether a proposed spell is possible for a mage at his current level of development. Accordingly, Storytellers might want their players to wait until everyone in the game is familiar with the system before creating new spells. Unfamiliarity can cause the game to get bogged down in niggling details as players argue over what characters should and should not be allowed to do with magic. It's best to put off these questions until everyone has mastered the spellcasting basics. Thus, *a Storyteller can always refuse the use of creative thaumaturgy and ask a player instead to stick to established spells and rotes, if creative thaumaturgy would disrupt or interfere with the flow of the game.*

Use the following steps when creating new spells.

Step One: Describe the Spell's Effect

In as plain and simple terms as possible, describe just what it is the mage tries to achieve through magic. Examples:

"I want to lift my friends off the ground and onto the top of the van."

"I want to make the thug's cigarette lighter blow up in his face."

"I want to send a telepathic message to Joe: 'Beware of Stacy!'"

Step Two: Determine the Arcanum (or Arcana)

Each Arcanum description includes the Arcanum's purview, and the listed spells provide examples for creating similar spells. For example, a mage might want to create a spell that gives him the "proportional strength of a spider." This is a Life spell since it affects the target's physical body.

There are multiple paths to the same destination. The range of Arcana spells is quite broad, particularly as mages advance in understanding (and dots). Sometimes a mage can achieve a desired effect using any of several different Arcana in various ways. For example, a mage who wants to put out a fire might use a Forces spell to draw off the fire's heat. A mage could also use a Matter spell to remove the oxygen around the fire, a Death spell to suddenly exhaust the fire's energy and fuel or a Time spell to speed up the fire's combustion to the point where the fire burns itself out. Clever players will no doubt think of any number of ways to use different Arcana to accomplish a particular task. Of course, the Storyteller has final say whether a particular Arcanum rating can accomplish a particular feat. Taking the above example, the Storyteller may decide that Space alone isn't sufficient to transport a fire's fuel source elsewhere, and say that the spell is a conjunctional Space/Matter spell. As always, the Golden Rule applies: if it's fun and works for your game, go with it.

Conjunctional Spells

The Arcanum descriptions concentrate on what can be done with each Arcanum, but the most effective use of magic comes from mixing Arcana. Some spells require knowledge in more than one Arcanum. For example, a Left-Handed mage wants to turn a puppet into a living creature with the cunning ability to kill whoever plays with it. He needs Life 5 to transform the lifeless wooden object into a living being, but he also needs Mind 5 to give the object sentience.

You will have a better idea of when and how to use conjunctional Arcana once you read all the spell descriptions, especially the sample conjunctional spells provided at various dot ranks. In general, a mage needs dots in a particular Arcanum to affect the sort of thing governed by the Arcanum. For example, he needs Forces to manipulate energy and Matter to transmute objects. He does not need Matter if he wants to conjure a fire using Forces to burn or melt an object. The magic works to conjure the fire and not to directly affect the object.

Step Three: Determine the Dot Rating

See "Magical Proficiency," pp. 202-204, for a list of what mages can accomplish with each dot. The Atlanteans gave names to these magical practices. For example, if a spell allows its target to perceive magic, then the spell's practice is available with the first dot in an Arcanum; what Atlanteans called the Practice of Unveiling. Determining what practice a spell falls into can help with determining its dot rating.

Some spells begin with limited conditions, such as requiring that a mage touch a target. For example, many Life and Matter spells have this requirement. At the next higher dot rating, the mage can cast the spell at sensory range.

Archmastery

Some magic is simply too powerful for even the fifth dot of an Arcanum. The Storyteller might deem that higher dots are required — in other words, the caster must

be an archmage to perform such an effect. Examples of these spells include creating nuclear power. Forces 5 allows a mage to create radiation but not a nuclear blast. For that, he'd need a higher dot level — how high is really up to the Storyteller.

The Storyteller is free to declare that a certain effect is *superlative*, and thus requires more than five dots of the Arcanum involved. Generally, if a power is more impressive than any listed for the fifth dot of an Arcanum, the Storyteller can assume that the power is reserved for higher levels. These levels are outside the scope of this rulebook; their effects are left to Storytellers to discover, should characters in the chronicles seek to learn such lore. (A character cannot learn more than five dots in an Arcanum unless his Gnosis dots exceed five.)

It is said by some that Arcana knowledge beyond archmastery cannot be practiced within the Fallen World. Only the Ascended Masters can cast such high magics. Others, however, hint that the Ascended Masters are manifest in the Fallen World, but only those with truly enlightened eyes (Gnosis 7 or higher) can know them.

Step Four: Determine the Casting Action

Instant or extended? Spells that can be achieved within a single turn of casting are instant. Those that are best achieved with a ceremony or ritual are extended. There are no firm guidelines for choosing; it's best to call upon the traditional legends and lore of wizardry. We've all heard tales in which witches spend hours or days "brewing up a storm." To capture that feel, spells that conjure thunderstorms should be extended actions. It's also a well-known trait of wizards to fling lightning bolts from their staves, so such spells would be instant actions. Instant-action spells cannot be performed as extended castings and vice versa, with some exceptions (see "Casting Action: Instant or Extended," pp. 137-138).

Step Five: Determine the Spell Aspect

Covert or vulgar? If the spell is low-powered or possible within the normal laws of physics and isn't wildly Improbable, then the spell is covert. If its effect is literally "out of this world" — powerful or impossible by normal physics — or if the spell is wildly Improbable, then it is vulgar, and the caster must contend with the risk of Paradox.

Step Six: Determine the Basic Spell Factors

If the spell is an instant-action spell, determine its primary spell factor: either Potency, Target or Duration.

The basic Duration factors are lasting (the effects of the spell are permanent, such as a healed wound), concentration (the effects last only for as long as the caster maintains concentration), transitory (one turn) and prolonged (one scene). There are no hard guidelines for deciding a spell's basic Duration, but game balance is a major consideration. If the spell's continuing effect would greatly hinder the target from being able to defend himself or fight back against the mage, the effect should be of minimal Duration (concentration or transitory). An exception can be made in the case of Sleeper targets — extreme magic might be longer lasting against them (prolonged, perhaps) because their souls refuse to accept the existence of magic and thus refuse to even accept that they're affected by it.

Some spells apply to an area or radius rather than to one or more discrete targets. For example, spells that create light or darkness or that transform the properties of the

air or ground are usually area-affecting spells. If the sole aim of a spell is to affect many people or a large object, the caster should have to contend with multiple targets and/or increased target Size. The *effect* should determine whether the spell is area affecting, regardless of the caster's intent.

Step Seven: Resistance

Spells that affect a target directly should always allow the target some degree of resistance. If the spell's effect is incremental — measured by degrees, such as damage points inflicted — then the target's relevant Resistance Attribute should be subtracted from the caster's test pool. If the effects are all or nothing, a contested test is made for the target, usually with a relevant Resistance Attribute plus his Gnosis (or other supernatural potency trait). Such a test is usually reflexive.

If the spell is aimed (for example, a ranged-weapon attack directed as a physical object or bolt of energy from the caster through intervening space to the target), the target receives no innate resistance. Instead, he gains whatever protection is relevant to a ranged attack, such as cover, going prone or even his Defense, if the casting is at point-blank range.

Step Eight: Determine the Mana Cost

Most spells do not require Mana, but the following conditions should levy a cost:

- The spell inflicts aggravated damage.
- The spell uses sympathetic range (requires Space 2).
- If the Storyteller feels that casting a spell multiple times within the same scene might provide undue advantage or if the spell risks derailing the story in an inappropriate way, he can levy a cost as a means of discouraging multiple castings.

Step Nine: Determine the Rote Test Pool (Optional)

If a mage were to formalize a spell into a rote, what combination of Attribute and Skill would he use to cast the rote? The rote creator, with the approval of the Storyteller, can choose one of his Attributes and Skills to encode in the rote.

Designing Rotes

A mage must meet the following requirements and perform the following steps to create a rote:

- Only masters can formularize an improvised spell into a rote. If the mage has fewer than five dots in an Arcanum, he cannot make a rote that uses that Arcanum as the rote's primary Arcanum. If the rote is a conjunctional spell, he also needs dots in the other Arcanum equal to or higher than those used by the spell. For example, if a mage wants to make a rote from a spell that requires Space 3 + Mind 2, he needs Space 5 (mastery of the primary Arcanum) and at least Mind 2.
- As explained in "Rote Mudras," p. 161, rotes involve a variety of mnemonics the caster uses to unlock a fixed Imago from his imagination to manifest it in the world. Among these are specific hand formations used by the rote creator's order. It is forbidden to teach them to other orders, for they are one of the keys to providing an order's Rote Specialties. Apostates lack this store of ancient knowledge, so they cannot easily

create rotes. It is said that new mudras can be created by archmasters, but few attain that rank without the aid of an order.

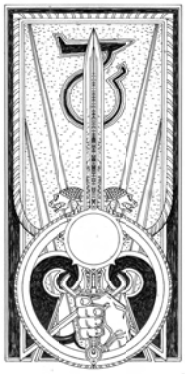
• In addition to order-specific mudras, the rote creator can encode his rote with his order's Rote Specialties. This allows members of his order to gain the advantage of their Rote Specialties when casting rotes that use their Specialties' Skills (see "Rote Specialties," pp. 60-61). Mages from other orders who learn the rote do not gain the Rote Specialty benefits; only a mage who knows that order's secrets can exploit them when casting the rote.

• Spells with multiple effects require each effect to be learned as a separate rote. For example, "Telekinetic Strike" can be cast in Forces 3, 4 and 5 versions; each version is a separate rote.

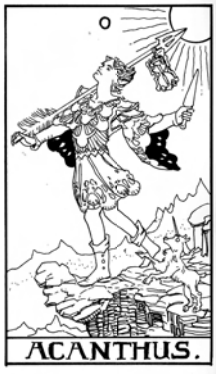
• The mage must cast the improvised spell at least 10 times and reach a deep understanding of it. Achieving that understanding means he must succeed in an extended action in which he studies and contemplates the spell. Gnosis + the primary Arcanum is used as a test pool. The target number is equal to the combined dots of all the Arcana used in the spell, and one draw can be made per hour of study. If the mage has a dot in the Library Merit (pp. 75-76) dedicated to the primary Arcanum of the rote, +1 is added to the test. If the rote is a combined spell (see pp. 167-168), the mage must follow the above steps for each separate spell to be combined into the rote.

• Finally, to create a rote, a mage must spend a *dot* of Willpower — not a point but a dot. A piece of his enlightened will must go into weaving the rote to give it metaphysical weight. He can later restore this lost dot with the expenditure of eight experience points.

Once all the above steps have been completed, the mage has created his rote and can teach it to other mages. Sorcerers can *learn* a rote from another mage without necessarily needing mastery of its primary Arcanum. The orders teach rotes to their members, the spells having been created by masters of an order. Such is the way of the Awakened: for the master to hand his works to new generations — in return for the disciples' loyalty and aid, of course.







Optional Rules for Rotes

Stealing Rotes

As mentioned on pp. 197-198, rotes learned in one order cannot be used by another order. However, that doesn't mean that rotes from other orders can't influence new rote design. Rotes "stolen" in gameplay from a rival order (or an apostate) can be recreated by a master just as another other rote, but the cost is a Willpower *point* instead of a Willpower *dot*. The master can choose a different Attribute for his rote spellcasting pool (with Storyteller approval) but must keep the same Skill as the original rote (unless the Storyteller approves substituting, say, Science for Occult, or some other logical Skill change).

Rote Economy

Once the chronicle starts, rotes can be learned only by other characters active in the game or built by masters during the course of gameplay — the mage can't just learn a rote from thin air without roleplaying with an approved character to get the knowledge. Rotes at character creation are assumed to be learned from the mage's order during his initiation (or by an apostate master if the mage is apostate), but they need not be learned from any characters currently in play. This is why mages eagerly seek to recruit new mages into their orders — new mages can add new rotes into the local "rote economy."

Experience Costs for Creating a Rote

Instead of sacrificing a Willpower dot, Storytellers may wish to impose an experience point cost on creating rotes. Using this optional rule, mages spend a *point* of Willpower and three times the highest Arcanum dot used in experience points. If the mage encodes the rote exactly as the rote is written in Chapter Four (with the same rote spellcasting test pool) or manages to steal a rote as detailed above, the cost is only two times the highest Arcanum dot.









THE SECRETS OF THE UNIVERSE (ARCANA AND SPELLS)

Illusion, Temperament, Succession, Surface, Surprise, Reality, Subjectiveness - these are the threads on the loom of time, these are the lords of life.

— Ralph Waldo Emerson, "Experience"

THESE ARE THE LORDS OF LIFE

HEXFIRE FOUR

The mages of Atlantis codified the workings of the universe into a metaphysical system involving 10 elementary forces. The Atlantean mages called these elements the "Arcana," for each revealed secrets about aspects of reality beyond the mundane. As a means of conceiving the inconceivable, the Atlanteans devised a metaphor for the universe: the Tapestry. The threads of this great weave were composed of the 10 Arcana, and their warp and weft made up the Patterns within the Tapestry.

Then the Celestial Ladder was shattered, creating the Abyss and dividing the worlds. While the Arcana still represent reality, their true power manifests only faintly in the Fallen World in the most fundamental and static ways and recognized as the unyielding laws of physics. The Arcana are now truly manifested only in the Supernal World. To weave the Arcana's strands, a mage must draw them down into the Fallen World by way of the Watchtower of his Path's realm.

Spell Format

Each Arcanum description includes a list of spells available at each dot. These descriptions contain the following information about spells. (The rules for spellcasting are in Chapter Three.)

Spell Title

Brief description of the spell's effect.

Practice: One of the 13 magical practices identified by the Atlanteans, defining just what a mage can accomplish with increasing degrees of Arcana mastery. See "Magical Proficiency," below.

Action: Instant or extended. See "Casting Action : Instant or Extended," pp. 137-138.

Duration: Lasting, concentration, transitory, prolonged or (in rare cases) advanced prolonged. See "Duration," pp. 151-152.

Aspect: Covert or vulgar. See "Spell Aspect," pp. 139-141.

Cost: Any Mana requirement for casting the spell above the normal point needed to cast an improvised spell. See "Mana Cost," p. 165.

Primary Factor: The primary spell factor for instant-action spells. See "Spell Factors," pp. 147-155.

Rote Pool: The test pool used when the spell is purchased as a rote. To create a different test pool, a master mage will have to recreate the rote from scratch — see "Creative Thaumaturgy," pp. 197-199.

Detailed rules description of the spell's effect.

Magical Proficiency

When the higher world is imposed upon the lower world, anything can be accomplished — assuming a caster knows the right combination of Arcana. The Arcana descriptions provide an extensive list of spells possible with each dot. Not every possible spell can be listed, however. Players' ingenuity and imagination will surely expand beyond these descriptions. Whenever a character attempts an effect not described in the following pages, refer to the "Creative Thaumaturgy" section, pp. 194-198. As a mage progresses in his understanding of the Arcana, new powers become available to him.

One Dot – Initiate

With one dot in an Arcanum, an initiate can perform the following effects:

• **Practice of Knowing:** Gain mystical knowledge about and understanding of phenomena within the Arcanum's purview.

• **Practice of Compelling:** Elementary manipulation of phenomena within the Arcanum's purview, enough to activate them and impart directions.

• **Practice of Unveiling:** Gain sensory perception of phenomena within the Arcanum's purview.

A mage performs these practices with elementary understanding. As he rises in Arcanum lore (i.e., dots), he gains more advanced facility with these practices. For example, with Prime 1, a mage can cast the Unveiling spell "Supernal Vision" upon himself. With Prime 2, he can cast it upon others (see "Primal Flow").

Two Dots – Apprentice

With two dots in an Arcanum, an apprentice can perform the following effects:

• **Practice of Ruling:** Exert elementary command and control over phenomena within the purview of the Arcanum.

• **Practice of Veiling:** Conceal, camouflage or hide phenomena within the Arcanum's purview from scrutiny.

• **Practice of Shielding:** Protect a target against attacks, usually by providing points of armor.

In addition, he can perform advanced-level applications of the one-dot practices.

Three Dots – Disciple

With three dots in an Arcanum, a disciple can perform the following effects:

• **Practice of Weaving:** Alter the capabilities or functions of phenomena within the Arcanum's purview.

• **Practice of Fraying:** Injure a target.

• **Practice of Perfecting:** Fortify, bolster or improve phenomena within the Arcanum's purview.

In addition, he can perform advanced-level applications of the one- and two-dot practices.

Four Dots – Adept

With four dots in an Arcanum, an adept can perform the following effects:

• **Practice of Patterning:** Transform phenomena within the Arcanum's purview into related phenomena or shapes, or replace their capabilities or functions with different ones.

• **Practice of Unraveling:** Significantly injure a target, degrade its capabilities or negatively transform it.

In addition, he can perform more advanced-level applications of the one-, two- and third-dot practices.

Five Dots — Master

With five dots in an Arcanum, a master can perform the following effects:

- **Practice of Making:** Create phenomena within the Arcanum's purview from nothing.
- **Practice of Unmaking:** Destroy or mutilate a target.

In addition, he can perform advanced-level applications of the one-, two-, three- and four-dot practices.

The Laws of Higher Realities

The laws of the five Supernal Realms are represented by Arcana and classified as Ruling, Common and Inferior.

Ruling Arcana are the most potent and are those that describe the primary reality of a realm. Mages who walk that realm's Path may learn up to 5 dots in these Arcana with no need for instruction from mages of other Paths. It costs new dots x6 experience points to learn either of the Ruling Arcana for one's Path.

Common Arcana are just that: common principles of that reality. Mages can learn up to four dots in a Path's common Arcana. To learn the fifth dot, they must seek instruction from a mage who follows the Path where those Arcana rule. See "Drawing Down New Realms," p. 205. It costs new dots x7 experience points to learn a Common Arcanum for one's Path.

Inferior Arcana are gross principles that are barely present within that realm. Mages can learn up to two dots in a Path's Inferior Arcanum at a cost in experience points of new dots x8. After that, mages must seek out a teacher from another Path if they wish to increase proficiency; see "Drawing Down New Realms," p. 205.

The Aether (Path Obrimos)

Ruling (• to • • • • •): Forces, Prime
Common (• to • • • •): Fate, Life, Matter, Mind, Space, Spirit, Time
Inferior (• to • •): Death

Arcadia (Path Acanthus)

Ruling (• to • • • • •): Time, Fate
Common (• to • • • •): Death, Life, Matter, Mind, Prime, Space, Spirit
Inferior (• to • •): Forces

Pandemonium (Path Mastigos)

Ruling (• to • • • • •): Space, Mind
Common (• to • • • •): Death, Fate, Forces, Mind, Space, Spirit, Time
Inferior (• to • •): Matter

Primal Wilds (Path Thyrsus)

Ruling (• to • • • • •): Life, Spirit
Common (• to • • • •): Death, Fate, Forces, Matter, Prime, Space, Time
Inferior (• to • •): Mind

Stygia (Path Moros)

Ruling (• to • • • • •): Matter, Death
Common (• to • • • •): Fate, Life, Matter, Mind, Prime, Space, Time
Inferior (• to • •): Spirit

Drawing Down New Realms

While a mage cannot draw down magic from his Path realm that is rated higher than his realm allows, he can learn how to draw it from other realms where such magic is possible. He does this by seeking instruction in the Arcana from mages of other Paths. Through their tutelage, he can learn to draw energy from their Path realms by directing it through his own Path's Watchtower. All his own magic is always cast by way of his Path's Watchtower, but he can now use that tower to draw down laws from other Supernal Realms.

The maximum dots a mage can learn in an Arcanum on his own is limited by his realm's Ruling as well as Common and Inferior Arcana, as listed above. He can rise above these limitations only by learning from a mage whose Path allows the number of dots he seeks. His instructor need not even know the number of dots in the Arcanum himself; all he needs to impart to the student are the rules of his realm. For example, a Thyrsus mage could teach Death 4 to another mage because that is a Common Arcanum in the Primal Wild, but he couldn't teach the fifth dot in that Arcanum; only Stygians can do that.

In gameplay terms, this means the mage who seeks to exceed his Path's limits in an Arcanum must make a deal with another mage for tutelage. The period of instruction varies, but it should require at least one full downtime action of tutelage between chapters. Once this study period is complete, experience points can be spent to raise the mage's Arcanum, but he cannot raise it higher than the rating allowed by the realm he has just studied. For example, if an Acanthus mage learns Forces from a Mastigos mage, the Acanthus is limited to learning four dots because Forces is a Common Arcanum for Pandemonium, the Mastigos mage's Path Realm. In order to learn the fifth dot, the Acanthus must learn from an Obrimos, who has Forces as his Ruling Arcanum.

Of course, few mages give such instruction for free. They usually exact a price, whether in service, cash or magic.

Optional Rule: Increasing Tutelage

Storytellers who want to emphasize the role of mentors and students may require that any increase in Arcanum must be taught by a character with at least as many dots in the Arcanum that the mage wishes to learn. Mages unable to find a suitable tutor can "teach themselves," as detailed above, but it requires one chapter per dot being purchased before the dot can be used. In either case, one downtime action must be spent to reflect the time spent on the education.

Common Spells

There are certain spells that are common to nearly every Arcanum (although they are learned in the same way as all other spells. These spells act as tools and weapons that mages of every Path can wield.

Counterspell (Any one of the attacking spell's Arcana at •)

The mage creates Pattern interference that can weaken or even cancel a spell.

Practice: Shielding

Action: Instant and contested; successes are compared to the target spell's Potency

Duration: Lasting

Aspect: Covert

Cost: 1 Mana per spell affected

Primary Factor: Potency

Rote Pool: Composure + Occult + Arcanum

When someone directs a vulgar spell at the mage or other targets whom the mage wishes to protect, he can cast a countering spell that creates a form of magical interference, weakening or even canceling the attacking spell. He must first have Mage Sight to be able to perceive the attacking spell. He can cast Counterspell against vulgar spells cast by another mage with a higher Initiative as a reflexive instant action. (He cannot counter attacks with lower Initiatives if he has already performed an action in the turn.) A mage can even counter sympathetic spells cast directly at him (but not those cast at other targets) by sensing the sympathetic conduit being forged by the spell — again, he must have Mage Sight for this.

Successes are subtracted from the target spell's Potency. If the target spell is left with no Potency, the spell is canceled entirely. If even a single point of Potency remains, the spell is applied against its target at the spell's reduced Potency.

A covert spell cannot normally be countered since the defending mage must first identify its Arcanum components using the normal rules for doing so (see "Scrutinizing Spells," pp. 177-178). Such investigation is not normally possible within the same turn in which the spell is cast, although some Time magic might give a mage the extra time needed or clue him in on what spell the caster will cast before he casts it. Vulgar spells do not need this kind of scrutiny; they are obvious enough to counter within the same turn of casting. A spell aimed at more than one target does not need to be countered for each target; a successful countering diminishes or prevents the spell's effects against all targets.

A countering mage must have at least one dot in *one* of the Arcana used by the attacking spell. For example, to counter a conjunctional Mind 3 + Life 2 spell, a mage needs either Mind 1 or Life 1 but not both. If he does not have a proper Arcanum lore, he cannot counter the spell. Counterspell can be learned as a rote, but it must be learned separately for each Arcanum to which Counterspell applies.

Mage Sight (Any Arcanum • or ••)

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert
Cost: None
Primary Factor: Potency

These spells grant the mage the Mage Sight (see p. 175). Two-dot versions of this spell can grant the respective Mage Sight to another mage or even a supernatural being such as a ghost or werewolf — if the target is unwilling, a reflexive and contested Resolve + Gnosis test is made to resist. If this spell is cast on a Sleeper, it invokes Disbelief immediately, even if the spell's Duration is less than one scene. The Mage Sight from a particular Arcanum has a +1 modifier to tests to scrutinize or detect spells and effects based on that Arcanum (for example, "Third Eye" gets a +1 to notice or scrutinize Mind spells). Other examples of the kinds of resonance the individual Mage Sight can detect are listed in the individual spell descriptions. Further, each Arcanum has unique additional effects, but they are at Storyteller discretion — unless the mage is looking for something specific, all Mage Sight spells show the same information and work in much the same fashion.

Grim Sight/Grant the Grim Sight (Death): A +1 bonus is gained on perception and scrutiny tests to sense vampiric Disciplines, Devotions and rituals. Grim Sight can also be used to discern the nature of such powers as if scrutinizing a spell. **Rote Pool:** Wits + Occult + Death/Manipulation + Persuasion + Death.

The Sybil's Sight/Granting the Sybil's Sight (Fate): A reflexive Wits + Investigation test is made to sense when something of metaphysical weight or truth has been spoken or taken place. The Storyteller decides when and if such an event occurs. The mage cannot have others "fish" for prophecies by having them keep saying things until something registers as resonating with destiny. Instead, this ability gives a willworker an idea of when somebody just happens to utter words that are somehow true or important in a metaphysical sense. Naturally, this sense is quite vague, leaving the mage to puzzle out exactly what is meant by the prophetic or otherwise weighty statement. **Rote Pool:** Wits + Occult + Fate/Manipulation + Occult + Fate.

Read Matrices/Eyes of the Matrix (Forces): The mage can scrutinize energetic phenomena (such as the electromagnetic spectrum). The more invisible that energy is to the naked eye, the more penalties the mage suffers (–1 for ultraviolet and infrared rays, –2 for x-rays and radar and –3 for gamma rays and radio and television waves). **Rote Pool:** Wits + Occult or Science + Forces/Wits + Occult or Science + Forces.

Pulse of the Living World/Visions of the Living World (Life): The mage can detect the presence of vital animation. **Rote Pool:** Wits + Medicine or Science + Life/Intelligence + Animal Ken or Survival + Life.

Dark Matter/Eyes of the Earth (Matter): The mage gains a +1 bonus when studying dense or very dense resonance, but suffers a –1 penalty when reading refined or very refined resonance. **Rote Pool:** Intelligence + Occult or Science + Matter/Wits + Occult or Science + Matter.

Third Eye/Opening the Lidless (Mind): The mage can read emotional resonance. **Rote Pool:** Wits + Empathy + Mind/Presence + Persuasion + Mind.

Supernal Vision/Primal Flow (Prime): A +1 bonus is gained on perception and scrutiny tests to sense Awakened magic of any kind as well as for detecting Mana, tass, enchanted items and Hallows. In addition, the mage concentrates (an instant action during which he can move only his Acting Speed and loses his Defense) to read a person's

aura to determine her nature (see "Aura Signifiers," pp. 303-304) but not her mental or emotional condition (which requires the Mind 1 "Aura Perception" spell, pp. 303-304; adding Mind 1 to the casting of Supernal Vision allows the perception of both mental state and nature, but this is an exception to the normal rules about casting combined spells). **Rote Pool:** Wits + Occult + Prime/Manipulation + Occult + Prime.

Spatial Awareness/Bestow Spatial Awareness (Space): The mage can sense spatial distortions modified by the degree of the distortion or manipulation (the Storyteller might award a bonus for an extreme distortion or levy a penalty for a subtle one). **Rote Pool:** Intelligence + Occult + Space/Manipulation + Investigation + Space.

Second Sight/Grant the Second Sight (Spirit): The mage can determine the Strength of the local Gauntlet (see "Gauntlet Strength," p. 186). He also gains a +1 bonus on perception and scrutiny tests to sense spirit Numina and werewolf Gifts and rituals as well as loci. Further, Second Sight can be used to discern the nature of such powers as if scrutinizing a spell.**Rote Pool:** Intelligence + Occult + Spirit/Manipulation + Persuasion + Spirit.

Temporal Eddies/Temporal Flow (Time): The mage can tell perfect time. **Rote Pool:** Wits + Investigation + Time/Presence + Persuasion + Time.

Physical Armor Spell (Any Arcanum •• or •••, except Prime)

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana (optional to extend Duration to chapter)

Primary Factor: Potency

The mage gains one point of armor per dot in the Arcanum used for this spell. Mages can cast the spell on others at three dots of their respective Arcanum (all references to "caster" below refer to the recipient of such a spell). By spending one Mana, the Duration can be made to last for an entire chapter, although the typical modifications to Duration can also achieve this effect without the expenditure of Mana — see "Spell Factors," pp. 147-155. Most mages cast such a shielding spell at the beginning of the day as part of their morning rituals.

Potency is used to combat attempts to dispel the armor spell. Armor spells do not stack directly, but overlapping effects can be combined (for example, Fortune's Protection cast over Entropic Guard won't provide extra armor points to the total but will apply its armor points against grappling, which Entropic Guard does not protect against). The armor spell *does not* add with mundane armor bonuses or imbued, enchanted or otherwise mystically enhanced armor — the highest armor rating is used.

In addition, each Arcanum has unique additional effects, including the following:

Grapple: Both the mage's Defense and armor dots subtract from the grappler's test pool when he attempts to achieve a hold on the mage.

Overpower: The spell protects against attempts to inflict damage upon the caster while grappled (subtract the armor points from any overpower test that intends to damage the mage or attack him with a drawn weapon).

Entropic Guard/Entropic Shroud (Death): Steals vigor from a grappler's Strength + Brawl pools to overpower the mage. **Rote Pool:** Wits + Occult + Death (for both)

Fortune's Protection/Grant Fortune's Protection (Fate): Grapple. **Rote Pool:** Composure + Athletics + Fate/Presence + Persuasion + Fate

Unseen Shield/Bestow Unseen Shield (Forces): Overpower. In addition, the mage gains +1 per Forces dot on tests to resist being knocked down from applications of kinetic force, such as a hurtling wrestler or a stiff wind along a canyon edge (including attacks that cause the knockdown effect; see p. 230 of **Mind's Eye Theatre**). **Rote Pool:** Stamina + Occult or Science + Forces/Intelligence + Occult or Science + Forces

Organic Resilience/Organic Shield (Life): Overpower. **Rote Pool:** Stamina + Athletics + Life/Intelligence + Medicine + Life

Unseen Aegis/Gift of the Unseen Aegis (Matter): Overpower. **Rote Pool:** Intelligence + Occult or Science + Matter (for both)

Misperception/Shared Misperception (Mind): Grapple. The drawback of this spell is that an attacker protected by a "Mental Shield" spell might see through Misperception's illusions with a reflexive and contested Gnosis + Mind test. If the test's successes equal or exceed the Misperception spell's successes, the attacker ignores Misperception's armor. **Rote Pool:** Manipulation + Stealth + Mind (for both)

Untouchable/Avoidance Tactics (Space): Grapple. **Rote Pool:** Wits + Occult + Space (for both)

Ephemeral Shield/Ephemeral Wall (Spirit): Overpower. This spell also defends against attacks made by ephemeral entities. **Rote Pool:** Stamina + Occult + Spirit

Temporal Dodge/Temporal Shift (Time): Grapple. **Rote Pool:** Dexterity + Athletics + Time/Manipulation + Investigation + Time

Create Demesne (Any Arcanum •••••)

One or more mages gather to enchant soul stones created from their own souls (see "Demesnes," pp. 182-183), imbuing the soul stones with the power to overcome the magical disparity between the Supernal and Fallen Worlds within a certain area.

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Covert

Cost: 1 Mana from each participant

Rote Pool: Composure + Occult + Arcanum

All the mages who contributed soul stones must participate in a group ritual (see "Group Rituals," on p. 168). The leader must have five dots in one of his Path's Ruling Arcana, but the secondary casters need only one dot in their own Paths' Ruling Arcana. The target number is one success per soul stone, so a four-stone Demesne requires four successes.

The effect lasts for one hour unless the spell's Duration is extended. Most mages do not go to the trouble of making a Demesne unless they intend it to be of indefinite Duration. To help with the spell's lifespan, a Demesne is usually marked with Atlantean runes (see p. 153) marked at the periphery in each cardinal direction. If one or more of these runes is removed or erased, the spell goes inert until the lost rune is replaced.

Death

Purview: Darkness, decay, shadows, ectoplasm, enervation, ghosts, soul stealing, vampires

Death is a gruesome and terrible Arcanum. Ghosts and the dead fall under the purview of this Arcanum, as does the health of the soul. In Atlantean metaphysics, the function of Death is to root the soul in the material world, to give the soul an anchor for its sojourn in the world. But Death also releases the soul in time by decaying the body to which the soul is tied, freeing it to return to the Supernal World with the memories of all its bodily experiences. In the current age of the Fallen World, most have forgotten this core truth, and use the power of Death for debased reasons.

The Atlanteans did not believe that ghosts were conscious beings. They were not even beings but a kind of metaphysical object. They were shells left behind by the soul, still bearing the imprint or form of the soul. Atlanteans also believed that the soul could never ascend back to its source as long as the soul's shell was still intact and bound to a worldly anchor. In essence, to manipulate the shell was to also affect the soul that once owned the shell. Much of the instinctive terror that this Arcanum evokes is attributed to its power over the soul.

Death is used as a conjunctional Arcanum to cast spells that directly alter a vampire's Pattern. If the spell affects the vampire's powers or Vitae, the spell requires the Death Arcanum.

• Initiate of Death

Ectoplasmic Shaping (Death •)

The mage can alter the form of an ectoplasmic manifestation (see "Ectoplasm," p. 214), shaping it with his will into whatever form he desires. He must contend with the will of the mage who conjured the ectoplasm or the ghost who manifests through it.

Practice: Compelling

Action: Instant and contested; target tests with Resolve + Gnosis (mage) or Resistance (ghost) reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Occult + Death vs. Resolve + Gnosis (mage) or Resistance (ghost)

Successes are used as Potency to wrest control of the ectoplasm from the mage or ghost who currently controls it.

Forensic Gaze (Death •)

There are times when the most useful thing one can find out about a given dead body is how it got to be that way, an ability that most crime scene investigators would give their eyeteeth for. This spell enables a mage to discern at a glance exactly how a creature died and how long ago. Thus, the mage might be able to realize that a cause of death obvious to all modern forensic evidence is in fact a ruse designed to distract from the subject's true cause of death.

Because of the limitations of the Death Arcanum, Forensic Gaze reveals only the cause of death and not mitigating circumstances. If used upon a human skeleton, for

example, the spell can reveal that the individual died as a result of damage to the carotid artery two months ago to the day but does not tell the mage that the victim also had a lethal dose of strychnine in his system at the time of his demise. This limitation on the sense can come in quite handy, however (such as finding a mutilated body and learning that it was a deliberate stab to the heart, rather than the obvious manic rending of flesh that resulted in the person's death). Even if physical evidence of the cause of death is absent (as with a body reduced to ash), this spell reveals what killed the being in question and how much time has passed since the being died.

Practice: Knowing

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Death

The mage peers at a corpse to ascertain the cause of death. He does not need to touch, prod or cut into the corpse; he merely stares at it. Fairly obvious causes such as a knife wound or heart attack levy no penalties, but obscure causes such as a rare neurotoxin might cause a –2 or greater penalty. Likewise, deaths that took place more than a year ago suffer –1 to the test pool. Deaths older than a decade suffer an additional –1 per decade.

It is possible to detect a vampire with this spell although the cause of death (the Embrace) is extremely obscure (–3 penalty). The caster also suffers the usual penalty of –1 per decade that the vampire has been dead. Zombies, too, can be detected, although their state is usually obvious even to those without this spell.

Grim Sight (Death •)

The mage gains the Mage Sight (see "Mage Sight," pp. 206-208), perceiving the supernatural through the lens of Death. He sees the weight of death around a person — not his likelihood of death (unless the subject has a terminal illness) but how often he has rubbed shoulders with the dead or dying. Those who have suffered the loss of many loved ones or who have killed many people tend to bear heavy burdens. This sight also applies to things or places.

Shadow Sculpting (Death •)

While the Forces Arcanum teaches a mage how to ignite or snuff out a light, the Arcanum gives no power over the quality of darkness. In Atlantean cosmology, darkness was not merely the absence of light but also an active force. An initiate of Death learns how to manipulate that force, giving form to existing shadows or thickening them. Mages use this spell to hide themselves from easy scrutiny, even sculpting shadows to best cover themselves or an awkwardly shaped object that otherwise might jut out into the light under natural conditions.

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Death

A simple success allows a mage to shape a one-yard radius area of shadows or darkness into shapes of his choosing, or he can thicken its gloom, making shadows deeper even under bright light. The Storyteller assesses the quality of existing shadows, categorizing them into three degrees: from light to dark to complete darkness. Each success deepens the darkness by one degree. Once complete darkness is achieved, additional successes impose penalties to perception tests on a one-for-one basis for anyone peering into the area.

With Death 2, the mage can give shadows animation ("Animate Shadows," p. 213) while Death 3 allows him to conjure them ("Summon Shadows," p. 222).

Soul Marks (Death •)

This sense enables a mage to perceive a soul's health. He can discern the presence of derangements but not necessarily their kind (that might require a period of study with an extended Intelligence + Empathy test). Other kinds of soul marks can also be detected, such as the telltale signs of a mage who has created a soul stone (see "Soul Stones," pp. 181-182). Some soul marks (such as serving as a vampiric vessel) are sufficiently rare and insidious as to penalize tests made to perceive the marks.

Practice: Knowing

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Death

Speak with the Dead (Death •)

The mage can see, hear and speak with ghosts within Twilight. He can also detect their unseen presence if they are hiding or have chosen not to reveal themselves. He can see spirits within Twilight, too, but they appear hazy and indistinct, and he cannot hear them unless he also uses Spirit 1 while casting this spell. He cannot perceive mental projections unless he adds Mind 1 to the casting.

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Death

This spell's successes must equal or exceed the Potency of any power (if any) used to conceal the ghost.

•• Apprentice of Death

Animate Shadows (Death ••)

As with Shadow Sculpting, pp. 211-212, but the mage can now cause the darkness to move, even causing it to travel from its naturally occurring place to somewhere darkness could not possibly exist, such as beneath the direct glare of a lamp.

Practice: Ruling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Wits + Occult + Death

The Running Speed at which the darkness can flow (directed by the caster as a reflexive action) is equal to the caster's Gnosis + Death + the spell's Potency. The Acting Speed is equal to the caster's Gnosis.

Corpse Mask (Death ••)

The mage alters the appearance of death by adding or subtracting features from a corpse. The mage could, for example, make the small pile of ashes left behind by a person killed by fire look as though she died from a stab wound to the neck. In this fashion, mages have turned murder most foul into seeming accidents or the product of natural causes, or taken a perfectly innocent circumstance (quiet heart failure in the night or a tumble down a flight of stairs) and used it to frame someone for a killing she never committed.

Practice: Veiling
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Subterfuge + Death

The mage can add or subtract one feature per success. A feature represents a single wound or disease condition, such as a laceration caused by a knife, burns caused by exposure to a conflagration or a cancerous tumor in the target's liver.

Decay (Death ••)

The mage can cause a material object to corrode, rust or become rotten.

Practice: Ruling
Action: Instant
Duration: Lasting
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Stamina + Intimidation + Death

This spell lowers the object's Durability by one point per success but does not affect the object's Structure (for that effect, see "Destroy Object," p. 217). The degraded Durability cannot be repaired by normal (non-magical) means.

Ectoplasm (Death ••)

The mage can create ectoplasm from one of his orifices (usually his mouth or nostrils) or the orifice of a corpse. This opaque, white, slick material can be molded to form whatever shape the mage desires although it cannot be disguised to look like some other substance (unless the mage adds Matter 2 to the casting). The mage could use it as a mirror to allow anyone (even Sleepers) to see ghosts or objects that are present in Twilight. Most often, this spell is used to allow a Twilight ghost to manifest without suffering any modifiers for location or the presence of mortals. The ectoplasm takes the shape of the ghost's own image.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Stamina + Occult + Death

Successes are allocated between the ectoplasm's Size (base 5 or less, plus one per allocated success) and its solidity. The ectoplasm's base solidity is like a spider web's, but allocated successes can make this denser and thicker, giving the ectoplasm some weight and increasing detail. A ghost that manifests through ectoplasm with one success of solidity has only vague features. With two successes, the ghost's face can be recognized by those who knew the ghost in life. Five successes make the ghost look almost real (except for its uniform white color). Even with five successes (the maximum solidity), a material being or object can pass through the ectoplasm with little resistance. A manifesting ghost is not affected by damage to its ectoplasmic "body"; it merely becomes harder to make out the ghost's features.

Entropic Guard (Death ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by stealing vigor from incoming attacks, eroding its forcefulness with a primal decay.

Ghost Summons (Death ••)

The mage calls a specific ghost or sends out a general call to the nearest ghost within sensory range. He may either call one or more ghosts personally known to him, or he may specify any type of ghost of his choosing (male ghosts or child ghosts, for example) or even send out a general summons to *all* restless shades within the mage's sensory range (in which case, the closest one to him responds). The ghost comes to the caster with as much speed as the ghost can muster; however, the ghost cannot be made to go farther than the maximum distance the ghost is allowed to travel from its anchor.

Practice: Ruling

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Death vs. Resistance

In the case of a general summons among multiple ghosts, the spell targets the closest one. A curious ghost will usually answer a general call or personal summons, but a reflexive, contested Resistance test is made if the ghost does not wish to come. It must remain near the summoning mage for the Duration of the spell unless the caster allows the ghost to leave.

Grant the Grim Sight (Death ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Soul Jar (Death ••)

Certain ancient cultures such as the Egyptians recognized that a soul could be placed within a container to prevent the soul's release back into the cycle of birth and death. This spell creates such a receptacle.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Duration

Rote Pool: Presence + Crafts + Death (or Spirit)

Any receptacle that can be used to seal liquid can serve as a soul jar, whether it's a wine bottle, a preserve jar or even Tupperware. Success on the spellcasting enchants the receptacle so that a soul placed within the jar cannot escape. The jar's lid is usually held fast by a metal bar or is coated with wax. The soul is protected from attack by the object. If the jar is opened or broken, the soul can flee. See "Soul Handling," pp. 180-181.

Suppress Aura (Death ••)

The mage suppresses his own or another's personal aura. Effectively, the mage causes the aura to lapse into slumber, smoothing the telltale ripples the aura creates in the Tapestry and rendering the aura more difficult (or virtually impossible) to detect, save by the most puissant of sensory abilities.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Death

Each success levies a –1 penalty on any attempts to scrutinize the target's aura.

Touch of the Grave (Death ••)

Through the casting of this spell, the mage gains the power to physically interact with ghosts and ghostly things in Twilight state. ("Ghostly things" are usually parts of a specter's anchors, which often exhibit ephemeral existence even after their material

counterparts have crumbled to dust.) A mage could, for example, pull a ghostly hammer out of a Twilight room in order to pound a nail into a wall. She could take the spectral reflection of a key out of the lock in which it was broken, pull the reflection through into materiality and use the key to open the material lock barring her from entering a room she wishes to access.

She can also touch ghosts and be touched (or attacked) in return by any nearby shade. Such beings tend to be, at best, cold and clammy, and many have other disturbing and not entirely tactile sensations associated with physical contact. Some specters have been known to long for physical contact with the living in ways most unhealthy or inappropriate.

The caster cannot damage ghosts (except through natural weaponry such as fists and kicks) or affect non-dead spirits such as fetches or mental projections, including vampires using the Twilight Projection Discipline — she needs the Spirit and Mind Arcana, respectively, for those effects.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Duration

Rote Pool: Dexterity + Survival + Death

Objects drawn from Twilight possess Durability 1 and crumble into a fine ash if broken, regardless of their original consistency. Nothing really makes these items superior to (or even the equal of) those a mage could acquire normally in the material world, but being able to snatch the revolver from the nearby ghost of a police officer when the mage is attacked can be a lifesaver.

Note that objects found in Twilight are only infrequently the same as those found in the material world, as only lost or broken objects tend to manifest in that state. Objects that serve as anchors (or even those that once served as anchors but are now missing from the material world, either through decay or destruction) also often appear in Twilight.

Some Twilight objects are made by magic; see "Ghostly Object," pp. 218-219.

••• Disciple of Death

Control Ghost (Death •••)

The mage can force a ghost to perform an action. A single, simple command ("Attack!" "Flee!" "Stand there!") can be issued per success.

Practice: Ruling

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Intimidation + Death vs. Resistance

Complex commands require multiple successes. For example, "Go to the Contessa's mansion and steal the Borgia Diamond!" might require three successes. If the ghost has not

completed the action by the time the Duration expires, the ghost does not have to finish the job. The ghost must, however, work to complete the command as soon as possible.

Destroy Ephemera (Death •••)

The mage mystically attacks an ephemeral object.

Practice: Fraying

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Death

Successes in excess of the object's Durability (most ephemeral items have Durability 1) inflict aggravated damage on the object's Structure. This spell does not affect animate ephemeral beings such as ghosts or anything with a Corpus trait rather than a Structure trait.

Destroy Object (Death •••)

The mage mystically attacks a material object, causing it to decay instantly.

Practice: Fraying

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Crafts or Science + Death

Successes in excess of the object's Durability inflict aggravated damage on the object's Structure.

Devouring the Slain (Death •••)

Although any mage can commit a living sacrifice to gain Mana (see pp. 64-65), this spell is an act of sorcerous cannibalism that allows a willworker to regain strength from the souls of the dying without necessarily killing them (although the sacrifice of Mana certainly harms them). A mage can restore her resolve or "burn out" a living human Pattern for its Mana, drawing this energy directly into her own stores to use as she will. The spell does not work if cast upon an animal; if it is, nothing happens. If used on a vampire or other form of walking dead, the spell provides no benefit to the mage. In general, the spell is meant for use upon a normal human being, and any attempt to diverge from that procedure is not apt to go well for the caster.

Practice: Fraying

Action: Instant; subtract target's Stamina

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Death

The mage must first grab hold of the target with a Strength + Brawl test and subtract the target's Defense. If successful, he can cast this spell as an instant action in the following turn. (With Death 4, he can cast this spell at sensory range as an instant action. He needs Death 5 before he can add Space 2 for a sympathetic casting.)

Each success allows the mage to replenish one of his spent Willpower points by harvesting it from a person who has suffered at least one aggravated wound during the current scene (including one who has lost all of his Health to lethal damage and now suffers aggravated damage as his body dies), up to a maximum of the victim's remaining Willpower points.

Alternatively, the mage may burn out a person's Pattern for points of Mana, converting the ephemeral energies that make up his idealized form into raw power. Each success inflicts one lethal Health wound on the victim and gives the caster one Mana point. If the victim is a mage, his own Mana points are unaffected; this spell steals energy directly from his Pattern. The caster must use the Prime 5 "Siphon Mana" spell (see p. 341) to directly tap an Awakened person's Mana. Direct siphoning requires a separate casting from the Willpower-harvesting version of this spell; both effects can be combined using the normal rules for combining spells (see "Combined Spells," pp. 167-168).

Devouring the Slain can be used only once on a given individual; then a new level of aggravated damage must be inflicted upon him before he can again be a target.

Entropic Shroud (Death •••)

The mage can cast the "Entropic Guard" spell (p. 214) on others, protecting them with a field of entropic decay.

Ghost Gate (Death •••)

The mage creates a gateway that transforms all who step through it into a Twilight state of existence. They become Twilight beings until they exit the gateway. While in Twilight, they can touch ghosts, pick up ghostly objects or read tomes hidden there. They can also engage in physical or magical combat with ghosts, damaging their Corpus. Conversely, wrathful shades might physically lash out at visitors, causing them harm.

Practice: Weaving

Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Resolve + Occult + Death

One person of Size 5 or less can pass through the gate per turn (larger people can spend two turns squeezing through). Each success on the casting allows the mage to widen the gate so that one additional person can pass through per turn. With Death 4, the mage can cast this spell as an instant action and can also limit who can enter (or exit) the gate.

Ghostly Object (Death •••)

The mage creates a ghostly item by turning a real material object into a Twilight object. To do so, he must destroy the real object, eliminating all its Structure points,

and then cast this spell upon the object's remains. The subject then becomes a ghost of itself within Twilight, allowing the mage to manipulate the ghost with Death 2 ("Touch of the Grave," pp. 215-216).

Practice: Weaving
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Resolve + Occult or Science + Death

Quicken Corpse (Death •••)

Quicken Corpse animates one or more corpses to serve as unfailing, devoted slaves. What such servants lack in wits and motivation, they more than make up for in dogged determination and sheer, tireless pursuit of the tasks they are set. Generally speaking, such ambulatory corpses possess a level of reasoning just above that of a rather intelligent dog. They understand certain visual cues (such as the opening of the door they are meant to guard) and auditory commands ("Defend me!") but cannot perform feats requiring abstract intellect. They have limited memories but cannot make even basic correlations or inferences. (While they can, for example, dimly recall that their master has changed their clothes once a day, they cannot determine that he is likely to do so again tomorrow.)

They have no individual initiative. These corpse-slaves are not really any stronger than they were in life, but they are tireless and completely without the ability to sense or respond to pain. They need not eat or sleep, and do whatever chore they are set to until told otherwise, even if doing so requires them to tear their own bodies apart in the attempt. They experience neither fear nor the desire for self-preservation and have no minds, per se, for others to control. These corpse-slaves can, however, be wrested away from their master through the casting of this spell by another necromancer.

Practice: Weaving
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Presence + Persuasion + Death

Only one success is required to animate a corpse. Additional successes determine the strength of the mage's control. Someone attempting to wrest control of the walking dead with another casting of this spell must exceed the original caster's Potency. Additional successes can instead be used to boost the corpse's individual Physical (but not Mental or Social) traits, at a rate of one success per additional dot in any trait. Note that Disbelief can undo the original animating spell but does not damage the zombies once they are animated.

Zombies

Each zombie created by the "Quicken Corpse" spell (one per Target factor) has the following base traits:

Attributes: Power 1, Finesse 1, Resistance 2

Size: 5 (or less if the corpse is small)

Acting Speed: 1*

Running Speed: Acting Speed + Power + Finesse*

Initiative: 1*

Defense: 1*

** These traits begin at 1, regardless of Attribute scores; the caster must spend successes on a one-success-per-dot basis to raise the scores. Running Speed is increased at the same time as Acting Speed is increased.*

Zombies do not suffer wound penalties and cannot heal damage naturally. Bashing, lethal and aggravated wounds are marked normally, but zombies never suffer incapacitation — they just keep going until their last Health point is lost to aggravated damage. When a zombie's final (rightmost) Health box is marked with bashing damage, no test is required to remain conscious. When the zombie's final Health box is marked with lethal damage, the zombie does not collapse and begin bleeding to death — the zombie keeps going. Any damage suffered after that is upgraded to aggravated damage. Once this happens, the corpse loses body parts with each new upgraded wound until it is completely pulverized or disintegrated.

A zombie continues to rot. It suffers one lethal point of damage with each passage of a number of days equal to its Resistance. A zombie with a Resistance of 3 therefore suffers one lethal point of rotting damage every three days. In addition, zombies created by this spell have a vulnerability to one specific type of attack such as fire, damage to the brain or the carving of a mystic sigil on one's body. If a zombie suffers at least one lethal or aggravated point of damage from an attack to which the zombie is vulnerable, it is destroyed instantly. The caster chooses the zombie's vulnerability during spellcasting unless he devotes a success (over and above the simple success needed to animate the corpse) to make it Indestructible. Indestructible zombies can be destroyed only when their final Health box is marked with aggravated damage.

Restore Corpus (Death •••)

The mage can heal a ghost's Corpus.

Practice: Perfecting

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Occult + Death

One Corpus point of damage is restored per success.

Sculpt Ephemera (Death •••)

Inanimate objects and places within Twilight or the Shadow Realm are made from a substance called *ephemera*. The mage can shore up or degrade the Durability of such ephemera, and the item can be reshaped, changing a heap of metal into a bicycle frame or a stick into a spear. The mage cannot affect animate ephemera, such as a nature spirit or a fetch — doing that requires Spirit.

Practice: Perfecting or Weaving

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Crafts + Death

Only one success is needed to reshape an object (if the new shape is very complex, the Storyteller might levy penalties on the spellcasting pool). One point of Durability can be added per success. In the case of weapons or armor, successes can also be assigned to a weapon's equipment bonus or to armor's protection (up to the caster's dots in Death). Note that this spell works only on actual ephemera; Fallen objects turned into ephemera (such as with the "Ghostly Object" spell, pp. 218-219) can have their appearance and structure altered, but once the object becomes material again, none of the sculpted changes remain.

Sever the Sleeping Soul (Death •••)

The mage severs a soul from a Sleeper. While the soul is separated from the body, the subject suffers all the normal afflictions of soullessness. See "Soul Loss," p. 180.

Practice: Fraying

Action: Extended and contested; target tests with Resolve reflexively

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Presence + Intimidation + Death

The mage must touch the target for the entirety of the spellcasting. If the mage loses contact, he loses all accumulated successes. (With Death 5, he can cast this spell at sensory range. The spell cannot be cast sympathetically.) Needless to say, the victim must be rendered incapable of moving or escaping for the full length of the spellcasting. Relying on a grappling hold for a conscious victim is unwise since the victim gets a chance to throw off the hold each turn while it might take hours to complete the extended casting.

The target number is equal to the subject's Willpower. Only a limited number of draws are allowed for the caster, however, before his attempt is deemed a success or failure. A number of draws may be made equal to the caster's Resolve + Composure. If the spell fails, it cannot be recast on the same target until at least one chapter has passed. A reflexive and contested Resolve test is made for the target against each of the spellcaster's draws. If the target's tests succeed at any point during the extended casting, the casting fails.

While the soul is free of its body, the soul exists in Twilight. The mage who severed the soul can see and touch the Twilight soul. Mages who use this dread magic usually store their soul bounty in a Soul Jar (see p. 215) to prevent its escape. See "Soul Handling," pp. 180-181, for more details about unmoored souls.

A soul can be restored using Spirit 3 ("Restore Lost Soul," pp. 365-366). A soul can also be protected with Prime 4 ("Armor of the Soul," p. 329) and reclaimed with Fate 4 ("Destroy Bindings," see p. 239). With Death 5, the mage can sever an Awakened soul.

Summon Shadows (Death •••)

As with "Shadow Sculpting," pp. 211-212, and "Animate Shadows," p. 213, but the mage now creates darkness from nothing. In addition, he gives darkness a semi-substantial form so that it can touch things and even provide a weak barrier.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Death

The mage creates a one-yard radius patch of darkness or five-cubic yard volume of darkness. Each success gives the shadow Strength 1 (used to lift objects) or armor of 1. The shadow is not a material object, so the darkness has no Structure or Durability. Attacks directed through the shadow don't damage the shadow barrier.

Suppress Own Life (Death •••)

The mage can temporarily suppress his own life. While in this state, the mage is well and truly dead. The physical symptoms of death, other than decomposition, set in (the onset and passing of rigor mortis, the receding of the gums and the skin of the scalp and fingertips, the pooling of blood at the bottom of the body). The mind and spirit are absent.

Practice: Veiling

Action: Instant (or reflexive with 1 Willpower)

Duration: Prolonged (one hour)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Subterfuge + Death

The mage determines a trigger that will wake him from this state (such as being struck or having a dog bark within earshot). Otherwise, he is dead until such time as the spell's Duration runs out. Once he is awake, his Social tests are penalized by –1 for every four hours he was under the spell's effects (up to a maximum of –5). A character who looks like a walking corpse likely causes terror and repugnance. Penalties are reduced by one per scene or hour after waking as the mage regains his natural complexion.

This spell is most often cast as covert magic and made to appear as if the mage dies of natural causes or an accident. By spending a Willpower point, the mage can reflexively

cast the spell as soon as something happens that he can use as an excuse for his demise, such as if a foe strikes him. The Death 1 "Grim Sight" spell (p. 211) allows a mage to detect that a seemingly dead body is not actually dead, but that spell's Potency must equal or exceed the Suppress Own Life spell's Potency.

•••• Adept of Death

Enervation (Death ••••)

The mage can draw the vigor of life from a person's body, leaving him weak and helpless so that a weight-lifting champion is rendered barely able to lift a child's toy.

Practice: Unraveling

Action: Instant; subtract target's Stamina

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Occult + Death

The mage must first grab hold of the target with a test of Strength or Dexterity + Brawl – the target's Defense. If successful, he can cast this spell as an instant action in the following turn. (With Death 5, he can cast this spell at sensory range as an instant action. He needs Death 6 before he can add Space 2 for a sympathetic casting.) Each success subtracts one dot from the target's Strength Attribute down to a minimum of 1. The maximum amount by which Strength can be lowered is equal to the mage's dots in the Death Arcanum. (Lowering Strength also lowers the target's Running Speed.)

Haunting (Death ••••)

The mage causes a recently dead (within the past hour) or dying Sleeper to cling to a physical anchor rather than move on to whatever afterlife awaits. The dying Sleeper begins haunting immediately upon physical death so long as he dies within the Duration of the spell.

Practice: Patterning

Action: Instant and contested; target tests with Resolve (Sleeper) or Resistance (ghost) reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Presence + Persuasion + Death vs. Resolve (Sleeper) or Resistance (ghost)

A point of Mana must be spent for the mage (above and beyond any other expenditures) to create an anchor for the ghost, which in this case needs not be something precious to the subject. This spell can be of indefinite Duration only against ghosts, not the dying.

With Death 5, a mage can create a haunting with a recently dead or dying mage or with a ghost who has been long dead.

Revenant (Death ••••)

The mage prevents a recently dead Sleeper's spiritual release. The casting of this spell must begin within an hour of the target's death. This spell creates what some mages call a revenant, forcing the soul to inhabit a body that does not decompose for the Duration of the spell. The caster infuses the revenant with one or more driving Passions related to achieving a certain goal — revenge, salvation — that strengthen the revenant for its trials.

Practice: Patterning

Action: Extended and contested; target tests with Resolve reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Manipulation + Persuasion + Death

Only one success is required to animate a corpse and instill it with a Passion. Additional successes are added to the target number to boost the revenant's Attributes and Skills at a rate of one success per additional dot (up to a maximum of five dots). Although the target is dead, the Resolve Attribute the target had in life is used to contest the magic.

With Death 5, the caster can make a recently dead mage into a revenant, but the revenant can no longer cast magic. (The revenant contests with Resolve + Gnosis.)

Revenants

This undead being possesses all the same Attributes and Skills as in life, but subtract one dot each from the revenant's Composure (due to the revenant's obsessive nature) and Wits (because of the revenant's disconnection between body and spirit). The revenant cannot regain Willpower points by any means. The revenant has a pool of Essence points equal to its Resolve +5, and can hold a maximum amount of points equal to 10 + Resolve. The revenant loses one Essence per day.

Instead of the revenant's former Virtue and Vice, the revenant has a Passion (the caster can add one additional Passion per success added to the spell's target number). This could be "avenge a murder" (including its own), "protect Sarah" or "steal the Ebon Grimoire." Whenever the revenant performs an action that promotes the achievement of its Passion, draw a number of cards: one draw for actions that only weakly benefit the Passion while five draws (the maximum) for actions that are directly relevant to the Passion. Each 8, 9 or 10 drawn gives the revenant one Essence.

Finally, the revenant has one spirit Numen, a power the revenant can use to help achieve its Passion. The caster can imbue the being with additional Numina, one per every two successes added to the spell's target number.

Rotting Flesh (Death ••••)

One of the most vicious direct mystic assaults known to the Awakened world, Rotting Flesh rends and destroys the physical form of a living being, riddling it with corruption and putrefaction. This assault is brutally effective but is the metaphysical equivalent of using a club

rather than a scalpel. Flesh corrodes and rots, bones twist, crack and turn to ash and blood thickens with globs of corrupted tissue and rivulets of pus. While each component of this assault, taken on its own, looks to be perhaps some effect of natural decay, taken together, they cannot be mistaken for anything but unnatural. Certainly, any who witness such a spell know the magic for what it is as the victim is afflicted with the rot of the grave.

Practice: Unraveling

Action: Instant; subtract target's Stamina

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Strength + Intimidation + Death – Stamina

The mage must first grab hold of the target, with a test pool of Strength or Dexterity + Brawl – the target's Defense. If successful, he can cast this spell as an instant action in the following turn. (With Death 5, he can cast this spell at sensory range as an instant action. He needs Death 6 before he can add Space 2 for a sympathetic casting.)

Each success inflicts one Health point of lethal damage to the target. With Death 5, the mage can inflict aggravated damage instead with the expenditure of one Mana. In addition, each success levies a –1 penalty on all the victim's Social tests due to the horrible appearance (and stench) of his wounds. This penalty is not cumulative with successive wounds from successive castings of this spell; use the highest penalty from either the newest wound or the previous wound.

Slay Own Aura (Death ••••)

The mage destroys all signs of his own aura. This destruction permanently removes all signature of the mage's current aura, so that it cannot be read by any magic.

Practice: Unraveling

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Death

The mage develops a new aura by the next chapter as his soul takes on new resonance based on his actions and character. (See "Resonance," pp. 174-180.) This new aura cannot be recognized by anyone who has not examined it before, giving the mage a new mystical "fingerprint." In the meantime, mages who use "Aura Perception" spells to view the mage are unnerved by the target's complete lack of an aura — an unnatural occurrence.

Soul Binding (Death ••••)

The mage can attach a stolen soul to himself or another, but only if he or the target currently has no soul.

Practice: Patterning

Action: Extended (target number is 1 for a Sleeper's soul, Gnosis for a mage's soul)

Duration: Lasting

Aspect: Vulgar

Cost: None

Rote Pool: Composure + Empathy + Death

The target number is equal to the recipient's Gnosis, or simply one success if the target is a Sleeper. The soul then belongs to the recipient. See "Soul Handling," pp. 180-181, for more details on handling unmoored souls.

Suppress Other's Life (Death ••••)

The mage can suppress life in others temporarily. The effects are the same as the "Suppress Own Life" spell, pp. 222-223.

Practice: Veiling

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Transitory

Aspect: Covert

Cost: None

Primary Factor: Duration

Rote Pool: Manipulation + Subterfuge + Death vs. Composure + Gnosis

The mage must first grab hold of the target with a test pool of Strength or Dexterity + Brawl – the target's Defense. If successful, he can cast this spell reflexively. (With Death 5, he can cast this spell at sensory range. He needs Death 6 before he can add Space 2 for a sympathetic casting.)

If the target is attacked or harmed in any way during the time in which he appears to be dead, the spell is immediately broken, and the target awakens. While "dead," the target experiences nothing as if he were merely in a deep sleep.

Twilight Shift (Death ••••)

The mage can personally transform himself into the Twilight state of existence without needing to pass through a gateway.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Stamina + Occult + Death

All the mage's clothing and equipment are likewise transferred into an ephemeral state as long he touches them during casting. The mage can restore himself to a material state at anytime by dismissing the spell.

••••• Master of Death

Devouring the Living (Death •••••)

The mage consumes a healthy life force or ghost. Just as he is able to do with an ailing person under the shadow of death, the mage can now consume a fully healthy soul, one not touched with the taint of the grave, revitalizing his stores of Mana or stealing the victim's will. Likewise, the mage may devour any nearby ghost for its spiritual energies, augmenting himself in a similar manner.

Practice: Unraveling

Action: Instant; subtract target's Stamina (living being) or Resistance (ghost)

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Intimidation + Death – Stamina (living being) or Resistance (ghost)

This spell is handled in exactly the same way as "Devouring the Slain," p. 218, save that the mage may now perform the spell upon a healthy subject (one not currently suffering from aggravated damage) or a nearby ghost (damaging the spirit's Corpus). The mage must still grab hold of the target first, however (unless he has Death 6, allowing him to cast the spell within sensory range as an instant action).

Destroy Mana (Death •••••)

The mage can destroy Mana.

Practice: Unmaking

Action: Instant; subtract target's Resolve

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Strength + Intimidation + Death – Resolve

One point of Mana, no matter how it is stored (as tass, within an Artifact or a mage's own personal Mana points), may be destroyed per success.

Quell the Spark (Death •••••)

The mage can dispel any spell regardless of which Arcana were used to create it — he does not need Prime 1 or any other Arcana lore. The mage must first have Mage Sight so that he can perceive the spell to be affected (see "Mage Sight," pp. 206-208).

Practice: Unmaking

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Death

Successes are compared to the target spell's Potency. If they exceed the target spell's Potency, the spell is dispelled.

Quicken Ghost (Death •••••)

The mage quickens a ghost, restoring mindless shades to a semblance of the personality they had in life, and turning ancient ghosts into more potent specters.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Death

Each success raises one of a ghost's three Attributes by one or provides it with one Essence. (This bonus cannot cause a ghost to possess more Essence than the ghost can normally hold.)

Steal Lifespan (Death •••••)

The mage steals years of life from a Sleeper to extend the mage's own life. Each person is allotted a set span of years, a single thread of existence that is snipped with each passing year, and the thread grows shorter and shorter. A person's actions in life can fray the thread or stretch it. This spell allows a mage to snip a portion of a Sleeper's thread and sew it to the mage's own. This spell cannot be cast upon supernatural beings, including the Awakened.

Practice: Unmaking

Action: Extended and contested; target tests with Stamina reflexively

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Manipulation + Subterfuge + Death vs. Stamina

The target number of successes equals the number of years sought from the target, but the mage may not steal more years with a single casting than his total dots in Death. The mage can cast this spell on the same target only once a year. This effect is largely in the hands of the Storyteller. It is a means mages can use to live beyond a normal mortal lifespan, but the spell does not prevent the effects of aging or death by calamity.

Summon the Dead (Death •••••)

The mage can summon a ghost from the Underworld, making the ghost appear next to him within Twilight. The Underworld is a dread place where, according to most mages, ghosts without anchors are banished. The caster can use other spells to compel the ghost to manifest or can provide ectoplasm for the ghost's manifestation. This spell is most often cast to learn the secrets of the long-departed, such as the locations of lost treasures or the existence of lost heirs.

Practice: Making

Action: Instant and contested; target tests with Resistance reflexively

Duration: Special

Aspect: Vulgar

Cost: None

Primary Factor: Duration

Rote Pool: Presence + Persuasion + Death vs. Resistance

The mage can ask one question of the ghost per success. After the ghost has answered, it departs and returns to the Underworld. (The mage cannot delay for more than five turns between questions or else the ghost departs.) The entity's answers are truthful and straightforward; however, if a question is not clear and concise, the ghost might misinterpret the question and give a misleading answer.

Fate

Purview: Blessings, curses, destiny, fortune, oaths, probability

Understanding the Arcanum of Fate grants its practitioner the ability to manipulate the threads of destiny, creating good or ill fortune, binding oaths, blessings and curses. Those with powerful destinies (or none at all) stand out to even the most elementary Fate Arcanum perceptions while more complicated fortunes sometimes require a more discerning eye.

Fate does not predict what will happen in the future or perceive what has happened in the past. Those effects are the purview of Time. Fate deals with the *themes* that govern Patterns within the Tapestry. These exert influence upon the chaotic flux of probability around people and things, inclining the course of events toward certain outcomes. The boy destined to be king has a higher probability of being king than another person, for example.

The Fate Arcanum is the magic of weaving the threads of destiny. Some Free Council mages prefer the more modern example of quantum physics, seeing Fate as the Arcanum that allows a mage to observe quantum reality and to change that reality through the act of witnessing it — the controversial "observer-created reality" principle. The mage alters raw probability in accordance with his wishes, working the loom to alter the weave of the Tapestry.

Optional Rule: Permanently Altering Fates

Although spells with an indefinite Duration cannot normally be cast upon living creatures, Fate spells may offer an exception with Storyteller discretion. A Fate spell can be made indefinite against a living target if the spell is cast as a conditional spell (see pp. 152-154) with a trigger event that ends the spell's effect. ("Once you have again won the love of your wife, only then will this curse lift.") However, Fate spells cannot be used conjunctionally to allow another Arcanum's spell to have an indefinite Duration on living beings — only Fate spells have access to this exception.

• Initiate of Fate

Interconnections (Fate •)

This spell reveals themes and interconnections among people, places and things; the caster can read the sympathetic connections between subjects. The mage can also sense manipulations of destiny and their causes. This ability extends to any supernatural effect that will or might result in a person's destiny unfolding in a manner different from that in which his destiny is "meant" to.

Practice: Knowing

Action: Extended (one turn per draw in combat, a few minutes per draw in a chapter, 15 to 30 minutes per draw in downtime)

Duration: Concentration

Aspect: Covert

Cost: None

Rote Pool: Intelligence + Investigation + Fate

Success allows the mage to examine anyone within sensory range to determine the interconnections they might have with each other (or even with things and institutions, such as corporate brands or fashions). Every few minutes following the casting of this spell (or a turn while in combat or every 15 to 30 minutes while in downtime, for as long as the mage continues to concentrate), an extended Wits + Empathy + Fate test can be made for the mage to scrutinize people. Each success yields some information, with more successes yielding more powerful or secret connections. The mage cannot tell exactly what the connections mean, just their intensity. See "Sympathetic Spells," pp. 143-146, for details on what each degree of connection means.

Successes	Interconnection
One success	The caster can identify Unknown and Described connections between people and things. The caster can also detect an oathbreaker, one who has violated an oath or geas.
Two successes	The caster can identify Encountered connections between people and things. The caster can read an individual's dots (if any) in the Destiny Merit (up to two dots, with one additional dot per additional success).
Three successes	The caster can identify Acquainted connections between people and things. The caster can also detect direct supernatural mind control, spiritual possession or alterations of destiny.
Four successes	The caster can identify Known connections between people and things. The caster can also detect indirect supernatural mind control, spiritual possession or alterations of destiny.
Five successes	The caster can identify Intimate connections between people and things. The caster can also detect interconnections of destiny, such as if one person viewed (or depicted nearby) is destined to be the mentor or apprentice of another person viewed or depicted — or is destined to be his murderer. If the target has any form of supernatural occlusion (such as the Occultation Merit) that would hinder the mage's perception, the caster's test pool is modified by the dots or Potency of that protection.

Quantum Flux (Fate •)

The mage reads probability and compensates for deleterious factors. At this level of expertise, she can only mitigate or negate those small factors that add up against her (the crooked house dealer suddenly realizes that he didn't stack the deck quite as well as he had originally imagined, for example), rather than actively setting events in her favor.

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Fate

At any time during the spell's Duration, the mage can spend time "aiming" any action, reducing test pool penalties turn by turn (as an instant action per turn) on a one-for-one basis to a maximum of –3 worth of penalties. This effect can negate only penalties, however, and may not result in any kind of bonus to test pools.

Reading the Outmost Eddies (Fate •)

Some twists of fate and fortune are too small and insignificant to warrant much in the way of prophetic powers. Destiny rarely hinges upon a coin toss, though a hundred bucks could ride on one. Some believe that this spell creates a small manipulation of chance while others maintain that this spell just gives a mage an idea of what's coming next. In either case, the results are the same. The caster knows the outcome of some small random (or mostly random) action in her immediate vicinity. Thus, she may know from which roll of scratch-tickets to get her lottery ticket in order to win something (not necessarily the grand prize but definitely $20).

The spell cannot bring about a life-altering change and cannot be used to change the probability of an event already set in motion. (A mage couldn't use the spell on a scratch-ticket she'd already bought but must use the spell before buying one ticket out of many.) The spell may not cause an impossibility to come to pass. Those who attempt to use the spell repeatedly to build up to a life-altering change (buying ten thousand $20 winning tickets over the course of one week) often find themselves punished by fortune and subject to all manner of ill luck.

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Investigation + Fate

A simple success results in small turns of immediate or nearly immediate good fortune pertinent to the willworker's current circumstances (such as which vending machine will drop that dangling candy bar the last guy paid for and gave up on after it got stuck on the rotating coil). Multiple successes yield the higher end of small good fortune (say, turning down the left-hand alley rather than the right one and finding the runaway cat for which the owner has posted fliers advertising a $100 reward). Successive attempts to use this spell for the same goal are considered vulgar.

Sharpshooter's Eye (Fate • + Space • and Life or Matter •)

Driving in rain, at night, and aiming at the smallest of moving targets, the willworker armed with this spell might just make a shot if her skill is sufficient for the task. This magic eliminates all of the minor random factors that conspire against ranged attacks while giving the mage a flawless lock on an object or living creature within her normal line of sight. This spell cannot be used to shoot around corners, but it *can* be used to shoot a hummingbird out of the air or to put a hole directly through the middle of a playing card flicked up into the air.

Practice: Knowing

Action: Instant

Duration: Special
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Composure + Firearms + Fate

The mage uses Life 1 to get a lock on a living creature, or Matter 1 for an object. Each success reduces –1 from ranged combat penalties normally due to the target's distance (range penalties), position (such as being prone), size (for very small targets), or environmental factors such as darkness, snow or anything else that doesn't directly work upon the mage herself or serve to physically shield the target (the spell does not eliminate cover penalties). It can even apply to penalties for aiming at specific targets, such as an enemy's hand or the object he holds. The spell is applied to the next test the caster makes against the target onto which the caster has locked. If the target leaves the caster's direct sight before he makes his shot, he loses the lock and must cast this spell again to achieve the same effect.

This spell cannot be cast in combination with the Space 1 "Spatial Map" spell (pp. 343-344); only one spell (the one with the highest Potency) takes precedence.

The Sybil's Sight (Fate •)

The mage gains the Mage Sight (see "Mage Sight," pp. 206-208). He detects the particular qualities a given mystic force has in its interactions with fate. Many describe the result as a "thickness" or "gravity," a tangling of threads.

Winds of Chance (Fate •)

The mage can evade or attract good or ill fortune. Generally speaking, this effect is more a roleplaying consideration than anything else. If the willworker wants to find someone interesting to share a beer with on a Saturday night, such a person happens to ask, "Is this seat taken?" in a crowded bar. Likewise, she could make someone's morning commute a waking nightmare, causing him to get splashed by a passing car, harassed by an utter nutcase on the bus and defecated on by a low-flying pigeon as he walks in the door 45 minutes late.

Practice: Compelling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Duration
Rote Pool: Wits + Subterfuge + Fate

•• Apprentice of Fate

Exceptional Luck (Fate ••)

The mage's endeavors are blessed with exceptional luck that defies the odds.

Practice: Ruling
Action: Instant
Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Fate

The mage gains the 9-again quality (re-draw results of 9 and 10, see **Mind's Eye Theatre**, p. 181) on one future test per success in the spellcasting test. The 9-again effect is used whenever the player draws a 9 on any action or task. This effect lasts for one scene (unless additional Duration factors are added during casting), after which time any unused luck draws are lost. This spell does not affect a chance draw; should a player's test pool be reduced to one, only a result of 10 is a success.

The Evil Eye (Fate ••)

This spell is a basic curse intended to bring about immediate ill-fortune upon another. In ancient times, such a working was almost always undertaken by way of physically staring at the one to be cursed, directing a baleful glare at him and thereby hexing his actions. Now, it may be directed through less obvious means, but many mages still prefer the old-fashioned aspect.

Practice: Ruling

Action: Instant and resisted; subtract target's Composure

Duration: Special

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Fate – Composure

Success causes a penalty to the subject's test pool for the next action he takes equal to the Fate dots the caster possesses. Each extra success on the spellcasting affects one additional test (for example, if the caster gets three successes, he affects the next three tests made for the target). Some mages prefer to cast "The Evil Eye" as a prepared spell with a conditional trigger, delaying the onset of the curse until the target performs a specified action (perhaps repeating the same insult that inspired the caster to impose this spell) or certain conditions are in place. The mage needs Time 2 or higher as a conjunctional Arcanum. See "Conditional Trigger," p. 155, for complete rules.

(Note: The Fate 5 "Break the Chains" spell, p. 242, can dispel "The Evil Eye.")

Fortune's Protection (Fate ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by weaving a web of probability about herself, ensuring that attacks are unlikely to affect her. She "just happens" to stumble at the right moment, causing a bullet to miss her, or she unthinkingly turns just the right way so that a knife slides off her jacket rather than piercing it.

Granting the Sybil's Sight (Fate ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

The Perfect Moment (Fate ••)

This spell enables the caster to act in a social situation with perfect grace and timing, saying just the right thing at just the right moment. The mage does not really think out what he

will do; he goes with the flow, letting Fate and his instincts guide him. He must not have foreknowledge of what he will encounter (a good hunch is one thing, but extensive scrying or a detailed description from someone on the scene via cell phone is not acceptable; such intimate understanding of the circumstances ruins the necessary randomness). For example, if the mage casts this spell in a bar upon meeting someone whom he considers ideal, he might easily wind up getting her phone number, thanks to his Fate-guided panache.

Casting this spell over and over again in regard to the same subject (such as the girl at the bar) muddles the threads of destiny and may even hopelessly entangle them (the girl turns out to actually be a creepy stalker type or suffers from some less-than-ideal complication). In the most extreme cases, repeated castings may sever threads entirely (ending the relationship and perhaps even a life if the mage has been exceptionally presumptuous).

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Fate

Each success grants the player of the mage one "Perfect Moment" card (a Storyteller may levy penalties or fewer cards for highly improbable results, such as a pierced, tattooed and leather-garbed punk making a great impression at a black-tie affair). Whenever the mage makes a bad impression or says something problematic (such as failing a Social test), the player can destroy one of his Perfect Moment cards and replay the exchange or redo the test, and the other characters must react as if this exchange or test were the first one. The card must be destroyed immediately after the faux pas and cannot undo more than a short exchange (about five minutes' worth of time). Generally speaking, favorable results of this spell do not last longer than the spell's Duration (unless the mage has subsequently taken non-magical steps to that effect) while unfavorable side effects can haunt a mage for quite some time.

Platonic Mechanism (Fate ••)

This spell imbues a mechanical item with a perfect precision. A machine, no matter how simple or complex, enchanted by means of this spell functions flawlessly for as long as it is meant to function while under the effects of this spell. Such devices do exactly what they were intended to and effectively becoming physical representations of the Platonic Ideals of such machines. A blender always creates a smooth, even blend while a clock runs with absolutely perfect accuracy. Even a shoddy-looking device or one in poor repair (as long as it is mostly functional) can be enhanced by means of this spell to perform at 100% physical efficiency.

The device is not any more resilient to damage than normal, so a stout blow to a perfected rock tumbler still damages or breaks it, but the spell does render the machine beyond the ken of normal environmental hazard (what constitutes a "normal" hazard depends entirely upon the device in question). A thermometer intended to measure the temperature of cooling lava has considerably different parameters for "normal use" than a refrigerator or a lawnmower.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Duration
Rote Pool: Intelligence + Occult or Science + Fate

In game terms, uses of "Ace Again" and "Double Trouble" (see **Mind's Eye Theatre**, p. 182) with the "perfected" device are ignored — drawing an ace alone is a failure. In addition, the device always works as it was designed. This does not mean a "perfected" car can be driven any easier in difficult conditions — that's up to the driver's skill and the car's design. It does mean, however, that the engine won't overheat and the tires won't blow out (unless attacked).

"Normal" use of the item in question is literally flawless. Most people don't know enough to know a "perfect" microwave oven from an ordinary one, so the risk of Disbelief is minimal. "Perfected" guns never jam, "perfected" light bulbs never burn out before the maximum possible amount of time and "perfected" computers never experience those occasional little inexplicable quirks that plague most machines.

Shifting the Odds (Fate ••)

The mage creates a shift of destiny and effectively generating turns of good or bad luck. These small manipulations of fortune almost always take the form of totally plausible situations, such as a parched mage finding that last quarter she needs on the sidewalk so she can buy a drink or a sudden, stiff crosswind that turns a crack sniper's fatal shot into a serious wound. Big shifts, such as finding $1000 at the convenience store's front door or a piano falling on the sniper, are simply too implausible to easily happen at this level of mastery. The mage simply requests some small jolt in the desired direction and allows destiny to make the decision as to how it comes about, meaning the mage should be on her toes, ready for anything in the event that her requested outcome happens in an extremely unexpected manner. A wish for "a new car," for example, yields one up, but the mage gets it under circumstances that cause long-term possession to be undesirable (the car is stolen or haunted), or under which long-term possession is unhelpful (the car is faulty and quickly ends up collecting dust in a garage).

These manipulations of destiny are small, but they may be undertaken for a wide variety of ends. Indeed, these tweaks can grow into something bigger and more meaningful if carefully tended. Mr. Right Now *could*, in fact, actually be Mr. Right provided the mage actually puts in the time and effort to bring such a relationship to fruition. Alternately, the $200 a mage hits on a scratch-ticket might yield up many times its own value, if invested wisely. This level of the Fate Arcanum helps destiny along rather than creating it, but it does give the mage the opportunity to seize her own fortune or to help make one for another.

Practice: Ruling
Action: Instant
Duration: Lasting (but see above)
Aspect: Covert
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Wits + Occult or Science + Fate

Successive attempts to use this spell for the same goal are considered vulgar.

Swearing an Oath (Fate ••)

The mage learns the basics of binding oaths, acquiring the ability to swear such an oath (effectively declaring her intentions officially to Creation). The metaphysical weight of her vow is small and has little momentum, but such an oath can turn the tide in a mage's darkest moments and being the deciding factor that transforms disaster into victory.

Practice: Ruling

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Fate

The oath gives the mage no bonuses to tests or anything like that but instead gives his player the opportunity to reflexively test with Resolve + Composure for the character to act in circumstances that would normally forbid action. For example, the mage is being controlled mentally and compelled to stand by and watch as the person she swore to protect suffers. A reflexive Resolve + Composure test can be made for her to ignore the mental compulsion and to act to protect her charge. Also, at the Storyteller's discretion, when the mage undertakes some action that directly upholds the oath, she may regain a spent Willpower point just as though she indulged her Vice.

Note that a mage cannot cancel her own oath spell unless she knows Fate 4. She must dispel the spell if she no longer wants its effect. If the mage knowingly and willingly breaks the oath (in other words, is not compelled to do so), she suffers from the effects of "The Evil Eye" spell (see p. 233), an effect that cannot be undone by a mage with less than Fate 4. This means that *all* of the mage's test pools are penalized by her own Fate dots until the oath spell is dispelled. The mage cannot swear more than one oath at a time. (He can have more than one *geas* cast upon him, however; see "Geas," pp. 244-245.)

••• Disciple of Fate

Alter Oath (Fate •••)

The mage can alter the terms and conditions of a Fate-based oath. Note that a mage trying to get another to alter the tenets of an oath can easily constitute intent to violate said vow (and therefore subject the mage to the deleterious effects of breaking an oath).

Practice: Weaving

Action: Instant; subtract target's Resolve

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Politics + Fate

Subtract the targeted oath's Potency from the casting test. (If this spell is cast as an extended action instead of an instant action, the target oath's Potency provides the target number needed.) Once an oath is so altered, it remains altered for the remainder of its Duration. A mage cannot alter an oath she has made for herself (as under Fate 2) until she has Fate 4.

Bestow Exceptional Luck (Fate •••)

As with the Fate 2 "Exceptional Luck" spell, pp. 232-233, except that the mage can give others the 9-again quality for one or more tests.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency (see "Exceptional Luck," pp. 232-233)

Rote Pool: Manipulation + Persuasion + Fate

Fabricate Fortune (Fate •••)

This spell creates a false destiny upon a person or thing. The mage can make a given thing *seem* destined to come to pass, even if none of the momentum of destiny is behind it, deceiving others with the power to perceive fortune. A dagger seems destined to slay a king or a child looks to cursory Fate sensing to be the Antichrist.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Fate

Those who are attuned to prophecy must overcome the Potency of this spell in order to see through the lie. If this spell is cast upon an unwilling mage, a reflexive, contested Composure + Gnosis test may be made to resist.

Grant Fortune's Protection (Fate •••)

As with the Fate 2 "Fortune's Protection" spell (p. 233), but the mage can now cast this upon others.

Lucky Coin (Fate •••)

The mage learns how to interact with a lifeless object, bringing fortune to bear upon it. By touching the destiny of an object, the mage fortifies its ability to perform the tasks for which it was designed.

Practice: Perfecting

Action: Instant

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult or Science + Fate

On the turn after casting, the targeted object receives an equipment bonus equal to the spell's successes, up to a maximum of the caster's Fate dots. (This is in addition to the item's normal equipment modifier.) In addition, a suit of armor's protection can be increased by one point per success (to a maximum of the caster's Fate dots).

As a roleplaying consideration, lucky objects tend to benefit those who own them (a lucky jacket is snagged by some tree roots as a mage slides on some loose rocks down a steep hill). Sometimes, a lucky object does not even need to be used by its owner to bring fortune to bear upon him.

Monkey's Paw (Fate •••)

The mage learns how to bring bad fortune onto lifeless objects similar to how he can cause luck with "Lucky Coin," above, bringing fortune to bear upon them. For example, a car just won't work right (when it works at all) or an enraged wife murders her spouse with an unlucky paperweight.

Practice: Fraying

Action: Instant

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult or Science + Fate

On the turn after casting, the targeted object is subject to an equipment penalty equal to the spell's successes, up to a maximum of the caster's Fate dots. In addition, a suit of armor's protection can be decreased by one point per success (even down to zero points).

As a roleplaying consideration, unlucky objects tend to cause their owners harm (an unlucky carving knife cuts a chef's hand, putting him out of action for weeks). Sometimes (as in the case of the cursed paperweight, above) an unlucky object need not even be used by its owner to bring ill fortune upon him.

Occlude Destiny (Fate •••)

The mage prevents outside powers from perceiving or tampering with a given destiny, creating an "inviolable fate." He can conceal a true "child of prophecy" or another so favored (or ill-favored) by fate against perception by those with an eye for such things. This effect can protect the mage's Destiny Merit against being detected or altered by another willworker, for example, or shield an oath against having its conditions altered by outside magic.

Practice: Veiling and Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Fate

The spell's Potency contends against all other mages' attempts to perceive or alter the target's destiny. If this spell is cast upon an unwilling mage, a reflexive, contested Composure + Gnosis test is made to resist.

Superlative Luck (Fate •••)

The mage's endeavors are blessed with amazing luck that defies the odds and credibility.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Occult + Fate

The mage gains the 8-again quality (re-draw results of 8, 9 and 10, see **Mind's Eye Theatre**, p. 182) on one future test per success in the spellcasting test. The 8-again effect is used whenever the player draws an 8 or a 9 on any action or task. This effect lasts for one scene (unless additional Duration factors are added during casting), after which time any unused luck tests are lost. This spell does not affect a chance draw and should a mage's dice pool be reduced to one, only a result of 10 is a success in that case. Also, note that this spell does not "stack" with "Exceptional Luck" (pp. 232-233) — only the most potent spell takes effect.

•••• Adept of Fate

Destroy Bindings (Fate ••••)

This spell enables a mage to free a soul that has been forcibly bound outside of its proper place (such as one stolen and reattached using the Death Arcanum or one kept in a Soul Jar). The caster can sever the connection between a mage and her familiar, release a spirit that has been placed into a fetish and even free a ghost from an anchor.

Practice: Unraveling

Action: Instant and contested; successes are compared to the bond's Potency

Duration: Lasting (or prolonged vs. familiars)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Fate vs. bond's Potency

The caster's successes must exceed the Potency of the bond being severed. In the case of a ghost, successes must exceed its Resistance dots. For a fetish, use the Potency of the spell that created the item (see the Spirit 4 "Create Fetish" spell, pp. 367-368). In the case of a familiar, successes must exceed its owner's Gnosis dots.

Both the release of a trapped soul and the release of a bound spirit or ghost are lasting, though the mage-familiar bond returns to normal at the end of the scene (the caster can increase this Duration, per a prolonged spell). In the case of freed souls, the soul does not automatically return from whence it came. It must be restored to its rightful owner using the Spirit 3 "Restore Lost Soul" spell, pp. 365-366.

Gift of Fortune (Fate •••• + Space ••)

Objects do not have volition of their own, but they are given momentum by the wills of the sentient creatures that act upon the objects. Objects are imbued with purpose by human belief in their designated purposes. Human choices *become* the destinies of such items. Thus, a mage with a stronger will than a Sleeper, for example, could decide that a rare heirloom will come into her possession. Through the quirks of fate, the heirloom eventually finds its way into her keeping. The heirloom may not do so in any way she might envision (and her ownership of it need not necessarily be legitimate

or even legal), but she does not have to exert any special effort to acquire the object. Indeed, she need not even know where the object is when she casts the spell. The item reaches her when it does, if it does (this spell could be dispelled before the item arrives; see below), and she has no control over the circumstances of how or when the item arrives. Destiny makes no guarantees, for example, that a ritual knife a mage hopes to get won't end up stuck in her gut by the hand of some crazed wino.

A mage can send a given object any which way she desires, specifying that a woman's gold necklace ends up owned by the son she gave away at birth or that a treasure chest eventually spends its days at the bottom of the sea. Using this spell with naked and indiscriminate greed often results in dire consequences for the caster (such as the aforementioned knife in the gut). Wise workers of Fate magic advocate using this spell for personal gain only when need is great; otherwise, they do legwork personally and without the aid of magic.

Some items have so much belief and will behind them, conscious or otherwise, that it is essentially impossible to move them from their current circumstances. For example, the Hope Diamond *might* be able to be moved (at a –3 penalty for its celebrity; see "The Cult of Celebrity and the Occulted," pp. 144-145), but the Leaning Tower of Pisa isn't going anywhere, although the technology certainly exists to disassemble, transport and reassemble it. Further, mystical items (enhanced or imbued items, Artifacts, etc.) automatically subtract their Potency or Merit dots from any attempt to be acquired by "Gift of Fortune" (in addition to any other modifiers). The threads of fortune can only be stretched so far.

Practice: Ruling

Action: Extended

Duration: Lasting

Aspect: Covert

Cost: 1 Mana (sympathetic casting cost)

Rote Pool: Intelligence + Investigation + Fate

The Storyteller assigns a required target number (the metaphysical weight of the object's current destiny) that must be overcome in order to move the item in the desired direction. Thus, an object from a mage's own childhood about which no one else really cares might require only one success while the mummy of Tutankhamen could require that 10 or more successes be accrued if it can be moved at all. (Storytellers can always decide that a certain item cannot be targeted by the "Gift of Fortune" spell.)

The targeted item can take some time to make it to its destination. Excess successes added to the target number can speed up the journey by one degree per success.

Physical Distance from Caster	Maximum Time until Item Arrives
Same city	One day
Same state	One week
Same region or province	Two weeks
Nearby country (from Canada to Mexico)	One month
Distant country (from America to Nepal)	Three months

This spell can target items within the Shadow Realm, but without a Spirit 3 component, the item cannot cross the Gauntlet. The item arrives just on the other side of the Gauntlet, probably brought by means of a hapless spirit.

Using this kind of magic for selfish or greedy ends, especially when a mage does so repeatedly, almost always leads to bad twists of fortune and often involving one or

more of the objects the mage tries to acquire. The Storyteller can choose any manner of unfortunate circumstances to heap upon such a mage, except failure to acquire the item (unless "Gift of Fortune" is dispelled).

As with any spell targeting an unseen subject, the mage needs a Space Arcanum sympathetic connection to reach out and grasp the object's strands of fate to draw them to him. The strength of this connection determines if there are penalties on the spellcasting test (see pp. 143-144).

Probable Cause (Fate ••••)

The mage can ensure the probability of succeeding in nearly anything to which he puts his hand.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Composure + Occult + Fate

The mage gains the rote quality (do the draw twice, adding the successes from the first draw to the test pool of the second — see **Mind's Eye Theatre**, pp. 183–184, for more on rote actions) on one future test per success achieved in the casting test. The player can choose which of his tests are affected by this altered probability, and they can include any action or task, although he must decide before the card is drawn. This effect lasts for one scene (unless additional Duration factors are added during casting), after which time any unused probable cause tests are lost.

This spell cannot be "stacked" with "Exceptional Luck" (pp. 232-233) or "Superlative Luck" (pp. 238-239); only the most potent spell takes effect.

Sanctify Oaths (Fate ••••)

The mage can witness the swearing of oaths on the part of others as he did for himself with Fate 2 ("Swearing an Oath," p. 236), bringing the weight of destiny to bear upon them. Note that the participant(s) need not be aware that the mage has the means to place metaphysical momentum behind such vows. An individual who is considered to own or bear responsibility for the life of another (such as a child's parent) can swear oaths in that person's name.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Expression + Fate

If the target is unaware that the words he's about to utter will bind him into a mystical oath, he gets to unconsciously contest the spell with a reflexive Resolve + Gnosis test. Note that this spell is tallied against the total number of spells the mage can maintain (and it counts toward the spell tolerance of those who are affected by the oath). The

caster can, however, choose to relinquish the spell (see "Relinquishing Control of Spells," p. 151), so it no longer counts against the total of his maximum spells allowed.

Sever Oaths (Fate ••••)

The mage severs an oath completely. He may also use this spell to freely manipulate an oath he has sworn (with Fate 2).

Practice: Patterning

Action: Instant and contested; successes are compared to the oath's Potency

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Fate vs. oath's Potency

Successes must exceed the Potency of the oath to be severed unless the caster targets one of his own oaths, in which case one success is enough.

••••• Master of Fate

Break the Chains (Fate •••••)

The mage can dispel or rearrange the conditions of another mage's *geas*. See "Geas," pp. 244-245.

Practice: Patterning

Action: Instant and contested; successes are compared to the *geas*' Potency

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Fate vs. *geas* Potency

Successes must exceed the *geas*' Potency.

Forge Destiny (Fate •••••)

The mage determines the destiny of a living being. A living saint can be set almost irrevocably upon a murderous path while an animal that might otherwise go to a cruel and abusive home can be given the good fortune of ending up with a kind and loving family. These sorts of manipulations, having to overcome a certain degree of the subject's self-determination, can be quite difficult for even the most experienced of willworkers, so most rarely undertake this spell.

Practice: Making

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Fate vs. Resolve + Gnosis

Each success on the spellcasting test can be used to add +1 to the target's test pool for any action that might foster the fruition of the fate declared by the caster and *only* those

actions. Conversely, –1 per success can be levied against tests that might help prevent a subject's new destiny. The Storyteller determines when modifiers penalize an action, but they're often employed whenever the target tries to deny the fate that the spellcaster has imposed. Once a number of +1 bonuses and –1 penalties have been allocated equal to the successes of the spellcasting test, the spell ends, even if there is still Duration remaining.

If sufficient Duration is not assigned to the spell, the being may not have long enough to see the action through. For example, rendering a person destined to buy a given used car in her hometown makes that fate likely (but not necessarily) to come to pass rather quickly, while giving a dog a destiny to kill a prominent recluse 2,000 miles away may result in a fate that takes years to come to fruition. If a mage attempts to influence another artificially created destiny, she must overcome the Potency of the spell used by the mage who originally imposed the artificial fortune.

Forge Doom (Fate •••••)

A living being, place, thing, condition, flaw or behavior can be declared someone's *doom*. For example, a sword could be forged as a person's doom, as could the sanctum of his direst enemy or even his estranged son. Likewise, the leg he injured in a long-ago car crash could be made his doom as could his philandering, or being beneath the full moon's light.

Practice: Unmaking

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Intimidation + Fate vs. Resolve + Gnosis

While in direct confrontation with a doom or while acting within or being targeted by the parameters of a doom (being struck in the wounded leg or getting in trouble with a woman's large boyfriend while hitting on her in a club), any damage suffered by the subject is increased by the spell's successes, up to the normal damage limit of the source of damage (based on the appropriate test pool and not the spellcasting test—see "Damage and Success Limits," **Mind's Eye Theatre**, p. 211). The target takes this enhanced damage a number of times equal to the caster's Fate dots. The damage type does not change (sources of bashing damage still cause bashing damage, they just cause more than they normally would).

Meeting a doom does not guarantee that the mage will suffer damage; meeting a doom only worsens any damage that might happen to be inflicted. For example, a mage who enters a sanctum that is his doom has no more chance than usual of coming to harm, but should he accidentally fall down the stairs (or be pushed), his odds of suffering a lot of damage increase. In the case of a place made into a doom, the default area affected is of one-yard radius or five cubic yards of volume (which can be increased by increasing the area-affecting Target factors as normal).

Forge Godsend (Fate •••••)

A living being, place, thing, condition, behavior or a physical strength (swift reflexes, unyielding fortitude or a good right hook) can be declared a godsend.

Practice: Making

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Composure + Survival + Fate vs. Resolve + Gnosis

The successes achieved in the spellcasting test designate the level of protection, up to the number of dots the caster possesses in the Fate Arcanum. When possessed of, acting under the parameters of or within the presence of a godsend, the spell's successes are subtracted from any damage successes before damage is applied. This reduction occurs for a number of attacks (or instances of damage, such as a fall) equal to the spellcaster's dots in Fate. In the case of a place made into a godsend, the default area affected is of one-yard radius or five cubic yards of volume (which can be increased by increasing the area-affecting Target factors as normal).

Example: Arethusa, a master of Fate, retreats to a sacred grove. The area next to an old oak tree acts as her godsend (created with a three-success spell). Later, still within the Duration of the "Forge Godsend" spell, an enemy enters the grove and attacks Arethusa with a spell while she sits under the tree. Her godsend's three successes are subtracted from any damage the spell might inflict, up to five times (or until the "Forge Godsend" spell expires), as long as she is within the godsend's radius.

Geas (Fate •••••)

This spell creates a *geas*, enabling a willworker to forcibly compel another to heed her will as though having sworn an oath to that effect. If the subject cannot resist this magic, then he must do as he is bidden or suffer the enmity of destiny. The mage is under no obligation to be reasonable when levying a geas upon another, although the objective must still be possible. "Count every grain of sand on this beach," while extraordinarily improbable for most people, is at least possible, but "Using only your own physical abilities, swim to the bottom of the ocean and back," is not.

Practice: Making

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: None

Unto the Seventh Generation

With indefinite Duration and the sacrifice of one Willpower dot, a geas created by a mage or an oath sanctified by her can be made generational, affecting lineal descendants of the one(s) initially subjected to the magic (along with the consequences for breaking the commandment). Descendants inherit the geas or oath only once the spell's original target(s) dies. (The lost Willpower dot can be regained with the expenditure of eight experience points.)

With Fate 5, if the mage wishes it, any oath she sanctifies for herself or another can afflict one who violates it with the "Great Curse," p. 245, for the remainder of the oath's Duration. If an ancestral geas is broken and the caster has Fate 4 or less, the violator is affected instead by "The Evil Eye" spell, p. 233.

Primary Factor: Potency

Rote Pool: Presence + Expression + Fate vs. Resolve + Gnosis

Note that, unlike the powers of the Mind Arcanum, this spell does not *compel* a target to perform a task. This spell instead sets up terrible repercussions if he doesn't perform it. Those who violate the terms of a geas (failing to actively work toward fulfilling the geas counts as violating it) during the spell's Duration suffer the effects of the "Great Curse," below, until such time as the geas would normally expire.

Great Curse (Fate •••••)

This is a more powerful version of "The Evil Eye" spell, p. 233. Every task the victim undertakes surely fails.

Practice: Unmaking

Action: Instant; subtract target's Composure

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Intimidation + Fate – Composure

The spell is similar to "The Evil Eye" spell, except that this spell affects all tests made while the magic is in effect. This spell cannot be combined with "The Evil Eye"; only the most potent spell takes effect.

Swarm of Locusts (Fate •••••)

The mage can create chaotic conditions: rains of frogs, every animal within a city block going berserk simultaneously and other similarly "Fortean" occurrences. He totally surrenders control of the effects of the spell when he casts it; he puts the matter in Fate's hands. Although Sleepers who witness this chaos might be befuddled, confused and scared, they are temporarily open to the possibilities of magic and are not instrumental in causing Paradoxes for any spell they witness in the affected area.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Wits + Occult or Science + Fate

Those Sleepers who witness the effects of the "Swarm of Locusts" do not act as witnesses when determining the chances of a Paradox for any successive spell cast in the area (although the "Swarm of Locusts" spell must still contend with a possible Paradox, the chances of which are made worse by Sleeper witnesses). The chaos seething in the area is beyond the caster's control and might adversely affect him or his allies. Depending on the description of the effect, the Storyteller might levy a –1 to –2 penalty on any tests made that are not directly involved in dealing with the chaos. This spell cannot be cast a second time within the same area (or in adjacent areas) for the next 24 hours. Also, while the initial casting of the spell is subject to Disbelief, once the spell is cast, the creatures summoned are unaffected by Sleeper Disbelief, both inside the affected area and outside it.

Forces

Purview: Electricity, gravity, kinetic energy, light, physics, radiation, sound, weather

This is the Arcanum associated with energy and the animation of the universe, the patterns of power that make the worlds move in their orbits, stars to burn and the cohesion that binds the cosmos together. Forces is perhaps the most "classical wizardly" of the Arcana. With Forces, a mage can summon fire from his fingertips, overcome the power of gravity to take flight, conjure up light or cause the very earth to tremble.

Not all types of energy can be manipulated with equal facility. Mages can influence, control and master different types of energy with different degrees of learning in the Forces Arcanum.

Heat, Light, Sound: The mage can begin to influence these forces with the first dot in the Arcanum, and she gains more control as she advances in her understanding. With the third dot, she can create these forces from thin air.

Electricity, Fire: The mage can begin to influence these mercurial forces with the second dot in the Arcanum with increasing control as she progresses. With the fourth dot, she can generate these forces from nothing.

Kinetic Energy: The mage can begin to influence different aspects of kinetic force at different degrees of mastery. With the second dot, she can repel kinetic force applied against her or focus a broad kinetic force into a pinpoint. With the third dot, she can telekinetically move things with expanded control as she progresses to higher levels. With the fourth dot, she can alter the vectors and velocity of moving things, and do so with greater control at the fifth dot.

• Initiate of Forces

Influence Heat/Light/Sound (Forces •)

These three very similar spells each allow the mage to guide the direction and flow of existing heat, light or sound. The mage could, for example, make sure that the dim heat from a radiator on the other side of a bathroom reached the shower stall, split visible white light into its full spectrum of colors like a prism or focus sound waves from across a vast chamber so he can listen in on a whispered conversation. He could not increase the temperature of the heat, the intensity of the light or the volume of the sound at this level or create any of those three forces where there is none. The mage cannot manipulate two or three of the forces with one spell — manipulating light requires one spell while sound or heat would require another (unless the spells are combined — see "Combined Spells," pp. 167-168).

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Forces

When influencing light, successes determine the degree to which the direction of the light can be altered. For instance, with one success, a light beam can be diverted in a 90-degree direction while two successes can turn it again by 90 degrees.

Nightsight (Forces •)

By attuning her perceptions to pick up trace amounts of ambient light and supplementing this with an intuitive feel for vibration, heat and the like, a mage can see in the dark with the same clarity as most nocturnal predators. She can essentially perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation or sonic or kinetic energy.

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Composure + Forces

Each success lessens by one any penalties for operating under cover of darkness. Note, however, that sudden bursts of light can prove disorienting or even painful for the mage and that she will find the light of an ordinary desk lamp to be excessive, while full noonday sunlight is excruciating. (Invert lighting penalties for the character; it is easy to see in dim or no light, difficult to see in normal light and impossible to see in very bright light.) Also, because this vision is augmented by a somewhat heightened sense of sound and vibration, sudden, violent motions (such as an earthquake or an explosion) may temporarily impose penalties on the mage as she readjusts her perceptions to compensate.

Read Matrices (Forces •)

The mage gains the Mage Sight (see "Mage Sight," pp. 206-208). He can perceive energy and magical resonance, detecting the presence of the entire universe's various forms of energy: heat, gravity, electromagnetism and the like, including the presence or absence of different sorts of radiation, such as x-rays or cosmic radiation, either visually or through tactile perception. An undiscerning mage might be fairly blinded by the overwhelming variety and sheer quantity of energy that moves around her at all times and be unable to process the ever-shifting tapestry of power that is all but invisible to the untrained eye. The mage is also especially aware of resonance's energetic aspects and flow, and its vibratory frequency and movement.

Receiver (Forces •)

The mage can hear sounds on subsonic or supersonic frequencies that the human ear cannot normally distinguish, but this spell does not improve her hearing ability. (The spell adds no bonuses but does extend the range of sounds she can hear.)

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Duration

Rote Pool: Wits + Occult + Forces

A Wits + Composure test is made for the mage to discern high-frequency sounds (a dog whistle) or low-frequency sounds (the rumble of a distant herd of elephants).

Sounds that are very high or low on the scale within the normal human range of hearing might impose penalties.

Tune In (Forces •)

This spell enables a mage to listen in on a free-floating data transmission (such as that of a cellular modem) and translate the electromagnetic "noise" into intelligible information. The willworker cannot, however, understand information that was originally transmitted in another language. With this sense, a mage could listen in on a radio broadcast without the need for any kind of receiver. Likewise, she could watch any television signal not transmitted directly through cables. She could even access wireless communications (such as MP3s, Internet long-distance phones or video conferencing) at a WiFi "hot spot," although she can only listen to and not read such transmissions. At this point, the mage is incapable of actually sending any information along these channels and is restricted to eavesdropping on extant signals.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Duration

Rote Pool: Intelligence + Science + Forces

A Wits + Science test is made for the mage to discern transmissions. Electromagnetism travels vast distances in a short period of time; signals are bounced all over the place by satellites (both natural and artificial), the Earth's atmosphere and various other things. Encrypted signals levy a penalty on perception tests equal to the successes initially accrued in encrypting the signal.

•• Apprentice of Forces

Control Heat/Light/Sound (Forces ••)

Similar to "Influence Heat/Light/Sound," (p. 246), but now the mage can increase or decrease the temperature of an area, brighten or weaken an existing light source or amplify or turn down the volume of sound in an area. The mage cannot manipulate two or three of the forces with one spell — manipulating sound requires one spell while light or heat would require another (unless the spells are combined — see "Combined Spells," pp. 167-168).

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Forces

Each success either increases or decreases the affected force:

Heat: Each success alters the temperature in a one-yard radius of the targeted spot by up to 10 degrees Fahrenheit.

Light: Each success doubles the light's candescence or diminishes it by half.

Sound: Each success doubles the sound's volume or diminishes it by half. The effect covers any sound source emanating from within a targeted spot of one-yard radius.

Eyes of the Matrix (Forces ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Influence Electricity (Forces ••)

The mage can influence the direction or flow of electricity. He can, for example, cause an existing electrical current (such as that moving through appliances or in walls) to flash or arc out and strike a target. He could not amplify the current at this level.

Practice: Ruling

Action: Instant and aimed

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Target

Rote Pool: Dexterity + Athletics + Forces

The mage does not directly attack a person or object with this spell; he instead manipulates an existing electrical current, redirecting it toward the target of his choice. The damage inflicted depends entirely on the electrical current — see "Electrocution," pp. 244–245 of **Mind's Eye Theatre** for guidelines. The raw power of the current is not altered in any way at this level.

This spell usually causes the power source to shut down (a circuit breaker engages) or short out in following turn (although Duration factors can be increased to prevent this termination for additional turns). A simple success allows the electricity to affect one target. (The mage can arc the electricity to any target within five yards of the source per dot of Forces; a mage with Forces 2 can affect a target 10 yards away.) Excess successes affect additional *adjacent* targets next to one another (this is an exception to the normal rule that disallows aimed spells to affect multiple targets). Targets must each be within three yards in either direction of each other. The source itself, however, limits the total number that can be affected:

Source	Total Targets
Wall socket	Two
Industrial socket	Four
Junction box	Eight
Main line feed	16

Influence Fire (Forces ••)

The mage can influence the direction or flow of an existing flame. He can, for example, cause a campfire to leap from its place and onto a person, or direct the flame from a Zippo lighter in an arc to the pool of liquor on the countertop. However, at this level, he could not fan the flames to make a larger or hotter fire.

Practice: Ruling

Action: Instant and aimed; subtract target's Defense

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Target

Rote Pool: Strength + Athletics + Forces – Defense

The mage does not directly attack a person or object with this spell; he instead manipulates an existing fire, moving it or directing it toward the target of his choice. The damage inflicted depends entirely on the size and heat of the fire (see "Fire," p. 247 of **Mind's Eye Theatre** for guidelines). This spell usually causes the fire to exhaust its fuel in the following turn; however, if targets are wearing highly flammable clothing, they might catch fire and continue to burn each turn until the fire is put out.

A single success allows the fire to affect one target. (The mage can send the fire at any target within three yards of the fire's origin per dot of Forces; a mage with Forces 2 can affect a target six yards away.) Excess successes affect additional *adjacent* targets next to one another (this is an exception to the normal rule that disallows aimed spells to affect multiple targets). Targets must each be within three yards in either direction of each other. The size of the source itself, however, limits the total number that can be affected:

Size of Fire	Total Targets
Torch	Two
Bonfire	Four
Inferno	16

Invisible Object (Forces ••)

The mage can render an inanimate object invisible to all forms of sight, including cameras. Cast in combination with "Influence Sound," p. 246, the mage can redirect any sounds the object makes (such as the clicking of a camera shutter), making them seem to come from another location.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Forces

One success is enough to hide the object from sight while excess successes act to occlude the object from spells used to see or locate it (compare spell Potencies). If the object is moved, it is not invisible (it can be seen) while it is moving.

Kinetic Blow (Forces ••)

The mage focuses the force of a physical attack, such as a punch or kick, down to a pinpoint, inflicting damage as though the person on the other end is stabbed with a knife.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Strength + Brawl or Weaponry + Forces

Bashing damage is converted to lethal. Attacks that already inflict lethal damage are unaffected. The spell affects one future attack test per success. The player can choose which of his attack tests are affected, but he must choose before he draws the card for each attack. This effect lasts for one scene (unless additional Duration factors are added during casting), after which time any unused Kinetic Blows are lost.

With Forces 3, the mage can use this spell with ranged-weapon attacks such as thrown rocks.

Transmission (Forces ••)

The mage can hijack an extant radio signal, transmitting her own words on it and replacing the original transmission.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Expression + Forces

Although this spell gives the caster the ability to replace one signal with another, the spell doesn't convey the skill or talent needed to fake a specific transmission. That requires Skills appropriate to the transmission, which could be Expression, Subterfuge and even Science. The Storyteller decides what test pool needs to be made to devise a convincing transmission. For example, faking a radio transmission by a well-known radio shock jock would require the ability to mimic that DJ's voice, which might be Intelligence + Expression, assuming the speaker's voice isn't too unlike the person being mimicked.

Unseen Shield (Forces ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by deflecting incoming attacks with an energy shield, dispersing their force along its invisible contours and causing a punch to land harmlessly. Kinetic attacks (such as fists and bullets) are as surely turned aside as energy-based ones (such as a gout of flame or a laser), their momentum stolen or power leeched away.

••• Disciple of Forces

Autonomous Servant (Forces ••• + Mind • or •••••; optional Space ••)

The mage can have a spell perform an extended-action task for him while he goes about his own business. He might have the spell cook him dinner while he watches TV or lift buckets of water while he reads a book.

Practice: Weaving

Action: Instant

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Forces

Forces 3 allows for the accomplishment of one physical extended-action task through telekinesis (instant actions, such as fighting, are not possible). Successes are allocated to the telekinetic force's Strength or Dexterity, per the "Telekinesis" spell, p. 256. The caster must concentrate for the length of the task. If he is attacked or surprised, a Resolve + Composure test must be made for him to maintain concentration. If concentration is lost before the extended action's target number is reached, the spell can be recast, but all accumulated successes are lost; the spell must start from scratch.

Mind allows the mage to devote part of his own brainpower to guiding the task while he is able to perform a separate mental (not physical) action himself. He multi-tasks as with the "One Mind, Two Thoughts" spell (p. 304). Since he presides over the telekinetic operation, which does all the actual work, it is considered a mental task rather than physical one. The spell's telekinetic force performs the extended-action task and is guided by the portion of the mage's own mind that is invested into the chore being performed. The test pool is equal to the telekinesis' spell's assigned Attribute plus the mage's own Skill. A heavy lifting task might require Strength + Athletics, cooking dinner or writing one's memoirs might need Dexterity + Athletics or Crafts and picking a lock might be Dexterity + Larceny.

With Mind 5, the mage can create a separate mind for the telekinetic force that can guide itself without his further involvement. He allocates successes among Strength, Dexterity and whatever Physical Skill is needed for the task. (The separate mind doesn't use the mage's own Skills; the mind has only those Skill dots that are allocated to it with spellcasting successes.)

If Space 2 is included, the autonomous servant can perform its task well away from the eyes and ears of the mage. For instance, he can get the servant to pick the lock to the wealthy financier's home while the mage chats up that financier at a gala ball across town.

Bestow Unseen Shield (Forces •••)

The mage casts a protective ward upon others. As with the Forces 2 "Unseen Shield" spell, p. 251.

Call Lightning (Forces •••)

The mage calls down lightning from a stormy sky to strike a target of his choice. He cannot conjure lightning from nothing (at least, not at this level). He can bring down lightning only from a pre-existing storm or a storm he causes through the "Change Weather" spell, p. 258.

Practice: Weaving

Action: Instant and aimed

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Forces

The mage does not directly attack a person or object with this spell; he instead calls and directs a bolt of lightning toward the target of his choice. The bolt inflicts three points of bashing damage plus one per success (two successes therefore inflict five points of bashing damage). The target must be somewhere that lightning could reasonably strike. Successive uses of this spell within the same scene against the same target (or even other nearby targets) might be considered Improbable by Sleeper witnesses (see "Improbable Magic," pp. 146-147). A third strike (and each successive strike thereafter) in the same turn is vulgar.

Control Electricity (Forces • • •)

The mage can diminish an electrical current and alter its direction of flow. He could cut the power to a certain outlet, redirect all the electricity in the building to a single outlet or send the power coursing through one outlet to multiple outlets (assuming the physical wiring exists or there is some other way to control conductivity). He cannot increase the current at this level since that involves generating new electricity. He can work with only existing electricity at this level.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Science + Forces

Each success can send a single line of power in a new direction or divert the power elsewhere. If the mage attempts to diminish the power, each success brings it down by one degree (see "Electrocution," p. 244, **Mind's Eye Theatre**). For example, one success reduces a main line to a junction box. Two successes take a junction box down to an industrial socket. Three successes reduce an industrial socket to a regular wall socket.

Control Fire (Forces • • •)

The mage can fuel an existing fire, increasing its size and intensity. Likewise, he can deprive an existing fire of fuel, dampening or even extinguishing it.

Practice: Weaving or Fraying

Action: Instant

Duration: Transitory (fueling a fire) or lasting (extinguishing a fire)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Occult or Science + Forces

When fueling a fire, successes are allocated between size and heat, with each success either doubling the fire's size or adding one point to the fire's heat damage (see "Fire," p. 247, **Mind's Eye Theatre**). When dampening a fire, each success subtracts one from the damage the fire delivers. Once it has no more damage rating, the fire is extinguished. For example, a torch delivers two points of damage (one from size, the other from heat). One success diminishes that to one point of damage while two

successes extinguish the fire completely. Extinguishing a fire is lasting (the fire doesn't re-ignite when the spell expires).

Light Mastery (Forces •••)

The mage can create or extinguish light. He could cause a room to go pitch-black or light a dark cave from nothing but the tip of a glowing finger.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Occult or Science + Forces

Successes determine the created light's intensity (in a directional 30-degree arc).

Successes	Intensity
One success	Flashlight
Two successes	75-watt bulb
Three successes	Car headlight
Four successes	Floodlight
Five successes	Stadium light

Conversely, one success is usually enough to extinguish a light unless it's a light created by this spell or other magic, in which case the magic's Potency must be exceeded by this spell.

Personal Invisibility (Forces •••)

The mage can turn herself invisible. As with the Forces 2 "Invisible Object" spell, p. 250, but cast upon herself. When this spell is cast in combination with "Sound Mastery," p. 255, the mage can be invisible and completely silent. She must maintain concentration as an instant action to remain unseen.

Practice: Veiling

Action: Instant

Duration: Concentration

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Stealth + Forces

One success is enough to hide the mage from sight while excess successes act to occlude her from spells used to see or locate her (compare spell Potencies). The player of the invisible mage should cross one arm high over her chest (see "Common Hand Signals," **Mind's Eye Theatre**, pp. 15–17). Although the mage's physical form is invisible, her aura can still be seen by those with the ability to perceive auras (Mind 1 "Aura Perception," pp. 303-304, or Prime 1 "Supernal Vision," p. 326). Also, although the mage is invisible to a vampire's heightened senses from the Auspex Discipline, the vampire might still sense the mage's presence through the vampire's heightened smell or hearing (such as via a Wit + Investigation + Auspex test against the mage's Resolve + Stealth + Potency; however, this only allows the vampire to realize that someone is there and roughly where she is). The mage cannot hide her nimbus with this spell.

She must maintain concentration as an instant action (which means she cannot cast other spells while maintaining invisibility). She also cannot make quick movements (she can't move more than half her Acting Speed) or gain her Defense while concentrating. If she does either, she can be seen as a prominent blur or refraction of light, allowing others to freely target her as if she were barely concealed (–1 penalty) on the turn in which she moves and before she acts again on the following turn. See the rules for "Fighting Blind," pp. 227–229, **Mind's Eye Theatre**.

Sound Mastery (Forces •••)

The mage creates sounds or silences them. He could, for example, create the sound of a police siren or render absolutely silent the footfalls of a stealthy intruder. He can also record sounds, storing them magically for later playback.

Practice: Weaving

Action: Instant

Duration: Concentration (unique sounds) or prolonged (repetitive sounds)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult or Science + Forces

Successes determine the sound's volume.

Successes	Volume
One success	Casual talk
Two successes	Scream
Three successes	Electric guitar
Four successes	Gunshot
Five successes	Industrial factory noises

The range of sounds the mage creates depends on his ingenuity and capability. A reflexive test of Wits + Expression (for voices) or Animal Ken (for animal cries) or Science (for devices) might be required. An instant and contested Intelligence + Investigation test can be made for any listener who doubts his ears to realize the sound is fake (it's a real sound but not a real lion). The Duration for creating sounds is one scene. If the sound is sufficiently repetitive, it could last for up to a scene (or longer with extra prolonged Duration factors) without needing the mage's concentration.

Conversely, one success is usually enough to completely silence a one-yard radius around a targeted spot (successes can be allocated to Target factors to silence a larger area; see pp. 149-150). A sound created by this spell or other magic within the zone of silence must contest with the silencing spell's Potency for the sound created by this spell to be heard.

A separate casting of this spell allows a mage to record sounds that occur around her and store them as bits of magical energy. For the following hour, she can choose to turn on her magical recorder as an instant action, although she can turn it off reflexively. She then "locks off" one of her Mana points to use it to store the sounds. She cannot spend that point without losing its stored recording. She can play them back for herself at any time using the "Read Matrices" spell, p. 247, or she can play them for anyone to hear (and record with a mundane recording device, perhaps for posterity) by spending the locked Mana, after which the recording is lost (unless she has Prime 3, allowing her to distill the Mana into tass, and so store the Mana physically).

Telekinesis (Forces •••)

The mage can telekinetically lift and use an object remotely.

Practice: Weaving

Action: Instant

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Athletics or Larceny + Forces

The mage must declare before casting whether successes apply to the force's Strength (the force's lifting ability) or Dexterity (the force's fine manipulation ability). The lesser Attribute has a default score of one dot. The caster can also raise either Attribute by choosing to suffer a –1 penalty on the spellcasting test per dot to be raised. He could, for example, choose to put a lot of Strength and very little Dexterity into a spell intended to lift an extremely heavy object straight up (see "Lifting/Moving Objects," pp. 50–51, **Mind's Eye Theatre**), or he could grant very little Strength and a lot of Dexterity to a spell cast to use a set of lock picks from a distance (a test pool of the Telekinesis Dexterity + caster's Larceny Skill). The object cannot be moved beyond the mage's sight unless he uses Space 2 to scry it. The mage can move the item at an Acting Speed per turn equal to his Forces and a Running Speed equal to his Gnosis + Forces. The mage must concentrate for each turn. See "Concentration," p. 151.

With Forces 4, he can cast the spell with a default Duration of one scene (in which case, when he is not actively manipulating the object, it stays where he left it, even levitating in the air).

Telekinetic Strike (Forces •••)

The mage creates a ball of telekinetic force that he hurls at his intended target.

Practice: Fraying

Action: Instant and aimed

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Athletics + Forces

Each success inflicts one point of bashing damage. With Forces 4, this damage can be lethal. With Forces 5, one Mana can be spent to make the damage aggravated by tearing apart the target's cellular structure. This version of "Telekinetic Strike" actually causes air to ripple in an unnatural fashion, warning a target about the threat; the target is allowed his Defense against the caster's aiming test.

Turn Projectile (Forces •••)

The mage can direct the course of a fast projectile.

Practice: Weaving

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Forces

This spell can be cast as a reflexive instant action. The mage can turn the projectile up, down, right, left or even back the way it came. The degree to which the projectile's course is altered depends on the number of successes:

Successes	Course Alteration*
One success	Turn in one direction by up to 45 degrees
Two successes	Turn in one direction by up to 60 degrees
Three successes	Turn in one direction by up to 90 degrees
Four successes	Turn in one direction by up to 120 degrees
Five successes	Turn in one direction by up to 180 degrees

* *From the perspective of the projectile.*

Mages can mix and match successes to direct a projectile's course in multiple directions. For example, with two successes, a mage can turn an arrow 45 degrees to its left and then make the arrow go down 45 degrees from its new course. The effect is lasting; once the projectile's course is altered, the projectile remains traveling along its new course until something else causes the projectile to change vectors or it smashes into something. With a successful reflexive Dexterity + Firearms test, the mage can aim the projectile at a target along the projectile's new trajectory.

The mage can affect multiple projectiles by adding extra Target factors. See "Target," pp. 149-150. When turning autofire from the same gun, use the following special Target factors chart:

Autofire Affected	Penalty
Short burst	–2
Medium burst	–4
Long burst	–6

•••• Adept of Forces

Bestow Invisibility (Forces ••••)

The mage can turn another person invisible as he does with himself with the Forces 3 "Personal Invisibility" spell, pp. 254-255. The target must maintain concentration to remain unseen.

Practice: Veiling

Action: Instant

Duration: Concentration

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Stealth + Forces

The target, not the mage, must concentrate to maintain the effect.

Burst of Speed (Forces ••••)

The circumstances requiring this may be rare, but every so often it happens that a mage needs to outpace a horse on foot. Sometimes it just helps to be a whole hell of a lot faster than the guy with a gun. This spell makes a mage swifter than any mortal human being

could be, reducing the force of forward friction (from the atmosphere and winds) to nil while vastly amplifying forward momentum. Each stride can carry the caster effortlessly for the equivalent of seven or eight normal paces. While the mage can't outpace a bullet, she does move faster than just about any living thing without mechanical assistance.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana per turn

Primary Factor: Potency

Rote Pool: Wits + Athletics + Forces

A Mana point can be spent to boost Acting or Running Speed for a turn. The caster can do so as many times as he wishes while the spell's scene-long Duration is still active (assuming he has enough Mana). The mage's Acting or Running Speed increases by itself again for each success on the spellcasting test. Assuming the spell has four successes and a mage has an Acting Speed of 5 and a Running Speed of 10, he has an effective Acting Speed of 20 and a Running Speed of 40.

If any Sleeper witnesses the mage running faster than a normal human, Disbelief is invoked.

Change Weather (Forces ••••)

The mage alters weather patterns, bringing almost any sort of normal (non-disastrous) weather to bear on an area, given enough time and effort. (Note that a frost in late spring can be created using this level of Forces — while potentially very destructive to local food production, it's not the same thing as a tornado or typhoon.)

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Forces

The inertia of current weather patterns might levy penalties. Making threatening thunderclouds release a downpour might cause no penalty while turning a bright summer's day into freezing rain might cause a –3 penalty. It takes about five minutes after casting for the storm effects to develop. Major conditions, such as hurricanes or tornadoes, require the "Adverse Weather" spell, p. 262.

Control Velocity (Forces ••••)

The mage can increase or decrease the velocity of an object (but not a living creature). The mage could, for example, make a hurtling truck slow down or speed up a bullet.

Practice: Patterning

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Science + Forces

The mage can cast this spell as a reflexive instant action. Each success doubles or halves the target object's speed (or Acting or Running Speed). For example, a truck going 80 mph is reduced to 40 mph with one success, 20 mph with two successes, 10 mph with three successes, five mph with four successes and two-and-a-half mph with five successes. Note that the mage must be able to affect the entire target and its Size (which might be up to 30 or more for an 18-wheeler rig and tow); he can't single out portions of the target, such as slowing the velocity of a single tire and so slow the whole truck. See the rules for "Size," p. 149.

High-speed projectiles such as arrows and bullets cannot be halted at this level. Instead, add (for increased velocity) or subtract (for decreased velocity) one point of damage per every two successes. For turning autofire from the same gun, use the following special Target factors chart:

Autofire Affected	Penalty
Short burst	−2
Medium burst	−4
Long burst	−6

Fiery Transformation (Forces •••• + Life ••••; optional Matter ••••)

With this spell, a mage transforms into a creature of living flame.

Practice: Patterning

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana (optional)

Primary Factor: Potency

Rote Pool: Stamina + Intimidation + Forces

The spell takes effect in the turn following casting. Since the mage does not transform into another form of life, she is in no danger of losing herself to an alien mindset. Instead, she becomes a being of fire. Planes of force within her new shape allow her to maintain whatever Physical Attributes she possessed before the change.

Anyone or anything not somehow fireproofed that makes physical contact with the mage (including her clothes and equipment) takes a lethal wound from the fire. Likewise, the mage's hand-to-hand attacks cause lethal fire damage to which the spell's successes are added as an equipment bonus.

By adding Matter 4 to the casting, the mage can cause all of her normal equipment (such as clothing or, say, a knife) to change into fire with her, but they retain only simple mechanical properties. Firearms thus altered, however, do not function for the Duration of the spell.

With Forces 5, the caster can spend one Mana to inflict aggravated damage with this magic.

Friction Knife (Forces ••••)

The mage increases the force of friction upon a given subject to the point that contact with the air itself causes lacerations and abrasions. A stiff wind can mean excruciating pain or death in the case of a very powerful caster.

Practice: Fraying

Action: Instant and contested; target tests with Stamina + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Forces vs. Stamina + Gnosis

The subject suffers one Health wound of lethal damage per every three paces (rounding down) that she moves in a turn. At the Storyteller's discretion, one additional wound might be caused by a strong wind. Note that a person sitting in a moving vehicle does not suffer this damage unless he's exposed to open air, such as in a convertible. (If he's next to an open window, he suffers half damage, rounded down.) Non-magical armor provides only half its normal protection unless the subject's body is just about completely covered by armor.

Levitation (Forces ••••)

The mage can lift himself off the ground using telekinetic force. At this level of Forces, travel is slow and requires concentration.

Practice: Patterning

Action: Instant

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Athletics + Forces

Success allows the mage to levitate and travel in any direction with a maximum Acting Speed equal to her Gnosis +1 per success (her Running Speed is the same as her Acting Speed). She must maintain concentration as an instant action (no further tests are required). She is not very maneuverable, however. She cannot make quick movements to dodge obstacles and does not gain her Defense against any attacks that can reach her. If she is attacked or startled, a reflexive Resolve + Composure test must be made to maintain concentration. If the test fails, she falls (see "Falling," pp. 245–246, **Mind's Eye Theatre**), but she can resume concentration as an instant action anytime within a number of turns equal to her Forces dots, halting her plummet instantly, assuming she doesn't hit ground before then. She'd have to fall from an extreme height — such as from skydiving — to allow her any time to regain concentration. (Note: This is an exception to the normal rules for losing concentration with a spell.)

This spell instantly invokes Disbelief in Sleeper witnesses, which immediately works to unravel the magic.

Thunderbolt (Forces ••••)

The mage conjures up crackling tendrils of electricity that dance between her fingertips and then sends them at a ranged target.

Practice: Unraveling

Action: Instant and aimed

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana (optional for aggravated damage)

Primary Factor: Potency

Rote Pool: Stamina + Athletics + Forces

Each success inflicts one Health wound of lethal damage (although the target is allowed his Defense against the aiming roll made for the caster). With Forces 5, one Mana can be spent to make the damage aggravated.

Transform Energy (Forces ••••)

The mage can transform energy: sound into light or heat, or electricity into sound or fire into electricity or any combination of these forces. All kinds of energy have their origins in certain physical principles that manifested long ago and diverged from a single course. Using that sympathy, a mage can change one kind of energy into another.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Forces

Electricity, for example, can be transformed into sound. (As with the "Sound Mastery" spell, p. 255, however, a separate Skill test might be required to generate exacting sounds. The mage could easily get screams or gunfire, but it's harder to get a specific person screaming or the telltale sound of a certain model of gun.) Light could be changed into heat, meaning that a blindingly bright room could become pitch-black and searingly hot. The existing energy is transformed, but it is not increased or diminished unless this spell is cast in combination with a spell that allows that effect. Use the chart below as a general guideline for transforming one form of energy into another:

Potency	Light	Sound	Heat	Electricity	Fire
1	Flashlight	Casual talk	Room temp. (72°F)	Car battery	Lighter
2	75-watt lamp	Scream	Body temp. (98.6°F)	Wall socket	Torch
3	Car headlight	Electric guitar	Kills bacteria (160°F)	Security fence	Bonfire
4	Floodlight	Gunshot	Boiling point (212°F)	Junction box	Inferno
5	Stadium lights	Industrial	Books burn (451°F)	Main line	Conflagration

Note: Sunlight cannot be transformed (and another energy cannot be transformed into sunlight) at this level.

Unseen Hand (Forces ••••)

The mage can telekinetically lift a living creature remotely.

Practice: Weaving

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Concentration

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Brawl + Forces vs. Composure + Gnosis

A simple success lifts the target into the air. The spell's Strength is equal to the spell's successes. The mage can move the living creature at an Acting Speed per turn equal to his Gnosis plus any successes allocated for this purpose (Running Speed is the same as Acting Speed). The target cannot be moved beyond the mage's sight unless he uses Space 2 to scry it.

Each turn, the victim can attempt to struggle free from the telekinetic grip. It takes an instant action and a Strength + Athletics or Brawl test, which is penalized by the spell's assigned Strength.

With Forces 5, this spell can have a default Duration of prolonged (one scene), in which case when the caster is not actively manipulating the target, the target stays where the caster left him, even if he levitates in the air (although the target can try to break the hold, as described above).

••••• Master of Forces

Adverse Weather (Forces •••••)

The mage creates a major weather disturbance, such as a tsunami or monsoon, following the guidelines of the "Change Weather" spell, p. 258.

Practice: Making

Action: Instant

Duration: Prolonged (for storms, monsoons, tsunamis or similar long-term phenomena) or transitory (for tornadoes or similar short-term phenomena)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Intimidation + Forces

Creating a tornado in the American Midwest in the summer might impose a –1 penalty (depending upon current prevailing weather) while doing so in northern Alaska probably imposes a –5 penalty, regardless of the season.

Long-term weather effects (storms, monsoons) take about five minutes after the spell is cast to grow into force and dissipate as soon as the spell's Duration expires. Short-term effects arise immediately and disappear immediately when the spell expires.

Bestow Burst of Speed (Forces •••••)

The mage allows others to vastly speed up their movement as he does for himself with Forces 4 "Burst of Speed," pp. 257-258.

Practice: Patterning

Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana per turn
Primary Factor: Potency
Rote Pool: Manipulation + Athletics + Forces

The target, not the mage, can spend a Mana point to boost his Acting or Running Speed for a turn, per the rules for the "Burst of Speed" spell. If the target has no Mana, he cannot gain the benefit of this spell.

Bestow Levitation (Forces •••••)

The mage can impart levitation to others. This is identical to that which a mage could bestow upon himself with "Levitation," p. 260, although the target must concentrate to levitate. This spell can be cast upon willing targets only. To lift an unwilling target, the caster must use "Unseen Hand," p. 262.

Practice: Making
Action: Instant
Duration: Concentration
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Intelligence + Occult or Science + Forces

The target, not the mage, must concentrate to maintain the spell.

Complete Invisibility (Forces •••••)

The mage can turn herself invisible, as with the Forces 3 "Personal Invisibility" spell, pp. 254-255, but she no longer needs to maintain concentration to remain unseen.

Practice: Veiling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Wits + Stealth + Forces

One success is enough to hide the mage from sight while excess successes act to occlude her from spells used to see or locate her (compare spell Potencies). Although the mage can now make quick movements (unlike with "Personal Invisibility") and gains her Defense against attacks that can actually target her (the attacker must be able to see through the spell's Potency with a spell of his own), she cannot make Brawl or Weaponry attacks or run or dive for cover without revealing her location. Such movements can be seen as a prominent blur or refraction of light and allow others to freely target the mage (with a –1 penalty) on the turn in which she moves and before she acts again on the following turn.

Control Gravity (Forces •••••)

The mage redirects the force of gravity, causing people and things to fall in another direction, such as sideways or upward.

Practice: Making

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Intelligence + Occult or Science + Forces

Characters who fall into objects take damage normally — see "Falling," pp. 245–246, **Mind's Eye Theatre**. A person within the radius who is sent "falling" upward travels at the same rate as someone falling downward, but once the person exits the radius affected, he is subject to normal gravity again. Although his momentum might still send him upward for a turn or two, the natural downward pull of gravity brings him back down — unless he falls into the radius of the altered gravity, which sends him upward again. He might oscillate between the areas of altered gravity and normal gravity until the spell expires.

Create Sunlight (Forces •••••)

The mage creates sunlight. He does not really turn night into day but does create a miniature sun, a source of true sunlight.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Area-affecting Target

Rote Pool: Intelligence + Occult or Science + Forces

The spell's successes determine the area of direct sunlight; anything outside the area might be illuminated indirectly by the glow but isn't otherwise affected. Needless to say, this spell is especially deadly to vampires. Within the radius affected, the sunlight is "direct" (three points of aggravated damage per turn). Outside the immediate radius (within double the radius's area), the sunlight is "faint" (one point of aggravated damage per turn).

Earthquake (Forces •••••)

With this spell, a mage can create a localized earthquake by manipulating the balance of force and pressure beneath the ground.

Practice: Unmaking

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Potency and special (see below)

Rote Pool: Resolve + Athletics + Forces

This spell inflicts damage upon structures such as buildings within the spell's targeted area (a five-yard radius with one success) equal to the spell's successes. Dexterity + Athletics, minus the spell's successes, is used as a test pool for living beings to remain

standing. In uncommon cases, those in the area (especially those who fall down) may suffer a Health wound or two of damage, almost always bashing (Storyteller's discretion). Being in a narrow stairwell filled with plummeting debris may involve more damage as might being beneath a falling statue, but such occurrences are judged on a case-by-case basis.

Although the spell's primary factor is Potency, the number of successes also increases the area affected by the spell:

Successes	Radius Affected
Two successes	10 yards
Three successes	20 yards
Four successes	40 yards
Five successes	80 yards

Electromagnetic Pulse (Forces •••••)

The mage creates an EMP that destroys power and electrical devices.

Practice: Unmaking

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Resolve + Science + Forces

One success is sufficient to ruin every electrical device within the spell's radius and destroying the Structures of all electronic components. (Certain military devices specifically made to resist EMP are immune.) The effect is lasting, but devices can be repaired.

Eradicate Radiation (Forces •••••)

The mage extinguishes a source of nuclear radiation in an area.

Practice: Unmaking

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Resolve + Science + Forces

The intensity of the radioactive source can levy penalties. A small amount of uranium might impose no penalty while a cooling rod from an active nuclear plant might levy a –3 penalty.

Flight (Forces •••••)

The mage acquires the power of flight, using telekinetic force to repel herself from the surface of the Earth and upward into the air. This is a more advanced version of Forces 4 "Levitation" (p. 260). The mage now has more maneuverability and no longer needs to maintain concentration to lift away from gravity's pull.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Forces

Success allows the mage to fly and travel in any direction with a maximum Acting Speed equal to her Gnosis + her normal Speed, +1 per success (her Running Speed is equal to her Acting Speed). Reflexive Dexterity + Athletics tests are made to avoid obstacles, and she gains her normal Defense against attacks that can reach her.

If she is stunned or suffers a knockout (see "Other Complications," pp. 229–230, **Mind's Eye Theatre**) or is rendered unconscious, she begins to descend as her flight becomes uncontrolled. She does not fall but slowly floats downward at a rate of Acting Speed equal to her Size, touching ground without injury. If the spell's Duration expires before she touches down, she falls as anyone dropped from her current height (see "Falling," pp. 245–246, **Mind's Eye Theatre**).

This spell instantly invokes Disbelief in Sleeper witnesses, which immediately works to unravel the magic.

Increase Gravity (Forces •••••)

This spell increases the pull of gravity as if the Earth were a larger body.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency and Area-affecting Target

Rote Pool: Resolve + Occult or Science + Forces

A simple success gives gravity a Strength of 1 and affects a five-cubic-yard volume. Excess successes are allocated between the Strength of the gravity and the volume affected (per the normal area-affecting Target table, see p. 150). Each point of Strength subtracts three points from the Acting and Running Speed of anyone or anything within the volume affected. Those affected also suffer a –1 penalty to jumping tests per Strength. In addition, if the gravity's Strength exceeds a person's Strength, all Physical test pools are at –1 per excess Strength.

Flying creatures (including those using Forces spells to fly or that are lifted telekinetically) are subject to a reflexive Strength + Athletics test each turn. Failure in any test forces them toward the ground at a rate of Acting Speed per turn equal to the gravity's Strength.

Nullify Gravity (Forces •••••)

This spell decreases the pull of gravity as if the Earth were a smaller body.

Practice: Unmaking

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency and Area-affecting Target

Rote Pool: Intelligence + Occult or Science + Forces

A simple success gives gravity a Strength of 1 and affects a five-cubic-yard volume. Excess successes are allocated between the Strength of the gravity and the volume affected (per the normal area-affecting Target table, see p. 150). Each point of Potency adds one to the Acting or Running Speed of anyone or anything within the area of effect. This sudden ease of motion might come as a surprise to a person affected. If more than five points are added to Speed, a reflexive Dexterity + Athletics test is made for the subject to control her sudden vault. Also, every Potency point of the spell doubles a person's jumping distance per success. For example, under a spell with Potency 1, a character jumps two feet with a vertical leap and four feet with a standing broad jump. Flying creatures (including those using Forces spells to fly or to be lifted telekinetically) add one point to their flight Speeds when going straight upward.

Radiation (Forces •••••)

The mage irradiates an area, causing it to be suffused with deadly radiation.

Practice: Unmaking

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Stamina + Occult or Science + Forces

Living beings cannot spend time in the area without suffering the adverse effects of radiation poisoning. For every 30 minutes a person is exposed, increase the radiation's Potency by one. Once it exceeds the creature or person's Stamina, he suffers symptoms of poisoning.

One point over Stamina: Weakness. The victim suffers –1 to all Physical test pools.

Two points over Stamina: Nausea. If the victim moves more than half his Acting Speed in a turn, a reflexive Stamina + Composure test is required to avoid vomiting for that turn. While vomiting, the victim cannot take any other action, although he still gains his Defense.

Three points over Stamina: Bleeding from an orifice. The victim suffers one point of bashing damage. This damage does not heal as long as the victim is still exposed. In addition, long-term health problems such as cancer might develop in later years.

Four points over Stamina: Skin burns. The victim suffers one point of bashing damage this turn and per successive 10 minutes of exposure. This damage does not heal as long as the victim is still exposed.

Five points over Stamina: Fainting. A reflexive Stamina + Resolve test is made for the victim to avoid falling unconscious for a number of minutes equal to any radiation damage he has already suffered. Any new damage he suffers due to exposure while unconscious adds to this time. Once he awakens, the test must be made again each turn if he is still exposed.

Ongoing exposure continues to inflict damage until a victim is dead of aggravated wounds.

Velocity Mastery (Forces •••••)

The mage can completely control an object or even a living creature's velocity, causing the subject to speed up or slow down beyond personal control. The mage can even halt bullets in midair.

Practice: Making or Unmaking

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Lasting (vs. projectiles) or transitory (vs. creatures and objects)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Athletics + Forces

The mage can cast this spell as a reflexive instant action. This spell acts just as "Control Velocity," pp. 258-259, except that the mage can now cast it on living creatures or even on portions of objects (such as a truck tire but not necessarily the rest of the truck, which surely causes the rig to jackknife, unless the driver is very, very good). When the spell is cast on a living creature, its Acting and Running Speed traits are doubled or halved per success, but the creature is not in full control. Reflexive Dexterity + Athletics tests must be made each turn the creature moves, or the subject suffers a knockdown effect (see p. 230, **Mind's Eye Theatre**). The creature's Acting and Running Speeds are modified for the spell's Duration.

In the case of projectiles, one success is enough to completely halt a projectile halfway in its path (or as close between there and its target as the mage desires). Additional successes can halt the projectile closer and closer to its origin point, and five or more successes can halt a bullet in the barrel of a gun. For instance, with two successes, a bullet is stopped after it travels only one-quarter the way from the barrel to the intended target (one success stops the bullet halfway, while the second success halves that distance again).

The mage can affect multiple projectiles by adding extra Target factors. See "Target," pp. 149-150. In the case of halting multiple bullets from the same gun (such as stopping machine gun fire), use the following special Target factors chart:

Autofire Targeted	Penalty
Short burst	−2
Medium burst	−4
Long burst	−6

Life

Purview: Disease, evolution, healing, metamorphosis, vigor

Life is the Arcanum of vital animation, that elusive spark that separates biological matter from base materials. Life encompasses everything from viruses and bacteria to the most complex plants and animals. With the power of Life, a mage can cause or cure sickness, mend grievous injuries and even create life forms from nothingness. She can bolster her own physical capabilities to levels far beyond those found in nature or change her appearance (from superficial features to such inherent characteristics as height, weight, build, age and even gender) in whatever way she desires. The processes of life can be halted, accelerated, reversed or otherwise altered.

A mage can alter a living being's Pattern with his spells, but he cannot do so with indefinite Duration (living creatures cannot be affected indefinitely). Spells that cause natural changes — things that could occur without magic — have lasting effects even after the Duration expires. A healed wound does not reappear when the spell ends. Unnatural changes, however, do disappear once a spell expires. A human shapeshifted into a pig becomes a human again when the spell's Duration is over.

The Life Arcanum does not normally affect the undead (vampires, zombies, revenants, ghosts). The Death Arcanum is required to weave spells into their Patterns.

Types of Life

The mage can affect different types of life forms at different degrees of Arcanum mastery. The definitions are as follows:

Base Life: Insects, plants, fungi, bacteria and other microbes

Median Life: Non-sentient mammals, reptiles, birds, fish

Advanced Life: Sentient animals (humans, werewolves)

• Initiate of Life

Analyze Life (Life •)

The mage discerns the species, age and sex of a nearby living plant or animal, including humans.

Practice: Knowing

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Survival (plants) or Animal Ken (animals) or Medicine (humans) + Life

Identifying a specific type of species requires a reflexive Intelligence + Animal Ken test. If the target is a plant, Science, Survival or Medicine is used instead. The mage can

even discern the breed (or breeds) of an animal, perhaps to detect whether its owner's claim of full-breed status is true. A non-human, supernatural creature can be identified, provided the mage has seen its like before. If not, its species remains unknown.

Cleanse the Body (Life •)

The mage can cleanse herself of drugs, toxins or poisons.

Practice: Compelling

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Stamina + Medicine + Life

Spellcasting successes are added to tests as a bonus for overcoming a drug, or the successes allow a mage to ignore an equal amount of points of poison damage. See "Drugs," pp. 243–244, and "Poisons and Toxins," pp. 247–248, **Mind's Eye Theatre**.

Healer's Trance (Life •)

The mage can discern the state of health of a living being, and detect and identify any illnesses.

Practice: Knowing

Action: Extended

Duration: Concentration

Aspect: Covert

Cost: None

Rote Pool: Intelligence + Medicine + Life

Obscure or rare diseases or conditions might levy a penalty to the test (the rare hemorrhagic Ebola virus might be –3). The time per draw is one turn, and the target number depends on the condition of the subject. Only one success is needed to examine a perfectly healthy specimen, but a small cancerous tumor might need five or more successes to detect. The Storyteller should make the test, so the player doesn't know when his character misses a telling sign of illness.

Pulse of the Living World (Life •)

The mage gains the Mage Sight (see "Mage Sight," pp. 206-208). He is able to detect the presence of mystic vital animation in the area, effectively reading resonance as a function of reality's living energies.

Sense Life (Life •)

It is often handy for a mage to know the proximity of living creatures. Sometimes he may need to find a potential food source. At other times, he may be curious as to whether potential allies or enemies are nearby. This spell allows a mage to reach out with an arcane sense and discern the nearness of other living creatures, from the most miniscule microorganisms to the most expansive flora and fauna.

A mage typically specifies certain types of life to look for ("white-tailed deer, salmon, and humans," for example, or "all insects"), which is often a much faster proposition

than singling out certain kinds of life to *not* look for. Without putting some kind of filter on his search, the mage is apt to get a uselessly overwhelming response. The mage might even be overwhelmed by the sheer quantity of living creatures to be found virtually anywhere on, in, under or above the face of the Earth, from the depths of the seas to the outermost reaches of the atmosphere.

The spell enables a mage to get a good sense of where these living patterns are in relation to him. By adding a Space 1 component to the spell, he can get an exact bearing on the detected life forms.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Area-affecting Target

Rote Pool: Wits + Animal Ken + Life

The mage can detect life within his sensory range. In addition, while the spell is in effect, it creates a "safety zone" in a radius around the mage into which no living thing can enter without his knowledge. For example, if an assassin tried to creep up behind the mage, he'd know it as soon as the assassin entered the spell's radius.

Successes are also used to pierce any supernatural occlusion a living creature may possess (such as a person under the effects of the Death 3 "Suppress Own Life" spell, pp. 222-223).

•• Apprentice of Life

Body Control (Life ••)

The mage has perfect conscious control of his bodily functions, from breathing and reflexes to metabolism and circulation.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Athletics + Life

Successes provide various benefits in each of the following four categories all at once. They are not allocated among categories but are applied separately to each to collect a series of benefits. For example, one success allows the mage to slow down his breathing, gives him +1 Initiative, doubles the amount of time he can go before suffering deprivation or fatigue, slows his heart and halves his healing time for bashing wounds.

Breathing — Each success allows the mage slow down his breathing so that he needs only half as much oxygen as normal without hindering his physical activity.

Reflexes — Each success adds one to the mage's Initiative.

Metabolism — The mage efficiently regulates his metabolism and body's energy use, so he requires less food than normal. Each success allows him to double the amount of time he can go before he needs to check for deprivation or fatigue.

Heartbeat — One success allows the mage to slow down his heart and circulation so that poisons in his bloodstream affect him more slowly (double the increment of time between suffering poison or toxin damage). The mage could instead stop his own heart for one minute per success, but he can perform no physical actions (not even moving) during this time. Also, for each success, he can halve (round down) the healing time of any bashing wounds as he prevents bruising or controls internal bleeding.

Control Base Life (Life ••)

The mage controls base life forms through the manipulation of instinctual responses. She can make a base life form engage in any behavior natural for the life form, even if the behavior is outside the circumstances under which such behavior would normally be performed. A honeybee could be made to signal to others in the hive that the bee has found pollen, even when the bee has not, or a spider could be made to secrete venom from its fangs in the absence of prey. Through careful manipulation of brain and glandular chemistry, the mage can trigger whichever part of a base life form's fight-or-flight response she wishes, as well as compel any base being with physiologically triggered instincts (such as a mother-wolf's instinct to protect her young) to engage in one or more of those instinctual behaviors.

Practice: Ruling

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Target

Rote Pool: Manipulation + Animal Ken + Life vs. Stamina

The mage can affect either a single target or all targets within a defined area.

Successes	Targets
One success	One or one-yard-radius swarm)
Two successes	Two or two-yard-radius swarm)
Three successes	Three or four-yard-radius swarm)
Four successes	Four or eight-yard-radius swarm)
Five successes	Five or 16-yard-radius swarm)

The creatures can be various types of vermin. In the case of a swarm of stinging insects, the swarm usually attacks any person or persons within its radius. The damage the swarm inflicts depends on its density. All sizes listed above deliver one bashing damage to anyone within the radius. A swarm can inflict more damage by condensing. Using the success chart above, add one per step smaller on the chart. For example, a 16-yard-radius swarm (five successes) that condenses to a two-yard radius (two successes) inflicts four bashing damage.

Armor is effective only if it covers the full body; even then, armor provides only half its rating (rounded down). In addition, targets are distracted by the buzzing swarm, suffering –2 on perception and concentration rolls while the targets are within the radius, even if they're not specifically attacked.

The insect swarm cannot be attacked with fists, clubs, swords or guns. Only area-affecting attacks such as a torch affect it. Each point of damage inflicted by a flame or

other applicable attack reduces the swarm's size by one step on the chart. Once the swarm is reduced to below a one-yard-radius swarm, all insects are either dead, or the few remaining disperse.

Heal Flora and Fauna (Life ••)

The mage can heal the wounds of animals and plants.

Practice: Ruling
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Medicine + Life

As with "Self-Healing," below, but the mage can cast this spell upon nonhuman life. At this level, the mage must touch the target. With Life 3, he can cast this spell at sensory range.

Organic Resilience (Life ••)

This is a physical armor spell (see "Physical Armor Spell," pp. 208-209). The mage shores up her living Pattern with magic, becoming far more resilient to most forms of attack. This protection usually means increased tissue resilience when the spell is cast covertly, which might be noticed with a medical doctor's examination, assuming the doctor has examined the mage before without the spell's effect and can note the disparity.

Purify Bodies (Life ••)

The mage cleanses others of drugs, toxins or poisons.

Practice: Compelling
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Medicine + Life

As the Life 1 "Cleanse the Body" spell, p. 270, except that this version can be cast upon others. At this level, the mage must touch the target. With Life 3, he can cast this spell at sensory range.

Self-Healing (Life ••)

The mage can heal herself of injuries and wounds.

Practice: Ruling
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Dexterity + Medicine + Life

Each success heals one point of bashing or lethal Health damage (the rightmost wound on the Health chart is healed first). This spell can be cast covertly, but Sleepers who witness it need some method of explaining the spell's miraculous effects so the spell won't seem Improbable; use of medical gear might be enough to convince them. With Life 3, the mage can heal aggravated wounds, but the spell must be cast with a vulgar aspect.

Self-Purging (Life ••)

The mage can cure sickness or disease in herself.

Practice: Ruling

Action: Extended

Duration: Lasting

Aspect: Covert

Cost: None

Rote Pool: Stamina + Medicine + Life

The rarity and virulence of the disease determines the target number required for overcoming the disease. A common cold might require three successes, while Ebola might require 10 or more. Note that this spell provides no clues whatsoever toward providing a mundane antidote or cure for the disease.

Transfer Base Features (Life ••)

The mage gives one base life form features from another base life form.

Practice: Ruling

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Animal Ken or Survival + Life vs. Stamina

One feature can be transferred per success. This could be used to create an earthworm with chitinous armor or a dragonfly with photosynthetic skin.

At this level, the mage must touch the target. With Life 3, he can cast this spell at sensory range.

Transform Base Life (Life ••)

The mage can transform one base form of life (such as insects, fungi or plants) into another base life form. By transmuting the living energy of a plant, such as a growing flower or unripe acorn, a mage can transform such life into another form of life entirely, such as an insect swarm. Alternately, the mage can change one kind of insect (or other simple invertebrate life) into another (such as a cockroach into a wasp or an earthworm into a millipede).

Practice: Ruling

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Animal Ken or Survival + Life vs. Stamina

At this level, the mage must touch the target. With Life 3, he can cast this spell at sensory range. The mage can affect a target of Size 20 or less. If the target is larger, penalties are levied on the spellcasting test (see "Size," p. 149). He can transform a subject into a creature with a Size typical for that type of creature. A large oak tree (Size 10) can be transformed into a small bonsai tree (Size 1) but not into a Size 10 bonsai tree. Transforming a smaller life form (the bonsai) into a larger life form (the oak) levies penalties:

Increased Size	Penalty
+3	—1
+6	—2
+9	—3
+12	—4
+15	—5

If the caster wants to change a life form (such as a tree) into an insect swarm, the Size of an insect swarm depends on the Size of the life form that was transformed.

Target Life Form's Size	Insect Swarm Size
1—3	One-yard radius
4—6	Two-yard radius
7—10	Four-yard radius
11—15	Eight-yard radius
16—20*	16-yard radius

** Add x2 radius per five additional points of Size.*

To direct the swarm, the mage can cast the "Control Base Life" spell, pp. 272-273.

Visions of the Living World (Life ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

••• Disciple of Life

Banish Plague (Life •••)

The mage can cure sickness or disease in others.

Practice: Ruling

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Medicine + Life

As with the Life 2 "Self-Purging" spell, p. 274. At this level, the mage must touch the target. With Life 4, he can cast this spell at sensory range.

Control Median Life (Life •••)

Animals are creatures of instinct. Although some of the most intelligent beasts can apply reason to problem solving, most are restricted to biologically pre-programmed responses. When hungry, they seek food. When afraid, they flee. When cornered, many fight. In fact, these responses are so deeply ingrained and predictable that a mage knowledgeable in the Arcanum of Life can call upon these responses to induce a given animal to react in virtually any way he desires within the animal's normal range of behavior. Because it is biologically *possible* to cow a 600-pound African lion into submission, the mage could, if he so wished, trigger the submission response in such an animal. Likewise, because a Yorkshire terrier has within it the *potential* to attack with relentless aggression, the mage can compel the dog to attack an adult human with all the fury (if likely none of the success) of a full-grown, feral Doberman pinscher defending its territory.

This is not a mental compulsion but a delicate manipulation of an animal's instinctual responses to situations (regulated by brain chemistry and the animal's glandular system). All this means that a dog can't, for example, be made to pull a loose strip of tape off the top of a sealed box in order to open it neatly since that response requires training and is not a function of the dog's natural behavioral template. Further, the spell does not create any kind of telepathic bond with the animal; the mage decides what he wants the animal to do. If the action is within the animal's range of normal behavior and reactions, the animal can be induced to experience the desired response. A clever mage *can* use this spell to affect an animal's emotional state in a manner that practically borders on telepathy, such as triggering a dog's pack hierarchy instincts to make the dog regard the mage not only as a member of the pack but as its alpha.

Practice: Weaving

Action: Instant and contested; target tests with Resolve reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Animal Ken + Life vs. Resolve

One success is sufficient to induce a desired, normal instinctual response in an animal. If, however, the animal is dead-set on a given activity (such as fleeing a mage who has violated the animal's territory or attacking a vastly superior foe), a +1 or greater bonus might be added to the animal's contesting test.

Degrading the Form (Life •••)

The mage can lower one of his Physical Attributes or that of a base or median life form. The mage might wish to appear infirm or feeble.

Practice: Fraying

Action: Instant; subtract target's Stamina

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana (if cast upon another)

Primary Factor: Potency

Rote Pool: Stamina + Athletics + Life – Stamina

The mage can lower one dot per success up to a maximum amount equal to his Life dots. If the spell is cast upon a base or median life form, the caster must spend one Mana, and the target's Stamina is subtracted from the spellcasting test pool (Resistance is reflexive).

Healing Heart (Life •••)

The mage can heal the wounds of other humans.

Practice: Perfecting

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Composure + Medicine + Life

Each success heals one bashing or lethal Health wound (the rightmost wound on the Health chart is healed first). At this level, the mage must touch the target. With Life 4, he can cast this spell at sensory range.

With Life 4, aggravated wounds can be healed, but the mage must still touch the target (the mage can heal aggravated wounds at sensory range with Life 5). Healing aggravated damage with this spell does not make the spell vulgar (though it is still susceptible to Improbability — see "Improbable Magic," p. 140).

Honing the Form (Life •••)

The mage can raise one of his Physical Attributes or that of a base or median life form.

Practice: Perfecting

Action: Instant; subtract target's Stamina

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Athletics + Life – Stamina

A single Physical Attribute may be raised by one dot per success up to a maximum of the caster's Life Arcanum dots. For example, if the mage has Strength 3 and Life 3 and gets three successes on this spell to boost his Strength, his Strength becomes six dots for the spell's Duration. If four successes were gained, he could still boost his Strength by only three dots since he has only Life 3. This spell also modifies any derived traits (such as Speed, Health or Initiative).

Note that the same spell cast to boost a different Physical Attribute does not combine with the first spell — only the highest Potency spell takes effect. For example, if a mage boosts his Strength by two dots and then casts a spell boosting his Dexterity by one dot, only the first spell takes effect, since that spell has the higher Potency. (With Life 4, he can allocate successes among different Physical Attributes; see "Supreme Honing," pp. 283-284.)

When this spell is cast upon base or median life forms (using the same rules as when the mage casts upon himself), the mage must touch the target. With Life 4, he can cast this spell at sensory range. If the target resists the spell, subtract the target's Stamina from the spellcasting test pool.

Organic Shield (Life •••)

As with the Life 2 "Organic Resilience" spell, p. 273, but the mage can now cast this magic upon others.

Transfer Median Features (Life •••)

The mage can give a median life form features from another median or base life form. A shark could be given crocodilian limbs and the ability to breathe air, for instance, or a spider monkey could be granted a scorpion's stinger tail and the venom to go with it.

Practice: Weaving

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Life vs. Stamina

One feature can be transferred per success. If a specimen is not available to transfer a feature from, the Storyteller may require the mage to make a reflexive Intelligence + Science, Medicine or Animal Ken test to transfer a feature from memory (if the feature mimicked is complex enough to warrant it).

At this level, the mage must touch the target. With Life 4, he can cast this spell at sensory range.

Transform Median Life (Life •••)

The mage can transform one form of median life into another median or base life form.

Practice: Weaving

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Life vs. Stamina

The mage can affect a target of Size 20 or less. If the target is larger, penalties are levied against the spellcasting test (see "Size," p. 149). He transforms the target into a creature of Size typical for that type of being. A bear (Size 8) can be transformed into a cat (Size 2) but not into a Size 8 cat. Transforming a smaller creature (the cat) into a larger creature (the bear) imposes penalties:

Increased Size	Penalty
+3	−1
+6	−2
+9	−3
+12	−4
+15	−5

At this level, the mage must touch the target. With Life 4, he can cast this spell at sensory range.

Transform Self (Life •••)

The mage can give himself the features of a base or median life form. He may affect certain changes in his own body, such as developing fungal, plant or animal features in order to thrive in a given environment or under a set of circumstances. He could, for example, supplement his intake of food in a harsh desert by granting himself the ability to absorb nutrients directly from the ground, or he could enhance his jaw strength to that of a hyena in order to crack bones and get at the marrow within.

Practice: Weaving
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Stamina + Athletics + Life

The mage can take on one feature of a base or median life form per success. Among other things, the mage could manifest gills, sharp claws, fangs (turning his normal hand-to-hand damage from bashing to lethal and adding +1 or +2 to attack pools, depending on the weapon gained), cat's eyes (lessening by two penalties from all but absolute darkness) or a rat's digestive system (allowing him to safely digest all but the foulest food sources). Note that this spell does not grant any changes beyond the purely biological. A mage who grows feline claws doesn't know how to fight any better than normal. Neither does a mage with a rat's iron stomach find the stench of carrion any more palatable than normal.

As mentioned in "Transfer Median Features," p. 278, a test might be needed to get features right if specimens are not available during casting.

Two Faces (Life •••)

The mage can change his features.

Practice: Weaving
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Wits + Subterfuge + Life

One feature may be altered per success. Each of the following is one feature: changing eye color (includes both eyes), skin color, hair color, hair length, hair texture. Other superficial characteristics can also be altered: fingers or toes may be slightly shortened or lengthened, body hair can be made sparse or more abundant, skin can be rendered dry or more oily and height and weight can be very slightly altered (perhaps an inch or two or up to 10 pounds, respectively). Perhaps most significantly, facial features and other distinguishing marks (such as moles or scars) can be changed. Changes more extreme than these (such as changing fingerprints) require Life 4.

•••• Adept of Life

Animal Degradation (Life ••••)

The mage can degrade more than one Physical Attribute of a base or median life form.

Practice: Unraveling

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Animal Ken + Life vs. Stamina

Per "Enfeeblement," p. 281. The mage's successes can be allocated among the target's Physical Attributes in any combination. The total that each Attribute can be lowered is still limited by the mage's total Life dots.

Animal Minion (Life ••••)

The mage exerts gross bodily control over base or median life. Effectively, the mage uses the affected creature like a marionette. Other Life Arcanum magics can move a beast to act within the limits of its instincts and understanding, but this spell enables the mage to push a beast beyond the parameters of its ingrained behavior (though not, without other alterations, beyond the limits of the beast's physical capabilities).

Practice: Patterning

Action: Instant and contested; target tests with Resolve reflexively

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Life vs. Resolve

Naturally, this spell works best on an unconscious target (which cannot normally resist). Make a reflexive and contested Resolve test for creatures that resist consciously.

Contagion (Life ••••)

The mage can cause sickness or disease.

Practice: Unraveling

Action: Extended

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Rote Pool: Resolve + Medicine + Life

A common cold might require one success, while Ebola might require eight or more. The mage must mimic an existing disease, and the more virulent or easily transmitted it is, the more successes it requires. The disease is contagious; anyone can potentially catch it after exposure (a reflexive Stamina + Athletics or Survival test might stave the disease off).

Doppelgänger (Life ••••)

Sometimes the right man for the job is someone else. A mage with this spell can *be* that someone else. "Doppelgänger" enables a mage to alter her build and features to conform to those possessed by another human being of either gender and any age and size. Conservation of mass does not apply, so a five-foot-tall, 97-pound woman could become a man who's six-foot-seven and 340 pounds.

Despite the spell's name, it need not always be used to mimic an actual person and can be employed to become an Everyman or to take on particular characteristics suited to a task (becoming a brawny linebacker sort when applying for a job as a bouncer).

Without other Life Arcanum alterations, the mage's physical capabilities (i.e., Attributes) remain as they are in her normal form.

Practice: Patterning

Action: Extended (one turn per draw)

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Intelligence + Subterfuge + Life

The completeness of the change is dictated by the number of successes accrued in casting. Each success changes one aspect of the mage's physical form. Height is one component, girth is another. (Note that a mage wishing to actually change her Size can move only within normal human parameters, and each change up or down from her current Size requires a success.) Facial features are yet another. Each unique feature (such as different-colored eyes, an intricate and conspicuous pattern of facial scarring or a birthmark in the shape of a wolf's head) requires a success.

Enfeeblement (Life ••••)

The mage can degrade one of another person's Physical Attributes.

Practice: Unraveling

Action: Instant; subtract target's Stamina

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Strength + Intimidation + Life – Stamina

As with self-degradation for Life 3 "Degrading the Form," pp. 276-277, but turned on another. The mage can lower one dot per success up to a maximum amount equal to his Life dots.

The mage must first grab hold of or touch the target; use Strength or Dexterity + Brawl – the target's Defense. If that's successful, the mage can cast this spell as an instant action during the following turn. (With Life 5, he can cast the spell at sensory range as an instant action. He needs Life 6 before he can add Space 2 for a sympathetic casting.)

Note: Lowering Strength or Dexterity also lowers the target's Speed and Initiative and might affect Defense, while lowering Stamina also lowers Health.

Hone Another's Form (Life ••••)

The mage can raise one of another human being's Physical Attributes, per the Life 3 "Honing the Form" spell, p. 277.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Life

The mage must touch the target. With Life 5, he can cast this spell at sensory range. The target can choose to resist; subtract its Resolve dots from the spellcasting test pool.

Life Force Assault (Life ••••)

The mage attacks a target's life force, the mystical field generated by all living things.

Practice: Unraveling

Action: Instant; subtract target's Stamina

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Life

Each success inflicts one point of lethal damage to a single life form. With Life 5, the caster can inflict aggravated wounds by spending one Mana.

Many Faces (Life ••••)

The mage can change another human being's features, per the Life 3 "Two Faces" spell, p. 279.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Life

The mage must touch the target. With Life 5, he can cast this spell at sensory range. The target can choose to contest with a reflexive Composure + Gnosis test.

Shapechanging (Life ••••)

The mage takes on the physical characteristics, including Attributes and Size, of an average member of the biological type in which he changes. The mage learns how to alter his shape into that of any other form of natural biological life more advanced than a single-celled organism. He can become anything, from an elephant or blue whale to an earthworm or a black ant to a fern or a wood mushroom. If he is not careful, however, he can lose

himself in the mindset (such as it is, in some cases) of whatever organism into which he transforms, his intellect overwhelmed by either instinctual responses and brain chemistry, or in the case of plants, neurology completely unsuited to voluntary thought.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Stamina + Animal Ken + Life

The mage suffers penalties for Sizes significantly smaller than his own. To reduce oneself to Size 2 (cat-sized) is –1, while Size 1 (rat-sized) is –2 and Size 0 (ant-sized) is –3. In addition, increasing one's Size can also levy penalties:

Size Increase	Penalty
+5	–2
+10	–4
+15	–6
+20	–8
+25	–10

The mage may augment the Physical Attributes of this form with other magic but cannot add the features of other living things to this changed shape. (Thus, while he could become a lion and could use spells to become a stronger, faster, more resilient lion, he could not also add wings to that form.) Whenever the mage is faced with an overwhelming inborn response (such as a male lion's need to kill all cubs not sired by the lion), Composure + Resolve must be reflexively tested for the mage to assert his reason over his new instincts. Failure means that the sorcerer acts out the instinctual response.

Note that none of the mage's clothes or gear is altered, and if he shifts to a creature of larger Size than himself, he'd best remove his clothes (two to three turns), or they'll be ripped to shreds. If he shifts to a smaller size, his clothing might fall off him. If the caster adds a conjunctional Matter 4 to the casting, his clothes and equipment can transform to fit the new shape and size. With Matter 5, his clothes and gear can be incorporated into his new form (his cotton shirt turns to fur or feathers, his holstered gun becomes an oddly shaped scar) and transform back into their original forms when the spell ends.

Supreme Honing (Life ••••)

The mage can raise more than one of his Physical Attributes or those of a base or median life form.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Athletics + Life

Per the Life 3 "Honing the Form" spell, p. 277, but the mage can now divide his successes among his Physical Attributes in any combination he prefers. The total that each Attribute can be boosted is still limited by the mage's total Life dots.

Transform Other (Life ••••)

The mage can give another human being features from a base or median life form, per the Life 3 "Transform Self" spell, p. 279.

Practice: Weaving

Action: Instant and contested; target tests with Stamina + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Animal Ken + Life vs. Stamina + Gnosis

At this level, the mage must touch the target. With Life 5, he can cast this spell at sensory range.

Trigger the Lizard Brain (Life ••••)

The mage can control the instinctual reactions of human beings, as he does with lower life forms using the "Control Median Life" spell, p. 276.

Practice: Weaving

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Intimidation + Life vs. Resolve + Gnosis

Uplift the Species (Life ••••)

The mage can change a form of base life into a form of median life.

Practice: Patterning

Action: Instant and contested; target tests with Stamina reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Life vs. Stamina

This rote enables the elevation of a base life form into a higher evolutionary state. Without other magics, such altered creatures have only the most basic instinctual programming of the life forms into which they're changed. A planarian changed into a cat does not possess the cat's superior intelligence, and a patch of moss transformed into a snake is apt to lie exactly where it is altered and act only if harmed or otherwise forced to react.

At this level, the mage must touch the target. With Life 5, he can cast this spell at sensory range.

••••• Master of Life

Create Life (Life •••••)

The mage can create a living biological creature up to the most complex of natural organisms. Granted, without the uses of other Arcana such as Mind, this construct is mindless and motivated only by instinct, but few can argue with the sheer, godlike authority possessed by one who is able to conjure up life at will.

Practice: Making
Action: Extended
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Rote Pool: Resolve + Animal Ken + Life

The target number of successes is determined by the creature's Size (on a one-for-one basis) and Physical Attributes (also on a one-for-one basis).

Evolutionary Shift (Life •••••)

The mage can transform a base or median life form into a human being.

Practice: Patterning
Action: Instant and contested; target tests with Stamina reflexively
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Animal Ken + Life vs. Stamina

Although the animal's form is changed, the animal's mind is unaffected; the animals still thinks and behaves like an animal. The spell's range is sensory.

Fantasia (Life •••••)

The mage can perform the most fantastic alterations to living creatures, creating beasts directly out of myth and legend or mind-shattering horrors dredged out of the depths of the most fevered of imaginations. Any ability that can conceivably be possessed by a normal living creature (whether or not such is a characteristic that is or has ever been intrinsic to a specimen of earthly flora or fauna) can be imparted, such as the ability to mix certain enzymes to produce flame or sacs of biochemical gas that can be used to float on water or even in air. More mundane qualities, such as a fly's ability to vomit digestive fluids, a cat's enhanced night vision or a moose's incredible sense of smell can all be given.

Practice: Making
Action: Instant and contested; target tests with Stamina reflexively
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Intelligence + Academics + Life vs. Stamina

The mage targets an existing median life form from which to add and subtract various features. Each success allows the mage to exchange a single feature; however, unnatural but theoretically possible features such as the ability to exhale fire might levy a –1 penalty per unnatural feature. Changes in Size (either up or down) require successes on a one-for-one basis. The spell's range is sensory. In the case of creatures with unnatural features, Sleeper Disbelief can dispel the "Fantasia" spell, restoring the creature to its natural form.

Greater Shapechanging (Life •••••)

The mage can change shape without the possibility of becoming "lost" in her new form and can change others with the same facility with which she transforms herself. The mage retains full control of her reason in this form as do any she chooses to change (unless she would rather have another be forced to fight for control of his faculties, per lesser "Shapechanging" at Life 4).

Practice: Making

Action: Instant or contested; target tests with Stamina + Gnosis reflexively

Duration: Prolonged (vs. Sleepers and willing supernatural targets, such as the mage himself) or transitory (vs. unwilling mages and other supernatural targets, contested by Stamina + Gnosis)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Stamina + Animal Ken + Life vs. Stamina + Gnosis

The mage must deal with the same modifiers for Size as he does with lesser "Shapechanging" (pp. 282-283). He may also cast the Life 3 "Transform Self" spell, p. 279, to add different features to the changed form, but he is not restricted to lesser life forms.

Hereditary Change (Life •••••)

The mage can bestow upon a creature the characteristics of other life forms with the ability to pass such characteristics along through heredity (effectively, for the scientifically minded, altering the subject's genome permanently and seamlessly). This spell is cast in combination with one that alters a creature's features, such as "Transfer Median Features," p. 278, or "Fantasia," pp. 285-286. This is an exception to the normal rules for combining spells that are detailed in "Combined Spells," pp. 167-168.

Some mages choose to perform this spell upon creatures that have already been born, whether in their youth or their adulthood, while others prefer to use only unborn beings, altering them within the womb (or inside the egg), so their changed characteristics are manifested at birth. In theory, anything from a slug to a bird to a dog to a chimpanzee can be physically manipulated in this way.

Practice: Making

Action: Instant and contested; target tests with Stamina reflexively

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Medicine + Life vs. Stamina

The mage must touch the target (or its egg or the belly of the beast carrying the unborn animal). The features are lasting. Effectively, the new form is considered the creature's natural form unless the being is altered again through another use of Life magic. The traits are hereditary, creating a magical bloodline.

Mages who make fantastic creatures are well-advised to hide them away from prying eyes, such as deep within an isolated sanctum or in the remote wilderness. Truly fantastic beasts created using the "Fantasia" spell (such as ambulatory pine trees with eyes, fangs, predatory instincts and the ability to spit digestive enzymes or winged crocodiles with venom) tend to sicken and die when witnessed by Sleepers. The Sleeper's Disbelief successes (Resolve + Composure test) deliver bashing damage to the creature once per scene in which the creature is witnessed and each time a new Sleeper sees it. The Disbelief test pool may be reduced by –1 or –2 by playing to prevailing local myths (making a *chupacabra* in South or Central America, for example) or by putting an altered creature somewhere far away from the general run of humanity, where there are those who still believe the impossible can happen.

Human Minion (Life •••••)

The mage exerts gross bodily control over human beings. Per the Life 4 "Animal Minion" spell, p. 280. The mage controls the affected creature like a marionette.

Practice: Patterning

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Concentration

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Life vs. Resolve + Gnosis

Unlike an animal, a human cannot be made to do anything that endangers his survival or that might harm him. Also, if he is made to do something that is radically against his beliefs (such as harm his lover), a fresh contested and reflexive Resolve + Gnosis test is made to resist the command (his successes must exceed the spell's Potency).

Regeneration (Life •••••)

The mage can temporarily regenerate his own or another person's lost limb or organ.

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Intelligence + Medicine + Life

Lost limbs can be grown again and damaged, or faulty organs can be restored to health. The number of successes needed depends on the limb or organ restored.

Body Part	Target Number
Finger or toe	One success
Eye, ear, nose or tongue	Two successes
Hand or foot	Three successes
Arm or leg	Four successes

Body Part	Target Number
Genitals	Five successes
Internal organ (lung, kidney)	Six successes
Heart	Seven successes
Brain	Eight successes

Once this spell has been cast, the restored body part does not immediately appear. It grows at a rate of one success per minute until the total successes required for that organ are achieved, at which point the organ is fully functional. For example, a person can have a new arm (four successes) in four minutes.

Obviously, a mage can cast this spell only upon a living target. The willworker cannot regenerate someone who has died (perhaps due to the loss of the body part concerned). This spell does not affect the target's Health rating.

Note: This spell's Duration cannot be made indefinite. When the spell expires, the body part withers back to its state before the casting (and disappears in the case of a restored limb) within one minute.

Ultimate Degradation (Life •••••)

The mage can lower more than one of a person's Physical Attributes.

Practice: Unmaking

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Strength + Athletics + Life vs. Resolve + Gnosis

This spell can be cast at sensory range. Successes can be allocated among the target's Physical Attributes in any combination. The total by which each Attribute can be lowered is limited by the mage's Life dots.

Ultimate Honing (Life •••••)

The mage can raise more than one of another human being's Physical Attributes, per the Life 4 "Hone Another's Form" spell, p. 282.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Presence + Medicine + Life

This spell can be cast at sensory range. Successes can be allocated among the subject's Physical Attributes in any combination. The total that each Attribute can be boosted is limited by the mage's Life dots. The target can choose to resist; subtract its Resolve dots from the spellcasting test pool.

Matter

Purview: Alchemy, elemental air, elemental earth, elemental water, shaping, transmutation

Matter, the building blocks of the world, is an Arcanum concerned with lifeless material. Through use of this magic, a mage gains control over raw elements and complex alloys alike. The Matter Arcanum encompasses everything from a simple puddle of water to the most intricately structure polymer.

• Initiate of Matter

Alter Conductivity (Matter •)

The mage alters the conductivity of a simple object. An electrical cord can be rendered completely non-conductive, while concrete can be made to conduct electricity just as copper.

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Target

Rote Pool: Intelligence + Science + Matter

Note that objects of up to Size 20 can be affected. The caster suffers penalties to affect larger objects. This includes such things as a concrete slab; unless additional Size factors are added, the mage affects a single slab of up to Size 20.

Craftman's Eye (Matter •)

The mage can discover the proper function of an object with moving parts. At the Storyteller's discretion, this might aid Craft Skill tests.

Practice: Knowing

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation or Science + Matter

Dark Matter (Matter •)

The mage gains the Mage Sight (see "Mage Sight," p. 206-208).

Detect Substance (Matter •)

This spell enables a mage to discern the presence of a given sort of material in her immediate vicinity. She could decide to search for ferrous metals, clean water or a unique object known to her (meaning that the mage almost never needs to worry about where she left her car keys). Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso).

Practice: Knowing

Action: Instant
Duration: Concentration
Aspect: Covert
Cost: None
Primary Factor: Area-affecting Target
Rote Pool: Wits + Composure + Matter

The Storyteller may levy penalties or bonuses based on how much or how little of the substance is present. A guy carrying an arsenal of guns under his trench coat has a lot of gunpowder on his person: +2 or +3 bonus. Someone who is hiding a transmitter in his gold fillings has only a tiny amount of the copper wiring sought: –2 or –3.

Discern Composition (Matter •)

The mage can perceive the fundamental makeup of material structures and discern their composition, determining their weight and density. Most technologically minded willworkers tend to see Matter in much the same way as most modern people: a scientifically grounded, predictable phenomenon. Other mages see things in a different light. Some describe "threads" interwoven throughout a "Tapestry," while some speak of the Classical Elements — Air (gas), Earth (solid) and Water (liquid).

Practice: Knowing
Action: Instant
Duration: Concentration
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Wits + Crafts or Science + Matter

Success allows a mage to determine an object's Durability, Size and Structure ratings.

Find the Hidden Hoard (Matter •)

The mage can find secret compartments within inanimate matter, discovering hidden doors, safes and vaults.

Practice: Unveiling
Action: Instant
Duration: Concentration
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Wits + Crafts + Matter

Extremely well-designed hidden compartments or rooms might levy a –1 or –2 penalty, but usually only the most misdirectioned architecture imposes this penalty.

•• Apprentice of Matter

Alter Accuracy (Matter ••)

The mage improves the balance and heft of a simple item. This application could, for example, improve the accuracy of a sword since it is easier and smoother to wield, a screwdriver turn more quickly (its weight shifts so well it practically turns itself) or a

hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Composure + Crafts or Occult + Matter

The object gains the 9-again quality (redraw and add on results of 9 and 10 — see **Mind's Eye Theatre**, p. 181) on the next test made using it. Extra successes on the spellcasting test affects successive tests with the tool, one extra test per success. Neither the spellcaster nor the tool user can choose which tests are affected by the magic; each successive use gains the 9-again benefit until the number of affected tests has been used or the scene ends, whichever comes first.

Note that this spell does not affect a chance draw. Should the object wielder's test pool be reduced to one, then only a result of 10 is a success.

Eyes of the Earth (Matter ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," p. 206-208).

Shape Liquid (Matter ••)

The mage can impart cohesion to liquid or vapor, forming it into shapes of his choosing or moving it as he desires. He could, for example, carve a corridor through fog or rain so that he doesn't get wet.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Target

Rote Pool: Dexterity + Occult + Matter

At this level, the mage must touch the targeted liquid (or vapor) to be able to affect its adjacent volume or area. With Matter 3, he can cast this spell at sensory range.

The mage can affect liquid vapor, such as fog or mist, but not any substance whose single natural state is gaseous (such as mustard gas or helium). He affects a volume of liquid or area of vapor based on successes gained. He can also allocate successes to the density of the liquid, giving it Strength.

Successes	Volume	Vapor	Strength
One success	Milk jug	5-sq.-yard area	•
Two successes	Gas tank	10-sq.-yard area	••
Three successes	Bathtub	20-sq.-yard area	•••
Four successes	Swimming pool	40-sq.-yard area	••••
Five successes	Olympic swimming pool	80-sq.-yard area	•••••

At the Storyteller's discretion, a reflexive Dexterity + Crafts test might need to be made for the caster to achieve a particularly complex shape, such as forming rain into the shape of a person. Exacting details such as facial features might even require multiple successes on this test. The liquid form is obvious for what it is. It cannot fool anyone into thinking it's a real version of whatever solid object the liquid form mimics (at least, not without an accompanying Mind spell to make the viewer think otherwise).

The shaped liquid's surface tension depends on the liquid's Strength. If no successes are allocated to Strength, the liquid has only enough to keep its shape. The liquid provides no barrier whatsoever to obstacles or attacks, but the liquid retains its shape for the Duration of the spell, even when the liquid is pierced by bullets or fists. Dots of Strength act as Durability (as with cover; see pp. 223–224 in **Mind's Eye Theatre**) against projectiles or other attacks that must first get past the shaped liquid to reach their target (unless the liquid is in vapor form, in which case it provides no protection).

The caster can reflexively control and move the shaped liquid up to one yard per dot of Gnosis that he has per turn. If he uses Forces 3 in the casting of the spell, he can impart even greater motion to the water: 10 yards or paces per dot of Gnosis per turn. People standing in the path of the onrushing water might be knocked over. If the water's Strength *exceeds* an affected person's Strength, a successful reflexive Strength + Athletics test must be made for that person, or he is knocked down and swept along with the tide (per the knockdown effect, see p. 230 of **Mind's Eye Theatre**).

Transmute Water (Matter ••)

The mage can transmute one common liquid substance into another common liquid substance. The mage could turn water into milk or orange juice into gasoline. (Even though milk and orange juice are organic derivatives, they are not alive; thus, they can be manipulated with this Arcanum.)

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Target

Rote Pool: Intelligence + Occult or Science + Matter

At this level, the mage must touch the targeted liquid (or vapor) to be able to affect its adjacent volume. With Matter 3, he can cast this spell at sensory range.

The mage can affect liquid vapor, such as fog or mist, but not any substance whose single natural state is gaseous (such as mustard gas or helium). He affects a volume of liquid or vapor based on his successes:

Successes	Liquid Volume	Vapor Volume
One success	Milk jug	Five cu. yards
Two successes	Gas tank	10 cu. yards
Three successes	Bathtub	20 cu. yards
Four successes	Swimming pool	40 cu. yards
Five successes	Olympic swimming pool	80 cu. yards

With Matter 3, a volume of liquid composed of more than one liquid substance can be affected (although it must still be touched). Matter 4 is needed to transmute multiple liquid substances at sensory range.

Steel Windows (Matter ••)

The mage can make an opaque object transparent or vice versa, or he could choose to affect only one surface. He could, for example, make the outer surface of a bank vault door transparent, allowing him to see the mechanisms within.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Crafts or Occult + Matter

At this level, the mage must touch the targeted object (although he can do so using forceps or other tools). With Matter 3, he can cast this spell at sensory range.

Unseen Aegis (Matter ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by acting subtly upon inert material in the mage's immediate vicinity, which defends her from harm. Air forms a "cushion" that blunts the inertia of an incoming fist. Ambient moisture acts to douse a hurled bolt of flame. A bullet temporarily becomes a bit softer in mid-flight, blunting the bullet's impact. The exact method of protection varies from mage to mage and attack to attack. The effect is the same, though: a general protection from almost all sorts of physical harm.

••• Disciple of Matter

Alter Integrity (Matter •••)

The mage can reinforce or degrade an object's Durability.

Practice: Perfecting or Fraying

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Crafts + Matter

The player adds or subtracts one point of Durability per success achieved on the casting test. Note that altering Durability with this spell also alters the object's Structure accordingly.

At this level, the mage must touch the targeted object (although he can do so using forceps or other tools). With Matter 4, he can cast this spell at sensory range.

Armor Piercing (Matter •••)

The mage bestows the armor-piercing quality upon an object.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Crafts + Matter

The object gains the armor-piercing quality on the next test made using the object. Each extra success on the spellcasting test affects the object for one additional test. The player cannot choose which tests are affected; each successive test bestows the benefit until the number of affected tests has been used or the scene ends, whichever comes first.

Armor piercing also applies against an attacked object's Durability. The amount of armor points the object can ignore depends on the caster's Matter proficiency:

Matter Dots	Armor/Durability Piercing
3	Ignore one armor or Durability point
4	Ignore two armor or Durability points
5	Ignore three armor or Durability points

Instead of affecting a single object, the mage can affect a number of bullets: one bullet per success. He can double this number for each additional Target factor he adds to the casting, with a cumulative penalty of –2 per extra Target factor.

Gift of the Unseen Aegis (Matter •••)

As with the Matter 2 "Unseen Aegis" spell, p. 293, but the mage can now cast this magic upon others.

Jury-Rig (Matter •••)

There are times when you just need a machine to work a certain way. The spell allows a mage to swiftly superimpose pieces of various machines into one another in such a way as to produce a desired result. With this spell, a mage could, for example, integrate a nail gun and shotgun together to produce a weapon that fires a barrage of nails with each pull of the trigger. He could combine a coffeemaker and an ice cream mixer to make coffee-flavored ice cream or a washer and dryer together to do laundry in one cycle.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Crafts + Matter

For each success, the mage may transpose one quality (such as a rotisserie's generation of heat or its ability to rotate another object within it) from a given mechanical object onto another mechanical object. In the case of combining firearms with other firearms, one weapon characteristic can be swapped out for another (creating a pistol, for example, that uses shotgun shells for ammunition). A firearm can also be incorporated fully into another device, effectively disguising the weapon until it is first used (or it undergoes close mystic or mundane inspection).

At this level, the mage must touch the jury-rigged object. With Matter 4, he can cast this spell at sensory range.

Plasticity (Matter •••)

Through the use of this spell, it is possible to render any reasonably homogeneous material malleable for a time, even materials that are normally completely inflexible (such as ice, coal or lead crystal). While a substance is under the effects of this spell, the material can be molded by hand (or with magic, if the willworker chooses), creating truly fantastic shapes. The mage could, for example, draw amber like taffy and work it into a spider web, or push an enemy's hands and feet into concrete, knead any gaps shut and leave her trapped there as though the concrete had originally been cast that way.

Practice: Weaving
Action: Instant
Duration: Transitory (one turn)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Dexterity + Crafts + Matter

The spell renders hard materials about as soft as very stiff clay and as easy to sculpt by hand as a mass of butter. The object's Durability determines the ease of the spell; subtract the object's Durability from the spellcasting test. In the case of objects with mixed materials, use the highest Durability. Once the spell is cast, the effect takes place in the subsequent turn. If the mage attempts to create something complex or artful from the substance, an instant Dexterity + Crafts test might be called for.

Once the Duration expires, the object returns to its original solid state but retains whatever shape the object is currently in. This spell does not alter an object's Durability or Structure. While a bank vault door can be made to bend inward, it cannot be broken any more easily than before.

At this level, the mage must touch the targeted object (although he can do so using forceps or other tools). With Matter 4, he can cast this spell at sensory range.

Repair Object (Matter •••)

The mage can repair an object without leaving seams (it appears as if it were never broken).

Practice: Perfecting
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Dexterity + Crafts + Matter

Successes repair Structure points on a one-for-one basis.

Transmute Earth (Matter •••)

The mage can transmute one common solid substance into another common solid substance. The mage could turn a small chunk of granite into glass or a plaster paperweight into a wooden one. At this level, however, a mage cannot transform the

substance of multiple materials at once. Thus, she could not transmute an entire car, but she could turn its fender to balsa wood or its frame to rubber.

Transformations that involve precious metals or otherwise rare materials are not possible at this level. (That is, "precious" and "rare" by common Sleeper estimation; while diamonds are by no means rare, they have significant metaphysical weight based upon the importance most people believe diamonds to possess.) Such workings require use of the Matter 4 "Transmute Gold" spell, p. 300.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Matter

Radical transmutations might levy spellcasting penalties. Changing rock to metal has no penalty but changing rock to paper might be –1. Note that this spell does not alter the shape or Size of the object, just its material substance. The object's weight becomes heavier or lighter by whatever degree is most appropriate for the new substance.

At this level, the mage must touch the targeted object (although he can do so using forceps or other tools). With Matter 4, he can cast this spell at sensory range. With Matter 4, a solid object composed of more than one material can be affected with a single casting (but the object must still be touched; Matter 5 is needed to transmute multiple solid substances at sensory range). The mage can affect multiple kinds of materials at once (such as the different parts of a revolver) or just one piece or type of material; she could transform the bullets, which are made of a number of substances, or just the hammer or the entire weapon, according to her wishes. This ability also allows the mage to transform complex materials into simple ones. The willworker is capable of turning a diamond into a small lump of clay or a priceless centuries-old Japanese metal *tachi* into a sword made entirely of wood.

Verminous Metamorphosis (Matter ••• + Life •••)

Much as the miracle that allowed for the transformation of Moses' staff, this spell enables a mage to alter a piece (or pieces) of lifeless material into simple vermin, such as spiders, scorpions or biting flies. Some mages are known to fling a fistful of small change or pebbles, transforming the objects in mid-flight to harry (or even seriously harm) enemies.

Practice: Weaving

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: None

Primary Factor: Target

Rote Pool: Wits + Animal Ken + Life

Successes determine the number of objects that are transformed and the size of the swarm created.

Successes	Targets
One success	One (becomes a one-yard-radius swarm)
Two successes	Two (becomes a two-yard-radius swarm)
Three successes	Three (becomes a four-yard-radius swarm)
Four successes	Four (becomes an eight-yard-radius swarm)
Five successes	Five (becomes a 16-yard-radius swarm)

The creatures can be various types of vermin. In the case of a swarm of stinging insects, the swarm usually attacks any person or persons within its radius. (The caster can direct the swarm with the Life 2 "Control Base Life" spell, pp. 272-273.) The damage the swarm inflicts depends on its density. All sizes listed above deliver one level of bashing damage to anyone within the radius. A swarm can inflict more damage by condensing. Using the success chart above, add one level of bashing damage per step smaller on the chart. For example, a 16-yard-radius swarm (five successes) that condenses to a two-yard radius (two successes) inflicts four bashing. Armor is effective only if it covers the full body; armor then provides only half its rating (rounded down).

In addition, the vermin can be given venom if the caster imposes a –2 penalty on the casting test. If a victim suffers at least one Health wound, he must contend with the venom with a reflexive Stamina + Survival test. If it succeeds, he suffers no effect; if it fails, his physical-action test pools suffer a –2 penalty for the rest of the scene or until he receives an antivenin (based on whatever creature the mage conjures). This penalty is cumulative. If a victim suffers successive bites and the Stamina + Survival test fails, his penalties are added together.

The vermin created are mindless and act solely on instinct (and thus this spell is best used to create naturally aggressive insectile vermin).

•••• Adept of Matter

Alter Efficiency (Matter ••••)

The mage can improve or degrade a mechanical object's workings. Complicated items such as mechanical devices might be made more or less efficient through the careful manipulation of the quality of their inner workings.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Crafts or Science + Matter

Equipment modifiers can be increased or decreased by one per success (to a maximum limit of +5 or –5). A vehicle's maximum speed can be increased or decreased by 10 mph per success (max: plus or minus 50 mph). At this level, the mage must touch the targeted object. With Matter 5, he can cast this spell at sensory range.

Annihilate Matter (Matter ••••)

The mage can destroy inert matter, reducing it to nothingness. A material's hardness or density does not appreciably factor into this destruction; only sheer quantity (in terms of cubic volume) really has much bearing on the process.

Practice: Unraveling
Action: Instant
Duration: Lasting
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Resolve + Occult or Science + Matter

Each success inflicts one point of damage on an object without the need to overcome the object's Durability. The exception is for magical items, such as enhanced or imbued items, or Artifacts or supernatural compounds and alloys. They cannot be destroyed with this spell, but Matter 5 "Annihilate Extraordinary Matter," p. 300, can affect them.

Lesser Transmogrification (Matter ••••)

The mage can turn a single liquid substance into a single solid substance and vice versa.

Practice: Patterning
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Occult or Science + Matter

As with Matter 2 "Transmute Water" (pp. 292-293) and Matter 3 "Transmute Earth" (pp. 295-296), except that now the mage can mix and match liquid and solid states, turning water into stone or wood into ink. (This spell cannot turn objects into impossible substances, such as wood into "liquid wood.")

Reconfigure Object (Matter ••••)

The mage can turn an object into a different type of object. He could, for example, turn an aluminum baseball bat into an aluminum sword. The bat's form is altered, but its material substance remains unchanged.

Practice: Patterning
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Dexterity + Crafts + Matter

A simple or complex object can be transformed into a different simple or complex object. Its Durability, Structure and Size are not changed, however. If the caster combines this effect with "Transmute Earth," pp. 295-296, he can change a subject's material composition with the same casting. (See "Combined Spells," pp. 167-168.)

Shape Air (Matter ••••)

The mage can control the flow and density of air or control the dispersion of a gaseous substance, such as mustard gas, sarin (nerve gas) or helium.

Practice: Patterning
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Target
Rote Pool: Stamina + Occult + Matter

The mage affects a volume of air or gas based on his successes. When applied to air, successes are allocated between the volume affected and the increase or decrease in pressure (the density of air molecules) measured in Strength.

Successes	Defined Volume	Pressure
One success	Five cubic yards	•
Two successes	10 cu. yards	••
Three successes	20 cu. yards	•••
Four successes	40 cu. yards	••••
Five successes	80 cu. yards	•••••

When a mage is shaping air or gas, a Dexterity + Crafts test might be required to achieve a particularly complex shape, such as forming air into the form of a person. Exacting details such as facial features might even require multiple successes (although the air is invisible unless someone throws paint or mud onto it). Dots of Strength act as Durability against projectiles or other attacks that must first get past the shaped air to reach their target (see the rules for cover, pp. 223–224, **Mind's Eye Theatre**).

When a mage moves air, the Storyteller assigns a Strength rating to an existing force of wind. The caster can increase or decrease that trait by the amount of Strength allocated with his successes. A normal day might have only Strength 0, while a very blustery day might be Strength 1. A hurricane might be Strength 2 or even 3. The caster can reflexively control and move the affected area of air up to one pace or yard per dot of Gnosis that he has per turn. If he uses Forces 3 in the casting of the spell, he can impart even greater motion to the air: 10 yards per dots of Gnosis per turn. People standing in the path of the wind might be knocked over. If the wind's Strength *exceeds* an affected person's Strength, a successful reflexive Strength + Athletics test must be made, or he is knocked down (see knockdown, p. 230, **Mind's Eye Theatre**).

When applied to gas, the mage can control the vapor's flow, preventing it from dispersing into certain areas and even reflexively moving it at a rate of one yard per dot of Gnosis per turn (or 10 yards per Gnosis per turn with Forces 3).

Transmute Air (Matter ••••)

The mage can transform one gaseous substance into another gaseous substance, such as turning nerve gas into harmless oxygen or oxygen into laughing gas.

Practice: Patterning
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Matter

Note that this spell does not alter the dispersion of the gas, just its substance.

Transmute Gold (Matter ••••)

The mage can transmute a precious or rare substance, such as gold or diamond, into a common substance, such as wood or mud, as well as the reverse.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult or Science + Matter

This spell is similar to "Transmute Earth," pp. 295-296, except that this spell can be cast on precious substances or materials that are rare or valuable (bearing metaphysical weight based on the importance the mage's culture assigns to them). The caster cannot alter the substance's state (liquid or solid) unless he combines the casting with "Lesser Transmogrification," p. 298.

The mage can also reverse the effect, transforming a common substance into a precious one. Success determines the purity of the transformation. The Size of the object doesn't change; only a portion of it is good quality. For instance, with one success, one quarter of the object might become decent karat gold while the rest is cheap karat. With five or more successes, the whole thing is pure.

••••• Master of Matter

Alter Size (Matter •••••)

The mage can alter an object's Size, making the object larger or smaller.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult or Science + Matter

One point of Size can be altered per success within the limits of the caster's Matter dots.

Annihilate Extraordinary Matter (Matter •••••)

This is identical to "Annihilate Matter", pp. 297-298, save that this spell affects enchanted substances that are normally protected, such as enhanced or imbued items, Artifacts and thaumium (see "Forge Thaumium," below) and this spell's Practice is Unmaking instead of Unraveling.

Forge Thaumium (Matter ••••• + Prime •••)

Masters of Matter can forge a substance that, when charged with Mana, is capable of serving as a shield against mystic will. Called "thaumium" (from the Greek word for "wonder" or

"marvel"), this material is created as an alloy of perfected gold (orichalcum), silver (lunargent) and mercury (hermium). (Note: Transmuted versions of such materials are not acceptable.)

The result, when properly crafted, is a flawlessly mirrored substance. When charged with Mana, thaumium has a faint luminescence. A thaumium object may take the form of a necklace, breastplate, a watch or a sword. The shape and size of an object are irrelevant to how much inherent countermagic the object provides.

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana (minimum)

Rote Pool: Dexterity + Occult + Matter

One success creates a Size 1, Durability 1 piece of thaumium that has the ability to hold one point of Mana, which the object spends to shield against magic. The mage needs additional successes per extra Mana-point capacity, and successes are also added to the target number to increase the thaumium's Durability, Size, armor and equipment modifier (all one point per success) as well as the Duration of the spell.

Example: Crucible creates a thaumium ring. It has Size 1, Durability 4, a Mana capacity of five points and an indefinite Duration. The ring requires 14 successes to make. One success provides Size 1, Durability 1 and a Mana capacity of one point; three successes boost the Durability to 4. Four successes boost the Mana capacity to five, and six successes are needed to make the ring's Duration indefinite.

Once made, the thaumium must be charged with Mana points. Each time it shields against magic (a reflexive action unless the wearer does not want it to), the thaumium uses up one of these points. If it runs out of points, it cannot shield magic until the thaumium is recharged. This shielding takes the form of a reflexive counterspell, effective against any Arcanum and vulgar and covert magic. The protection's test pool is equal to the thaumium maker's Gnosis + Matter.

The wielder of a thaumium weapon can use the item's stored Mana to make the weapon's damage aggravated. This is a reflexive action requiring one Mana from the thaumium weapon's stores.

Thaumium must be Size 3 or more to act as effective armor.

Greater Transmogrification (Matter •••••)

The mage can now transform liquids and solids into gases and vice versa, in any combination.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Science + Matter

As the Matter 4 "Lesser Transmogrification" spell (p. 298), except that now the mage can freely interchange liquid, solid and gaseous states, including precious or rare substances (as described with the "Transmute Gold" spell, p. 300).

Raw Creation (Matter •••••)

The mage can create an object out of nothing.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Science + Matter

The object created can be of Size 3 or smaller with one additional Size point per extra success gained from the casting. The object's Durability is based on the material created, but additional successes can be allocated to reinforce Durability.

Complex objects such as automobiles might require a reflexive Intelligence + Crafts or Science test to get right. At the Storyteller's discretion, the caster might even need an appropriate Skill Specialty (such as Auto Repair) before he can create certain objects.

Self-Repairing Machine (Matter •••••)

The mage can give objects a self-repairing function. The willworker's understanding is such that he can fabricate materials that "heal" themselves by bonding with nearby molecules and atomically restructuring them in ways considered impossible by modern science.

Practice: Making

Action: Instant

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Crafts + Matter

Success allows the object to automatically recover Structure points of damage at a rate of one point per 15 minutes.

Mind

Purview: Communication, hallucinations, mental projection, mind control, telepathy

This is the Arcanum used to connect with the Universal Consciousness shared by all beings possessed of thought: humans, animals, spirits and anything capable of in any way distinguishing between itself and its environment. This is an Arcanum of thoughts, dreams, emotions, motivations, memories, primal instincts, elevated precepts and ideas. Those who seek to master Mind attempt to grow closer to the unity of thought shared by all intelligent life, turning their mystic will inward to discover the simple truth that all Creation exists only in the eye of the beholder.

• Initiate of Mind

Aura Perception (Mind •)

The mage can discern the mental and emotional states of a thinking being by reading his aura. Some mages perceive auras as a series of colors while others describe them in terms of musical notes, odors, tastes or other purely non-physical senses.

Practice: Unveiling

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Empathy + Mind

See the table below for specifics. Note that this spell does not allow a mage to read a target's nature. That requires the "Supernal Vision" spell, p. 326.

Aura Signifiers

Mental or Emotional Condition*	Color
Afraid	Orange
Aggressive	Purple
Angry	Bright Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Depressed	Gray
Desirous/Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermillion
Hateful	Black
Idealistic	Yellow
Innocent	White
Lovestruck	Bright Blue

Mental or Emotional Condition*	Color
Obsessed	Bright Green
Sad	Silver
Spiritual	Gold
Suspicious	Dark Blue
Confused	Mottled, shifting colors
Daydreaming	Sharp, flickering colors
Frenzied	Rapidly rippling colors
Psychotic	Hypnotic, swirling colors

** Requires the Mind 1 "Aura Perception" spell, p. 303, to read an aura's mental or emotional state.*

Nature**	Color
Awakened	Myriad sparkles in aura
Sleeper	Weak, muted aura
Sleepwalker	Muted aura with faint glimmers within
Lacking a soul	Empty void where the aura should be
Under a Fate geas	Dark bands crisscrossing aura
Vampire	Aura colors are pale
Shapeshifter	Intensely vibrant aura
Ghost	Splotchy, intermittent aura
Lich	Black veins in aura

*** Requires the Prime 1 "Supernal Vision" spell, p. 326, to read an aura's nature.*

One Mind, Two Thoughts (Mind •)

This spell enables the mage to hold two individual and wholly distinct trains of thought at once, provided neither is intensely physically demanding. He creates parallel processes within his conscious mind. While he cannot do anything that requires intense or exacting physical labor (such as fixing a computer and planning out a rousing speech at the same time), one of his two actions can require extremely minimal physical exertion (such as planning a speech and typing an editorial for the local paper).

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Investigation + Mind

The willworker can hold two thoughts in mind simultaneously, allowing him to perform two separate extended-action knowledge tasks or downtime actions (as opposed to instant actions or extended tasks involving physical labor) at the same time. He could, for example, research an occult fact while composing a poem but could not do either while also fixing a car. When this spell is used in downtime, the spell converts one of the mage's downtime actions into two actions; both must be used for knowledge tasks. If the mage fails the spellcasting test, he can still use his downtime action normally, but he cannot attempt to use this spell again until after the next chapter, when he gets his new allotment of downtime actions.

Using Mind Magic on Other Players' Characters

Some of the more advanced spells in Mind (as well as some other supernatural powers) have the ability to allow a player to take control of another player's character. Players should understand that there is the possibility that they will lose control of their characters from time to time to such magics as the story unfolds, either from antagonist mages or other players' characters. A player under the effect of such a spell should play along to the best of his ability, but such a player should mention if he feels someone is abusing such powers.

On the other hand, while it might be tempting for a mage with the Mind Arcanum to turn another mage into her unwilling slave, there are few things to keep in mind:

• There are no Mind spells that will *permanently* compel a mage to do something, and mages often have a strong resistance to such powers. At some point in time, that mage is going to be free of the Mind control and may have a desire to enact revenge.

• Mages strongly value their free will. Most Consilii frown heavily on such blatant control of a mage under their protection.

• This is a game about collaborating with your fellow players to tell a good story. A player whose character is turned into a puppet chapter after chapter may not return, and other players may be less interested in playing with an abusive Mind mage in the game as well.

The Imago and the Mind

Every spell involves an Imago, an image in the caster's mind of what the spell will be. (See "Imago," p. 136.) Without an Imago, a spell cannot be envisioned. The Imago is not just a mental process or image; it is a production of the Awakened soul and an imagination that reaches to a higher world. Mind 5 is not enough to affect a mage's ability to form an Imago although "Telepathic Control" (pp. 319-320) and "Psychic Domination" (p. 321) can certainly be used to control what sorts of actions a mage will take (including whether he will or will not cast a spell).

Sense Consciousness (Mind •)

The mage can detect the presence of minds in the material world or mental projections in the state of Twilight (see "Psychic Projection," pp. 318-319). He knows how to detect the presence of psychic activity from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows the mage to know when other thinking creatures are present, and also roughly what sorts of minds are present. (Experience may not teach a mage the distinction between a cockroach's mind and a dung beetle's, but does tell her the difference between an insect and reptile mind.)

The mage detects the general type of mind she senses (a ghost, disembodied consciousness or spirit, for example), and this sense is useful for helping the mage to know when she is spied upon or just watched by a being currently lurking in refined dimensions.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Empathy + Mind

The mage can detect the presence of minds within sensory range. Successes are used to pierce any supernatural occlusion a mind may possess. While the spell is in effect, it creates a "safety zone" around the mage into which no mind can enter without his knowledge.

Third Eye (Mind •)

The mage gains the Mage Sight (see "Mage Sight," pp. 206-208). He senses when others nearby use exceptional mental powers, such as telepathy, psychometry or ESP, by reading the telltale ripples left by the movements of exceptionally advanced thought.

•• Apprentice of Mind

Alter Aura (Mind ••)

The mage can alter her own aura. She can create the seeming of any mental or emotional state she wishes (she does not actually alter her emotional state, only its appearance in her aura). She cannot, however, alter her nature to appear to be something she is not (she can't take on the aura of a Sleeper or vampire).

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Mind

See "Aura Signifiers," pp. 303-304. If cast conjunctionally with Prime 2, this spell can also alter the nature of the mage's aura, per the "Transform Aura" spell, p. 328. This spell cannot be detected, except by a "Third Eye" (p. 306) or "Supernal Vision" (p. 326) Mage Sight spell with a higher Potency. Even once this spell is detected, the true mental or emotional state of the mage can only be perceived by overcoming this spell's Potency with that of a spell designed to read an aura's mental state, such as "Aura Perception," pp. 303-304, unless the altered aura is dispelled.

Beast Control (Mind ••)

The mage manipulates a simple mind (that of a reptile, insect, fish or invertebrate), imposing basic telepathic control on it. He can compel such a creature to act in ways he commands as long as the animal in question understands the behavior the animal is intended to undertake. Such compulsions cannot be completely inimical to the creature (such as commanding ants to march into a fire or the average deep-sea fish to leap onto land). Otherwise, the mage has fairly complete command.

Practice: Ruling

Action: Instant and contested; target tests with Resolve reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Animal Ken + Mind vs. Resolve

The animal can be commanded to perform one distinct task per success achieved. It might be something such as "swim that way" or "stand still" or "eat that food." With two successes, it could be "find the rat and kill it," and with three successes, a command could be "bite that guy, fetch the matchbook from his pocket and bring it to me." The task could involve a series of actions as long as each is simple and direct. The effect lasts until the tasks are complete or for one scene, whichever comes first.

Emotional Urging (Mind ••)

The mage can project emotions. These feelings are more a suggestion than a mandate, though they are apt to be heeded if they make sense for the individual and situation. (Causing someone to feel sad when walking into a decrepit old house is reasonable and likely to be dismissed as a natural reaction, whereas making someone feel sadistic glee at the funeral of a sibling almost certainly causes the subject to question from whence that emotion came.)

Practice: Ruling

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Empathy + Mind vs. Composure + Gnosis

If the target is a mage with at least Mind 1, he might have an inkling via his Unseen Senses (see p. 175) that he is manipulated. A reflexive Wits + Composure test is made to sense the manipulation of his emotions. He can know nothing further unless he casts magic (such as "Mage Sight," pp. 206-208) to learn more. Most mages react by first erecting a "Mental Shield," pp. 308-309.

First Impressions (Mind ••)

Sometimes you just get the feeling you know someone, can trust him or are meant to be his friend. A mage with this spell can generate that sensation regardless of whether or not it is genuine. This sort of normally spontaneous connection can make a chosen person feel more at ease in the mage's presence and may help to lay the groundwork for a friendship, love affair or even just a con.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Socialize + Mind

Each success adds +1 to the test pool of the *first* Social Attribute-based test made for the mage in regard to an individual she meets for the first time. The result of that first impression tends to stick with the subject and color the rest of her interactions with the mage.

Incognito Presence (Mind ••)

Those who witness the mage passing or otherwise interact with her sense nothing special about her and are as apt to dismiss her presence as that of anyone else. On the street, they take no more notice of her than they would were she just a Sleeper, and are likely to forget ever having seen her soon thereafter.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Subterfuge + Mind

Each success adds to the difficulty of noticing or remembering the mage. Note that any blatant attention-grabbing actions automatically violate the subtle occlusion of the spell. The spell affects anyone who witnesses the mage. It does not need special Target factors to affect more than one person.

Those who possess some form of supernatural mental protection (such as a "Mental Shield," below) are subject to a reflexive contested Gnosis + Mind test upon first encountering the caster. If the test's successes equal or exceed the "Incognito Presence" spell's successes, the onlooker can remember the mage normally.

Memory Hole (Mind ••)

By compartmentalizing his mind, the mage can make it so that even he does not remember certain thoughts hidden within his mind (whether temporarily or permanently), allowing for convincing lies to even a polygraph or telepathic scan.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Occult + Mind

The mage partitions parts of his consciousness off, subtracting –1 per success from others' test pools to detect specific lies he might tell. In other words, he could choose to hide the fact that he killed a member of his cabal by obfuscating his memory of the event but couldn't conceal every truth he knows at one time.

Mental Shield (Mind ••)

The mage can erect a mental shield to protect himself. He can defend his thoughts, shielding them against the notice of others. This may mean concealing his mind from any kind of detection and blatantly preventing others from reading any of his thoughts, or just concealing particular thoughts.

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Resolve + Occult + Mind

This spell can be cast as a reflexive action. The mage subtracts –1 per dot he possesses in the Mind Arcanum from spells or supernatural powers that attempt to mentally control, detect or influence him. By spending one Mana, the Duration can be made to last for one day. Most mages cast such a shielding spell at the beginning of the day as part of their morning rituals. Successes are used to combat attempts to dispel the shield.

In addition, the "Mental Shield" helps its caster see through mental illusions such as "Misperception" (below) or "Imposter" (pp. 311-312). Upon first encountering such a spell, the user can see through the illusion with a reflexive and contested Gnosis + Mind test.

Misperception (Mind ••)

This spell grants the mage physical armor (see pp. 208-209) by manipulating the perceptions of others and convincing them that she is slightly displaced from her actual location, causing an attacker to momentarily believe that the mage is a half-step to the left, for example. Alternately, the caster might project subtle but persistent suggestions, compelling enemies to hesitate at critical moments and turn blows astray. A fatal shot to the chest could be turned into a graze, or a crippling blow to the leg might be reduced to a painful strike that leaves the leg functional. Such magic is of no help in dealing with attacks that cover a wide area (such as explosives) or those that don't depend on the mage being exactly where she appears to be (such as a fall from a high ledge).

Note that a frenzying vampire can reflexively test using his Blood Potency to contest 'Misperception." If the vampire succeeds, she ignores the effects of this spell.

Opening the Lidless Eye (Mind ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Voice from Afar (Mind ••)

The mage can employ limited telepathic projection. This mental communication carries no supernatural compulsion with it, and a recipient knows that he does not think the thoughts for himself unless he is mentally disturbed or inclined to believe that he might hear voices. Such communication may serve as the carrier of an empathic projection (see "Emotional Urging," p. 307).

Practice: Ruling
Action: Instant; subtract target's Resolve
Duration: Transitory (one turn)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Manipulation + Expression + Mind – Resolve

The mage can project one word per success. If the target is aware and willing, his Resolve is not subtracted from the caster's test pool.

••• Disciple of Mind

Augment the Mind (Mind •••)

The mage can raise one of his Mental or Social Attributes.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Academics + Mind

A single Mental or Social Attribute may be raised by one dot per success up to a maximum of the caster's Mind Arcanum dots. For example, if a mage has Intelligence 3 and Mind 3 and three successes are achieved on this spell to boost his Intelligence, that trait becomes six dots for the spell's Duration. If four successes were acquired, he could still boost Intelligence by only three dots, since he has only Mind 3.

Raising Resolve and Composure also raises Willpower *dots*, but these extra dots do not provide Willpower *points*. The boost raises a target's Willpower capacity but not her actual supply of points. (This rule supersedes the rules mentioned in "Heroic Effort" on p. 178 of **Mind's Eye Theatre**.) In addition, the target's Willpower cannot exceed 10 dots no matter how high his Resolve and Composure are boosted with this spell.

Note that the same spell cast to boost a different Mental or Social Attribute does not combine with the first spell — only the highest Potency spell takes effect. For example, if a mage boosts his Intelligence by two dots and then casts a spell boosting his Wits by one dot, only the first spell applies since it has the higher Potency. (With the Mind 4 "Supreme Augmentation" spell, the mage can allocate successes among different Mental and Social Attributes.)

Aura Cloak (Mind •••)

The mage alters another person's aura as he does for himself with "Alter Aura," p. 306. He does not actually alter the person's emotional state, only its aura appearance.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Mind

The target can choose to contest the spell with a reflexive Composure + Gnosis test.

Goetic Struggle (Mind •••)

Most treatises on goetic magic begin by teaching an initiate to master his own Vice.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Mind

This spell "summons" a goetic inner demon into a mage's consciousness and binds the demon to the mage's will (see pp. 426-428). Then, whenever the mage's Vice might come into play during the spell's Duration, he can mentally wrestle the demon (a contested test between his Gnosis + Mind and his own Resolve + Composure). If the mage wins, he gains Willpower as if his action had reflected the Vice even though he didn't actually act upon it. The demon is put down and banished. (This spell must be cast again to gain the same effect.) If the demon wins the contest, however, the mage must act out the Vice, and he doesn't get Willpower for it.

Casting this spell is an act of hubris, requiring a mage with a Wisdom higher than 4 dots to make a degeneration draw.

Greater Beast Control (Mind •••)

The mage can manipulate a median mind (anything up to, but not including, primates, cetaceans and cephalopods). He can exert control over most animal life, compelling such creatures to perform actions according to his desires so long as they are not completely inimical to such actions.

Practice: Ruling

Action: Instant and contested; target tests with Resolve reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Animal Ken + Mind vs. Resolve

This spell works the same as "Beast Control," pp. 306-307, except that median minds can be commanded. The effect lasts until the tasks are completed or for one scene, whichever comes first.

Imposter (Mind •••)

The mage can cloud another's perceptions to make him think the caster is someone else. The mage's false image can mimic an actual person or a fictional persona she creates for herself.

Practice: Weaving

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Mind vs. Composure + Gnosis

Each success makes the false image seem true to one sense: sight, sound, touch, etc. For example, with one success, the mage might make the target believe she looks like a different woman (or man), while with two successes she can make her voice sound com-

pletely different. Occasional Manipulation + Expression or Subterfuge tests may need to be made for the mage to convincingly act like someone she's not. If such a test fails or the target becomes suspicious (through the mage committing an obvious faux pas, perhaps), a reflexive Intelligence + Investigation test can be made for the onlooker to realize that something fishy is going on.

Note that this spell cannot emulate the rules' benefits of the Striking Looks Merit. The caster can make herself look exactly like someone with that Merit, but unless she uses another Mind spell to gain Social-test bonuses, she lacks the mimicked person's *joie de vivre*.

A target who possesses some form of supernatural mental protection (such as "Mental Shield," pp. 308-309) is subject to a reflexive and contested Gnosis + Mind test upon first encountering the caster. If the roll's successes equal or exceed the imposter's casting successes, the witness knows the caster is a fraud.

Mental Wall (Mind •••)

The mage erects a mental shield on another person, as with "Mental Shield," pp. 308-309.

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Occult + Mind

Multi-Tasking (Mind •••)

The mage performs complex multi-tasking.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Academics + Mind

The mage can perform three mental extended actions or two mental instant actions simultaneously. He can also choose to convert one of his downtime actions into three actions, but they must all be extended mental actions that require little physical exertion. Note that none of these actions can be spellcasting, which is more than just an exercise of consciousness. See also the Mind 1 "One Mind, Two Thoughts" spell, p. 304.

Psychic Assault (Mind •••)

The mage can perform a crude psychic assault, causing psychic trauma that translates into damage on a victim's body as neurons misfire and muscles spasm.

Practice: Fraying

Action: Instant; subtract target's Resolve

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Intimidation + Mind – Resolve

Successes inflict bashing damage on a one-for-one basis.

This spell also affects vampires. Although their brains might not function in the same manner as living creatures', vampires' minds are still susceptible to the Mind Arcanum.

Shared Misperception (Mind •••)

As with the Life 2 "Misperception" spell, p. 309, but the mage can now cast this magic upon others.

Sleep of the Just (Mind •••)

The mage can control her sleep cycle and dreams. She can cast spells to regulate her sleep cycle, sleeping as much or as little as she desires (though deleterious physical consequences can set in if the willworker sleeps too much or too little, unless Life Arcanum magic is used to compensate for radically altered patterns). The mage also controls when and about what she dreams.

Practice: Weaving

Action: Instant

Duration: Special

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Occult + Mind

For each success on this spell, the mage automatically succeeds with a single test to remain awake after 24 hours of no sleep (that is, the test need not even be made; she stays awake) — see "Fatigue," pp. 246–247, **Mind's Eye Theatre**. She still suffers the penalties for impaired performance with each six-hour period. In addition, each spellcasting success also extends by one the maximum number of days the mage can potentially stay awake before passing out.

The mage could instead choose to remain asleep for a long time or for up to 24 hours per success. During sleep, she can control the content of her dreams. Each success allows for a single mental-action task test, whether for an instant or extended action, as long as she remains asleep. She could, for example, write a speech, poem or song or puzzle through an enigma or riddle as if awake. In the case of extended-action tasks, she retains any accumulated successes upon waking and can continue the task while awake or wait until she sleeps again (assuming she casts this spell again before she next sleeps). Any supernatural attempts to intrude into her dreams or to force her to dream of certain things (such as with the "Dream Traveler" spell, p. 317) must contend with this spell's Potency.

Telepathy (Mind •••)

This spell enables the mage to make direct mind-to-mind contact with another sentient being (usually but not always a human) and to converse and share thoughts, images and emotions in a medium free of the awkward constraints of physical communication. With some creatures (for example, a goat or a spirit of chaos), this is largely an exercise in futility and frustration for anything more complicated than the most basic

of concepts. Ideas, images and words can all be shared freely between the mage and another individual.

Practice: Weaving

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Duration

Rote Pool: Wits + Empathy + Mind vs. Resolve + Gnosis

Players whose characters are communicating telepathically should touch their temple with their index finger during the communication (see "Common Hand Signals," **Mind's Eye Theatre**, pp. 15–17). The target cannot be compelled to act in any particular way, but the mage could use the telepathic link to try to socially persuade the target (or to use other spells that do allow for psychic command). Only conscious thoughts are gleaned at this level. This spell requires Mind 4 to read someone's subconscious thoughts or to cast this spell with a prolonged Duration. With Mind 5, the mage can use advanced prolonged Duration factors.

Those with telepathic abilities (whether bestowed by this Arcanum or by some other source) may sense the mind-to-mind contact initiated in their vicinity if successes on an instant Wits + Occult test exceed this spell's Potency. Such an observer may attempt to "barge" into the contact if the newcomer also has Mind 3, which requires a contested Resolve + Composure test against the casting mage's Potency on the spell.

More minds can be contacted by adding Target factors to the casting, but those minds have only two-way communication with the caster. The willworker does not serve as a "psychic switchboard." (With Mind 5, multiple minds can be "networked" — see "Network," p. 320.) This web can be intruded or spied upon in the same manner as ordinary one-on-one telepathy by those with the means.

Contacting a Sleeper with this spell causes Disbelief.

Universal Language (Mind •••)

The mage can translate any idea into or out of any language based upon root concepts. This spell works for spoken words, written words, encoded signals and concepts that exist only as thought. The mage must be able to perceive the medium in which the idea exists (meaning telepathy for thoughts in another's mind, for example) and may be limited in his ability to express a concept he can translate (such as trying to tell something to a hyper-intelligent insect life form while lacking the appropriate mouth parts to speak its language).

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Academics + Mind

The obscurity of the language, or completely alien concepts, might levy penalties from –1 to –3.

•••• Adept of Mind

Augment Other Minds (Mind ••••)

The mage can raise one of another human being's Mental or Social Attributes, per the Mind 3 "Augment the Mind" spell, p. 310.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Persuasion + Mind

The target can choose to contest the spell with a reflexive Resolve + Gnosis test.

With Mind 5, the caster can allocate successes between different Mental and Social Attributes, as a mage can do for himself with the Mind 4 "Supreme Augmentation" spell, p. 319.

Befuddle (Mind ••••)

The mage can lower another's Mental or Social Attributes.

Practice: Unraveling

Action: Instant; subtract target's Composure

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Mind

The mage must first grab hold of or touch the target with a test pool of Strength or Dexterity + Brawl – the target's Defense. If that's successful, he can cast this spell as an instant action in the following turn. (With Mind 5, he can cast this spell at sensory range as an instant action. He needs Mind 6 before he can add Space 2 for a sympathetic casting.)

Each success subtracts one dot from one of the target's Mental or Social Attributes, down to a minimum of one. The maximum amount by which an Attribute can be lowered is equal to the mage's dots in the Mind Arcanum. (Lowering Resolve or Composure also lowers the target's Willpower and Initiative, and lowering Wits might affect his Defense.)

Note that the same spell cast to lower a different Mental or Social Attribute does not combine with the first spell — only the highest Potency spell takes effect. For example, if a mage lowers a target's Intelligence by two dots and then casts a spell lowering the victim's Wits by one dot, only the first spell takes effect since that spell has the higher Potency.

Breach the Vault of Memory (Mind ••••)

This spell gives the willworker power over that which helps define a person: memory. The mage can add to, modify or delete a subject's memories in whatever way he sees fit. (It helps but is not necessary to cast "Read the Depths," p. 318, first.) An individual could be made to forget where she parked her car, the fact that she likes strawberry ice cream or even

why she wears a wedding band. Naturally, short-term and less deeply ingrained memories are easier to manipulate than those that are long-term or more fundamental to a person's identity, but just about any memory can be sculpted according to a mage's desires.

Practice: Patterning

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Subterfuge + Mind vs. Resolve + Gnosis

The mage might suffer a penalty, depending on how deep the memory to be altered lies.

Penalty	Memory
None	The willworker can manipulate, destroy or create a trivial memory (causing the subject to forget where she left her lunch money or making her believe that a man in a garish hat walked by her office window earlier).
–1	Deep-seated but not life-affirming memories, such as making the subject's favorite color red instead of green, causing her to forget ever having gone to a favorite restaurant or making her believe that there has been a shy-but-friendly kid named Roger working in the mailroom for the past year.
–3	Shape memories on a life-altering level, such as causing the subject to forget that she has a 10-year-old child, making her believe that she was paralyzed from the neck down until she was 17 or implanting memories of having spent two years wandering the American Southwest with Jesus Christ.
–5	Almost completely eradicate a person's memories and redefine that individual on all but the most fundamental levels (making someone forget everything she ever learned about communicating with others or making her believe she is Joan of Arc).

Once the spell expires, the memories return — with Mind 5, the effect can be made permanent on a Sleeper by using advanced prolongation factors (an exception to the usual rule that spells of permanent Duration cannot be cast on living creatures). During the spell's Duration, psychotherapy and hypnosis might be able to restore the victim's memories. Each success on the spellcasting test levies a –1 penalty on any attempt to restore the subject's memory to normal (or to otherwise influence an implanted or altered memory).

A subject cannot be made to forget that she is Awakened (or is otherwise a supernatural being of some sort) or how to use her paranormal abilities. That part of her identity is too deeply bound into the mind and soul alike to be tampered with. Virtue and Vice may not be changed at this level. They are facets of who a person is, rather than just a product of her memories (see "Psychic Reprogramming," p. 322).

If a target is a mage with at least Mind 1, he might have an inkling via his Unseen Senses (see p. 175) that he has been attacked mentally. A reflexive Wits + Composure test allows him to sense attempts to alter his memories. He can know nothing about the intrusion unless he casts magic (such as "Third Eye," p. 306) to learn more. Most mages react by first erecting a "Mental Shield," pp. 308-309.

This presence of this spell on a target cannot be detected unless the spell's Potency is overcome by a "Third Eye" spell, p. 306.

Dream Traveler (Mind ••••)

The mage can psychically enter the dreams of another. This spell is much the same as "Psychic Projection," pp. 318-319, save that the willworker enters the dreams of a sleeping individual. The mage can use Mind spells while within those dreams to alter the subject's "psychic landscape," controlling the complexion of dreams with as much or as little precision as the mage wishes.

Practice: Patterning

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Mind vs. Composure + Gnosis

If the mage wishes, she may link her dreams to those of others (by adding extra Target factors to the casting), enabling all to share a common dream.

Hallucination (Mind ••••)

The mage creates false sensory input — a hallucination.

Practice: Patterning

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Mind vs. Resolve + Gnosis

This hallucination affects one of the target's five senses plus one additional sense per extra success. The hallucination can be anything the mage can conceive of that could reasonably be experienced through the five senses: a woman in a white dress walking by and whistling, an inexplicable foul smell and bad taste or even physical pain. In the case of tactile sensations intended to hinder or incapacitate, such as a hallucination of a guard who grabs the target by the shoulder to prevent him from entering a room, the test pool for the image's "physical" action is equal to the caster's Gnosis. Of course, the hallucination doesn't actually grab the target through physical means; the hallucination is merely a convincing illusion, such that the target is fooled into thinking that the guard touches and hinders him.

The caster must either give the illusion of a specific "programmed" action or maintain concentration per turn, directing the illusion to do whatever he wants it to. The programmed action must be very simple, such as a person walking one way down a street

and ignoring others. An implausible action on the part of a hallucination might allow a target a reflexive Resolve + Composure test to realize that his senses lie to him.

Read the Depths (Mind ••••)

The mage can telepathically enter a subject's subconscious. This includes the ability to read an individual's memories as opposed to just his surface thoughts.

Practice: Patterning

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (vs. Sleepers) or transitory (vs. mages and other supernatural targets)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Empathy + Mind vs. Composure + Gnosis

Particularly remote or traumatic memories (such as an instance of child abuse) might levy penalties to access (perhaps –3 for the child abuse). The ability to enter a subject's subconscious allows the mage to divine that individual's Virtue and Vice, among other things.

If the target is a mage with at least Mind 1, he might have an idea via his Unseen Senses (see p. 175) that he is being "read." A reflexive Wits + Composure test is made to sense intrusion into his subconscious. He can know nothing about the intrusion unless he casts magic (such as "Third Eye," p. 306) to learn more. Most mages react by first erecting a "Mental Shield," pp. 308-309.

With Mind 5, a mage can cast this spell with a prolonged Duration against mages or other supernatural targets.

Psychic Projection (Mind ••••)

The mage can project his mind into the state of Twilight. This mental form has no Corpus or ephemeral body, just an intangible, semi-transparent image that can be perceived or affected only by mind-affecting powers (such as "Sense Consciousness," pp. 305-306). Likewise, the mentally projecting mage cannot affect creatures or things physically, although he can affect spirits and the like in Twilight with his magic.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Resolve + Occult + Mind

A mage who is psychically projected can use appropriate Knowing and Unveiling spells on himself to enhance his perceptions of the Fallen World, but he cannot cast magic from Twilight into the Fallen World (see "The Realms Invisible," pp. 183-190). His psychic form can move at a Running Speed equal to his normal Running Speed times his dots in Mind.

During the time he is mentally projected, the mage's body is alive but comatose. He has no way of knowing his body's current state of health or any other information about his body unless he uses other magic. Should the mage's body die while he is psychically

projected, he most likely becomes a ghost and moves to an appropriate anchor. (See "Ghosts," pp. 332–343, **Mind's Eye Theatre**.)

While the caster is projected, his soul continues to reside within his body as well as in his distant consciousness, serving as a conduit between the two.

Psychic Sword (Mind ••••)

The mage performs a greater psychic assault.

Practice: Unraveling

Action: Instant; subtract target's Resolve

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Intimidation + Mind – Resolve

Successes inflict lethal damage on a one-for-one basis. With Mind 5, one Mana can be spent to make the damage aggravated.

Supreme Augmentation (Mind ••••)

The mage can raise more than one of his Mental and Social Attributes.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Academics + Life

Per the Mind 3 "Augment the Mind" spell, p. 310, but successes can now be allocated among the mage's Mental and Social Attributes in any combination. The total that each Attribute can be boosted is limited by the mage's total Mind dots.

Telepathic Control (Mind ••••)

The mage exerts telepathic control over humans and other higher minds. At this level, subjects cannot be compelled to undertake actions inimical to their nature (so most people could not be made to undertake blatant suicidal actions, for example).

Practice: Patterning

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (vs. Sleepers) or transitory (vs. mages or other supernatural targets)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Mind vs. Resolve + Gnosis

Additional targets can be added by increasing Target factors. All affected minds must be controlled in precisely the same way. In other words, the mage could command all affected subjects to protect her or dig a hole, but with a single spell could not make one person wash dishes, another make dinner and a third clean the bathroom.

If the caster tries to command the target to put himself in a dangerous situation, a new reflexive and contested test is made for the victim to ignore the command (the new test's successes must exceed the spell's).

With Mind 5, a mage can cast this spell with a prolonged Duration against mages or other supernatural targets.

••••• Master of Mind

Network (Mind •••••)

Whereas with "Telepathy," pp. 313-314, the willworker could contact other individual minds telepathically, she can now connect multiple minds, creating a network.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Target

Rote Pool: Presence + Empathy + Mind

The Target factor determines how many *additional* minds can be linked (so one success is two linked targets, two successes is three and so on). Targets can choose to contest the spell with a reflexive Resolve + Gnosis test each.

Possession (Mind •••••)

The mage can psychically possess another.

Practice: Making

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (vs. Sleepers) or transitory (vs. mages and other supernatural targets)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Mind vs. Resolve + Gnosis

The caster's body becomes comatose, as under the description of "Psychic Projection," pp. 318-319 (although the mage can simply check in on his body if close by). While possessing another, the mage uses the Physical Attributes of his host as well as any Merits or Flaws tied up in that individual's physical or social identity but otherwise retains all of his own qualities. The willworker may choose to utterly suppress the host's consciousness or may keep it active as an impotent spectator.

If the possessor tries to put the host in harm's way, a fresh reflexive and contested test is made for the victim to break the possession (the new test's successes must exceed the spell's).

Once a character is possessed, the Storyteller may rule that the player of the possessed character must follow the possessing mage's player (if the consciousness isn't being subdued), or the Storyteller may rule instead to simply have the possessed character's player sit out while an obvious badge or card is made for the possessing mage's player to signify that he is now in the other character's body. If both players are very trusting of each other, they may agree to let the possessed character's player play as the possess-

ing mage's character, but the Storyteller can overrule such an arrangement if he feels it is or can be abused.

Psychic Domination (Mind •••••)

The willworker can utterly dominate the mind of another thinking being, subjugating the entity's survival instincts or most deep-seated moral convictions. The mage could issue a suicidal command and compel another to heed it or force her to do something she considers absolutely abhorrent. This is exactly the same as manipulating a mind or telepathically controlling it, save that there is literally no limit to the sorts of thoughts and behaviors the willworker can force upon a subject.

Practice: Making

Action: Instant and contested; target tests with Resolve + Gnosis reflexively

Duration: Prolonged (vs. Sleepers) or transitory (vs. mages or other supernatural targets)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Intimidation + Mind vs. Resolve + Gnosis

Forcing the subject to perform a suicidal action prompts a new Resolve + Gnosis reflexive test every turn. The Storyteller decides if a given task is considered suicidal.

Psychic Genesis (Mind •••••)

The mage can create a consciousness. He could generate a self-aware intelligence with a Twilight presence and possibly invest it into a physical shell (such as a sentient computer). He could put the mind in a form incapable of anything other than telepathic interaction, but this is exceedingly cruel and almost always leads to the creation's insanity, unless the consciousness is frequently interacted with or created without a need or desire for contact.

Practice: Making

Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Intelligence + Empathy + Mind

A simple success creates a bodiless, Twilight consciousness (as in "Psychic Projection," pp. 318-319) with the following traits: Intelligence 1, Wits 1, Resolve 1, Presence 1, Manipulation 1, Composure 1, Virtue and Vice. Additional successes are allocated to increase the mind's Mental and Social Attributes on a one-for-one basis. In addition, successes can be allocated to certain Mental or Social Skills, such as Academics or Empathy, to give the consciousness a knowledge base or some facility for interacting with others. The mind has as much of its creator's basic personality and memories as the caster wants the mind to have (although its ability to reason using those memories or even recall them when needed is based on its assigned Intelligence).

By adding other appropriate Arcana to this spell, such a mind could be tethered to a vessel made specifically to hold it (such as a body created with Life 5). Note that at this level of mastery, this spell cannot be given an indefinite Duration (i.e., the mind cannot have a "natural" lifespan of human years). The consciousness dissolves when the spell

expires. Unless the creation is specifically designed to accept the inevitability of its own dissolution without emotional trauma, a Wisdom degeneration draw may be required for the creator (as a level 3 sin). The mage could, however, recast the spell before the previous one expires, giving the mind a new Duration. Note that such extension is an exception to the normal rules for spell control. The created mind is allowed to persist over a series of castings as long as the previous casting does not expire before a successive spell is cast.

Psychic Reprogramming (Mind •••••)

The mage can perform psychic reprogramming.

Practice: Making

Action: Extended and contested; target tests with Composure + Gnosis reflexively

Duration: Lasting (vs. Sleepers) or prolonged (vs. mages and other supernatural targets)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Manipulation + Persuasion + Mind vs. Composure + Gnosis

A subject's Virtue and Vice may be changed (each requires a target number equal to the subject's Composure), and other parts of the subject's fundamental psychic makeup can be altered or even deleted. Each success can affect a single aspect of the subject's fundamental psychic makeup, such as turning a friendship into a rivalry, making the target fall out of (or into) love or making him follow a new career calling.

Although this spell's effect is lasting against Sleepers, it can be dispelled (using Prime 1 "Dispel Magic," pp. 324-325, Prime 4 "Supernal Dispellation," p. 338, or Death 5 "Quell the Spark," p. 227) to undo reprogramming and to restore the target to his previous state. Dispelling successes must exceed those achieved in this spell.

Shadow Projection (Mind •••••)

This spell enables the mage to send her consciousness past the Gauntlet into the Shadow Realm.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Resolve + Occult + Mind

The mage creates a psychic projection as she did to become Twilight with the "Psychic Projection" spell, pp. 318-319. (Note that, unlike "Spirit Road," pp. 366-367, the mage does not have to overcome the Gauntlet rating of the area.) This psychic form manifests an ephemeral silver cord connecting back to the body with armor equal to the mage's Gnosis and Health harmed only by aggravated damage. If this cord is severed, the mage must try to find her way back to her body by some other means (a daunting proposition).

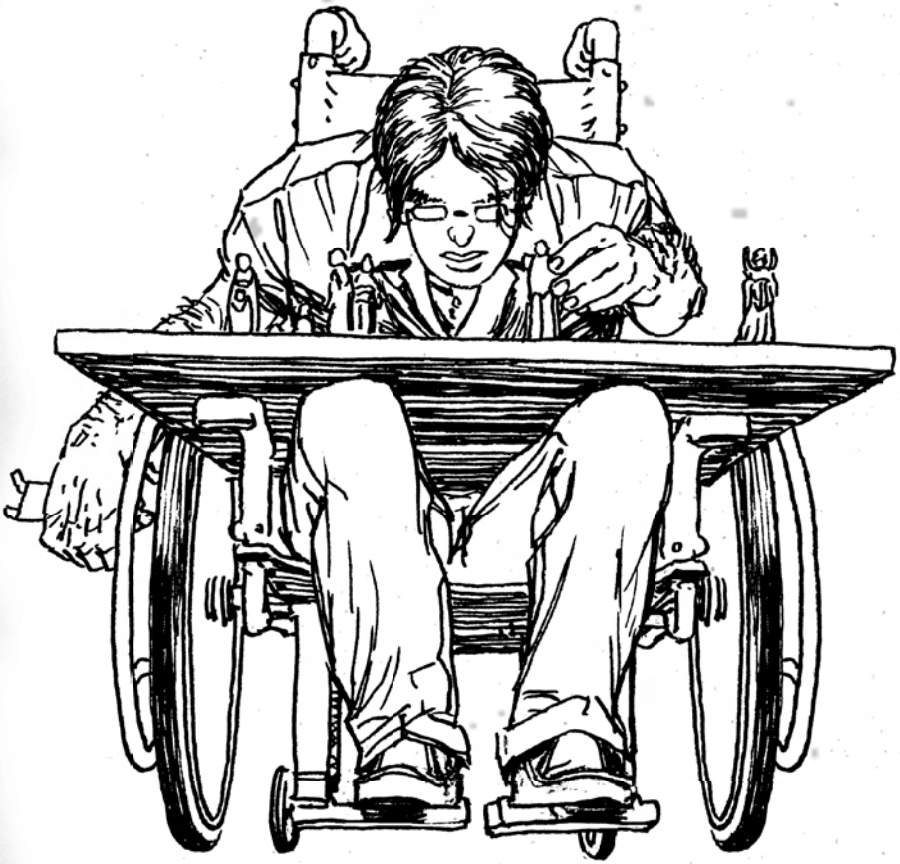
Twilight Temple (Mind •••••; optional Death •• or Spirit ••)

This spell enables a willworker to sculpt the ephemeral stuff of Twilight to create an immaterial abode for himself that can be accessed and used by his psychic form.

Practice: Making
Action: Instant
Duration: Advanced prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Duration
Rote Pool: Composure + Occult + Mind

While within his temple, the mage's psychic form (see "Psychic Projection," pp. 318-319) is protected. Anyone who wishes to perceive or attack him with mind-affecting or other appropriate powers must first breach the abode, which only he can enter at will. The abode has a Durability equal to the mage's Mind Arcanum and a Structure equal to his Gnosis. The temple cannot be moved once it is erected. Spirit 2 wards against spirits so that they cannot approach the temple while Death 2 wards against ghosts.

Using the "Shadow Projection" spell, p. 322, the mage can enter the Shadow Realm with a psychic projection and cast this spell there, creating a shadow temple.



Prime

Purview: Hallows, illusions, magical imbuement, Mana, resonance, tass

Prime, an energy that defies description, is a light that burns without heat. Prime is the power that courses through all things in material existence and that serves as the skeleton on which all willworkers hang their magic. Prime is an Arcanum of mystic power and named for the *prima material*, the Supernal substance. Thus, Prime is often practiced by those who would seek to possess mastery over the subtle and otherwise largely unquantifiable substance that serves as mages' medium.

• Initiate of Prime

Analyze Enchanted Item (Prime •)

The mage can scrutinize an enchanted item —an Artifact, enhanced item or imbued item — to discern the object's powers.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Prime

See "Resonance," pp. 174-180, for rules on scrutinizing items. With several successes (five or more), the mage can tell if the enchanted item is cursed or has other exceptional circumstances (deleterious or benign) connected to its ownership or use.

The effect lasts for one scene, during which extended Intelligence + Occult tests can be made to examine the enchanted item. Ten minutes' time per draw; target number is equal to the Potency of the enchanting effect or twice the enchanted item's Merit dots. See the Merit descriptions for Artifact (pp. 68-69), Enchanted Item (p. 71) and Imbued Item (pp. 74-75) for more details.

Discern Phantasm (Prime •)

The mage can see through Prime-based illusions (those created with manifested Mana; see "Phantasm," p. 335), knowing them for what they are. Having substance, however, they do not vanish from her sight.

Practice: Unveiling

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Prime

The phantasm's Potency is subtracted from the Discern Phantasm test pool.

Dispel Magic (Prime •)

Mages can dismantle or *dispel* existing spells, a process also known as "unweaving."

Practice: Compelling
Action: Instant and contested; successes are compared to the target spell's Potency
Duration: Lasting
Aspect: Covert
Cost: 1 Mana per spell affected
Primary Factor: Potency
Rote Pool: Intelligence + Occult + Prime vs. target spell's Potency

The mage must have at least one dot in *each* Arcanum used in the spell to be dispelled unless he has Prime 4 (see "Supernal Dispellation," p. 338). This effect differs from "Counterspell," which requires one dot in only one of the Arcana used by the target spell. The successes of the dispelling mage's effort must exceed the Potency of the existing spell to successfully dispel it.

Inscribe Grimoire (Prime •)

The mage can record the secrets of his rotes into a magical book readable by other Awakened minds.

Practice: Compelling
Action: Extended
Duration: Lasting
Aspect: Covert
Cost: None
Rote Pool: Intelligence + Expression + Prime

Inscribing a grimoire is a bold act, for the mage puts part of his magic into the book by removing the magic from himself. In doing so, the mage forgets how to cast a rote. He can later re-learn it by studying his own grimoire (or learning from another mage who knows the rote) and with the expenditure of the proper experience points. Until he does, he cannot cast that rote on his own again (although he can use the grimoire to cast it; see below).

Recording would seem at first to be a selfless or foolish thing to do, but orders are hungry for grimoires with which to teach young mages and pay for such works in favors. Also, certain Mind spells or creatures can take knowledge from a mage's mind, leaving a void in place of the knowledge. In case rotes are lost in this way, it's good to have them "backed up" in a book. Finally, other mages can cast the rote from a grimoire, allowing one mage's knowledge to be shared quickly with his order or cabal (although any casting mage must have all the prerequisite Arcana dots to cast the rote).

The spell's target number equals one success per Arcanum dot used in the rote to be recorded. For example, a Life 3/Mind 2 rote requires five successes. The grimoire's Duration is lasting; the grimoire cannot be dispelled and does not expire unless the grimoire itself is destroyed.

Grimoires allow mages to learn their contents without requiring a teacher, although the experience point cost is the same. In addition, a mage can cast a grimoire's rotes even if he does not personally know the rotes, as long as he references the book during casting. Doing so requires one turn of reference, during which the mage can do nothing but read the book and move up to his Acting Speed. In the following turn, he can cast the rote. If he is interrupted before casting, he must reference the book all over again. If he already knows the rote, referencing the grimoire gives a +1 bonus to casting it.

Grimoires cannot be copied without going through the same spellcasting process used to create them. Only the original is enchanted; mundane copies produce only a mess of meaningless words. Despite the name, grimoires don't have to be books. They can be computer programs or databases or anything used to store knowledge.

Sleepers cannot use grimoires. They cannot make sense of grimoires' contents, at least not on the esoteric level required. Only Awakened minds can grasp the lore contained within.

Supernal Vision (Prime •)

The mage gains Mage Sight (see "Mage Sight," pp. 206-208). This is the most potent of the resonance-detecting senses, and the Storyteller should be lavish with its details, explaining intricacies of any given source of resonance that would likely be invisible to one using another Arcanum. Some details, however, are best analyzed with other Arcana or better still in conjunction with Prime.

•• Apprentice of Prime

Sense the Threads (Prime •• + Space ••)

Just as a spider sitting at the center of its web, the mage can detect whenever something disturbs any portion of the web. She can sense when someone scrutinizes or tries to dispel one of her spells.

This detection is not a spell in itself, but an ability the mage gains with Prime 2 and Space 2. This ability allows the willworker to passively monitor the health of her spells, sensing whenever someone else tries to magically scrutinize them (see "Scrutinizing Spells," pp. 177-178) or dispel them (see "Dispel Magic," pp. 324-325). Armed with such knowledge, she can choose to intervene using other magics.

One Mana must be spent toward such observation during the casting of whatever spells are to be monitored. A mage can monitor only those spells for which this cost is paid.

To sense scrutiny or tampering, one should make a reflexive Wits + Occult test. This sense can potentially be foiled by the "Unseen Spy" spell, pp. 328-329.

Activate Enchanted Item (Prime ••)

The willworker gains the ability to activate a contingent Artifact or imbued item, artificially satisfying the trigger of such an item (usually after having carefully analyzed it with "Analyze Enchanted Item," p. 324).

Practice: Compelling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Investigation + Prime

The mage can activate the item's trigger at will anytime within this spell's Duration. See the Merit descriptions for Artifact (pp. 68-69), Enchanted Item (p. 71) and Imbued Item (pp. 74-75) for more details.

Counterspell Prime (Prime ••)

The mage can counter spells from any Arcanum.

Practice: Shielding

Action: Instant; successes subtract from the target spell's Potency

Duration: Lasting

Aspect: Covert

Cost: 1 Mana per spell affected

Primary Factor: Potency

Rote Pool: Composure + Occult + Prime

As the rules for "Counterspell," p. 206, but the mage can now counter spells from any Arcanum (he does not need one dot in at least one of the spell's Arcana), and he can counter covert spells even if he has not had time to identify their components.

Magic Shield (Prime ••)

This spell creates a shield against outside magic (but not physical attacks — see "Physical Armor Spells," pp. 208-209). Such a matrix of power is visible to those with Mage Sight, appearing as ghostly white flames limning the form of the caster.

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: Special

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime

The mage gains one point of armor per dot he possesses in the Prime Arcanum. By spending one Mana, the Duration can be made to last for one day.

This armor works only against spells that target the mage. It does not shield against magic that is not directly cast at the mage. A bolt of electricity thrown at him is shielded, but damage suffered by falling through a floor rotted through by magic is not. This shield functions against spells, such as mind control or soul theft, that do not directly inflict damage.

A magical shield requires one Mana each time the shield contends with an incoming spell. If the mage does not (or cannot) spend the Mana, the shield provides no armor against the attacking spell. However, the shield remains until its Duration expires, so the shield can be activated later. Among other things, this spell allows a mage to use his magical shield selectively, blocking hostile spells but allowing friendly ones through.

Primal Flow (Prime ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Squaring the Circle (Prime ••)

The mage creates a mystical space where two mages can engage in the Duel Arcane, a wizard's war. See "The Duel Arcane," pp. 190-194, for rules on using this spell.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Resolve + Occult + Prime

Transform Aura (Prime ••)

The mage can alter his aura's nature. Although many mages can manipulate the quality of their personal resonance or cloak it entirely, none do so with the finesse of a willworker skilled in Prime. He can alter the nature of his aura, appearing to be a Sleeper (or even an inhuman creature), or he can hide it or even disperse it completely for a time. Though an aura returns to its original state once the spell expires, an aura can be warded away for quite some time.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Prime

Only by overcoming the Potency of this spell (with a spell such as "Supernal Vision") can a mage detect the true aura. See "Aura Signifiers," pp. 303-304, for a list of some aura natures. If this spell is cast conjunctionally with Mind 2, the mage can alter the appearance of his aura's mental and emotional state, per the Mind 2 "Alter Aura" spell, p. 306. This spell cannot be detected except by a "Supernal Vision" (p. 326) Mage Sight spell with a higher Potency. Even once this spell is detected, the true nature of the mage cannot be perceived until the "Transform Aura" spell expires or is dispelled.

Unseen Spy (Prime ••)

The mage can hide himself from other willworkers' magical senses when he attempts to scrutinize or dispel their magic.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Subterfuge + Prime

Normally, mages cannot sense if their spells are being tampered with, but the "Sense the Threads" ability, p. 326, allows a mage to monitor the status of his

spells. With "Unseen Spy," a mage can attempt to hide from such a mage's magical senses. Whenever a spy scrutinizes a vigilant caster's spells or tries to dispel them, a reflexive Intelligence + Subterfuge test is made for the spy and contested by the subject's reflexive Wits + Occult test. If "Unseen Spy" exceeds the caster's successes, his spying goes undetected.

••• Disciple of Prime

Armor of the Soul (Prime •••)

The mage can weave a barrier around a soul, protecting it from being stolen by a spirit or severed by an adept of Death.

Practice: Veiling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Composure + Occult + Prime

The target gains one point of armor per dot the caster possesses in the Prime Arcanum against magic or powers that affect the soul. By spending one Mana, the Duration can be made to last for a day. This spell can be combined with a "Magic Shield" spell (p. 327), and the armor points from both are added together against magic that affects the soul. This is an exception to the normal rules about spell effects combining.

Celestial Fire (Prime •••)

The mage manifests celestial fire.

Practice: Fraying
Action: Instant and aimed
Duration: Lasting
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Dexterity + Occult + Prime

The mage flings a ball of glowing, fiery energy at a target. This projectile is large enough that targets gain their Defense against it. One point of bashing damage is inflicted per success. (Note that "celestial fire" is not the same thing as mundane fire; vampires are not especially susceptible to it, and it does not induce Rötschreck.)

This spell affects beings or objects in the Twilight state, but the mage needs "Supernal Vision," p. 326, or some other magical sense that allows him to see Twilight beings, to be able to target such creatures, or else he fires blind.

With Prime 4, damage is lethal, and the mage can choose to directly attack a target's Pattern instead of casting it as an aimed spell (the target resists, subtracting Stamina from the caster's test).

With Prime 5, a mage can spend one Mana to make the damage aggravated.

Channel Mana (Prime •••)

The mage can channel Mana from a Hallow without need of an oblation (see p. 64), or he can take the Mana from tass or an enchanted item.

Practice: Weaving

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Prime

Each success allows the mage to channel one Mana point from a source for his own Mana pool up to a maximum of his Prime dots. The mage must touch the source (with Prime 4, he can channel within sensory range, and with Prime 5, he can use Space 2 for sympathetic range).

Tass can be drawn upon for its Mana with this spell, meaning that Mana can potentially serve as a form of currency. The mage must touch the tass to channel from it (with Prime 4, he can channel from the tass at sensory range). For each point of Mana siphoned out of tass, subtract one point from the tass's Mana and Structure. If the tass is siphoned to zero Mana or Structure, the tass collapses back into the Tapestry. See "Create Tass," below, for more information.

An enchanted item that holds its own Mana stores (such as certain imbued items and Artifacts) can also be channeled. The subject must be touched, and one Mana is channeled per success up to a maximum of the caster's Prime dots.

Controlled Dispellation (Prime •••)

The mage can unravel an existing spell against only those targets he chooses, letting the spell continue to affect others.

Practice: Fraying

Action: Instant and contested; successes are compared to the target spell's Potency

Duration: Lasting

Aspect: Covert

Cost: 1 Mana per spell affected

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime

This spell is similar to "Dispel Magic," pp. 324-325, in all its Arcana requirements (unless the caster has Prime 4, in which case he can perform this spell with "Supernal Dispellation," p. 338). Controlled Dispellation allows a mage to protect himself or other select individuals from spells while still allowing those spells to take effect. He effectively makes a number of Patterns equal to the spell's Target factor invisible to the spell.

Create Tass (Prime •••)

The mage creates tass or solidified Mana. Tass can look like anything: a rock, a hammer, a table, even a car or a dog. If the tass manifests as a seemingly living creature, the tass sits, inanimate, in whatever position the tass was created until such time as an outside force acts upon it.

Practice: Weaving
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: 1 Mana (minimum)
Primary Factor: Potency
Rote Pool: Resolve + Craft or Occult + Prime

Successes are allocated between the tass's Size and Durability. At least one Mana must be channeled into the tass. This Mana can be siphoned out of the tass by using the "Channel Mana" spell, p. 330.

Although the object is real, it does not behave as an object made from the proper materials. In other words, a tass hammer is not as good as a metal one. If this spell is cast as an extended action, an extended Dexterity + Crafts test can also be made for a mage to create tass that behaves much as its representative object would. The target number of success is based on the Size and complexity of the object to be crafted (one success for a simple hammer, three successes for a table, five successes for a cushioned recliner chair). Tass objects inflict only bashing damage unless they are carefully crafted with sharp edges (add one success to the extended Crafts test's target number per lethal damage modifier).

Tass dissolves into the Tapestry at the end of the spell's Duration.

Disguise Resonance (Prime •••)

The mage can change the appearance of an area's resonance, which makes it appear to possess different qualities or even hide the area's magical signature, meaning that she could make a powerful Hallow look like a magical dead zone.

Practice: Veiling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Composure + Subterfuge + Prime

Even spirits, which rely on certain qualities of resonance for feeding, can be fooled by this spell. Each success also masks one level of a Hallow's power. For example, two successes make a three-dot Hallow look like a one-dot Hallow. Or she could make it appear to be a greater place than it is, making a three-dot Hallow appear to be a five-dot Hallow, with two successes.

This spell cannot be detected except by a "Mage Sight" spell with a higher Potency. Even once this spell is detected, the true resonance of the area cannot be perceived until the "Disguise Resonance" spell expires or is dispelled.

Dissolve Tass (Prime •••)

The mage can dissolve tass back into the Tapestry.

Practice: Fraying
Action: Instant
Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime

Each success dissolves one point of the tass's Mana and Structure.

Ephemeral Enchantment (Prime •••)

The mage enchants an object, allowing it to strike (if it is a weapon) or protect (if it is armor) against Twilight or Shadow Realm entities.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime

If the weapon is a gun, all the bullets within its magazine, cylinder and chamber are enchanted. To enchant extra magazines or ammunition, additional Target factors must be added to the casting.

With Prime 5, the object can be given the power to inflict aggravated damage (one Mana must be spent for the caster or user with each aggravated strike).

Imbue Item (Prime •••)

The mage can imbue any item with magical powers.

Practice: Weaving

Action: Extended

Duration: Prolonged (one scene)

Aspect: Special

Cost: 1 Mana per spell, plus one for an item with a Mana store (plus normal Mana expenditures for each spell encoded)

Rote Pool: Composure + Crafts + Prime

Imbued items are given one or more magical powers. Effectively, any mage who uses the imbued item gains the benefits of its spells even though he did not cast them. See the Imbued Item Merit, pp. 74-75.

The mage must be able to cast each spell he wants to imbue as an extended action (although he is not subject to the normal penalties for converting instant spells to extended spells — see "Fast Casting to Ritual Casting," pp. 138-139). Each spell's target number is determined as if he were casting that spell as an extended action. The target numbers of all spells to be imbued (including the Potency and Duration of the "Imbued Item" spell as well as the Duration factors for every spell involved) are combined to find the successes needed for the "Imbue Item" casting, but each spell is cast one after another as part of the Imbue Item ritual. Note that special spell factors, detailed on pp. 152-155, cannot be used in the spell, with the exception of conditional Duration (although only the wielder can fulfill the condition) and Target exemption — powers imbued into an item are not considered to be prepared spells

and can only be triggered by the actions of their wielder. Others may modify the item with other spells (such as with Matter "Alter Integrity"), but only the mage casting "Imbue Item" can cast all of the powers to be imbued into the item. However, he may use the normal rules for group rituals detailed on p. 168. Once cast, the Potency of the "Imbue Item" spell is locked into the item.

Most imbued items are made with spells of indefinite Duration. Prime 4 allows the mage to use the advanced prolongation table as usual to create an imbued item with indefinite Duration, but the individual spells making up the powers of the imbued item must also be cast with indefinite Duration, or the spells fade from the item at the end of their Duration. The caster usually relinquishes the "Imbued Item" spell from his control, so the spell no longer applies to his maximum spell limit (the other spells do not need to be relinquished — they are now considered to be part of the Imbued Item spell). See "Relinquishing Control of Spells," p. 151. In all other cases, the spell follows the usual rules for Duration, control and accumulation.

One Mana point must be spent per spell imbued in addition to any Mana normally required for the casting of each spell. Powers that require the use of a trigger (a word, gesture or condition that activates the item) and an activation test generate Potency successes, but they cannot exceed the Potency encoded at the time of the casting of the "Imbue Item" spell. Mages can activate powers in downtime as normal, or they can spend a downtime action to take extreme care in activating the power. If they take their time, they can assume a draw of 20 when determining Potency. Imbued item powers are visible only to Unseen Senses and Mage Sight if activated — otherwise, it requires scrutiny to detect that an item is imbued with magic. Individual spells can be discerned with the Prime 1 spell "Analyze Enchanted Item" — see p. 324.

The caster can give the item the capacity to hold Mana points. Doing so requires three additional successes to the target number, which gives the item a capacity of 10 points plus one per spell imbued. Mana must be spent at the time of the ritual for the caster to actually fill the capacity of points, or else someone with the "Channel Mana" spell (p. 330) can do so later.

The Duration of imbued effects default to the standard Duration of the spell encoded into the device (not the Duration of the spell as cast — see above); lasting Duration spells are considered persistent powers, but all other effects are considered contingent that require a trigger (see the Imbued Item Merit, pp. 74-75). The aspect of casting (covert or vulgar) also depends on the spells imbued into the item. If the item is imbued with vulgar spells, it risks a Paradox whenever these powers are used. The Paradox test pool is based on the Gnosis of the imbued item's creator at the time of the item's creation (if his Gnosis later rises, the item's Paradox test pool does not also rise).

Imbue Mana (Prime •••)

The mage can imbue a living creature with Mana.

Practice: Weaving
Action: Instant
Duration: Lasting
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Presence + Persuasion + Prime

The mage gives a living creature one of his Mana points per success. The caster must touch the target during casting (with Prime 4, he can affect the subject at sensory range). If this spell is combined with "Channel Mana," p. 330, or "Siphon Mana," p. 341, the mage can take Mana from one source (other than himself) to give to another.

Channeling Mana into a living being usually does nothing to it (save perhaps for a feeling of being energetic or edgy) unless the subject is Awakened, in which case she adds the Mana to her total. If the number of points of Mana invested in a Sleeper's Pattern exceeds her Size, the subject suffers one Health wound of bashing damage per point of Mana by which her Size is exceeded as the celestial fire literally tears her Pattern apart. In this case, the target can resist the spell by subtracting her Stamina from the caster's test.

Ley Lines (Prime •••)

This spell harnesses the subtle power of the Earth's ley lines, enabling a willworker to generate perpetual free energy for any number of purposes. Ley energies course unseen and unnoticed by most over the contours of the planet. It is said that the ancients realigned and manipulated such sources of perpetual power.

Practice: Weaving

Action: Extended

Duration: Lasting

Aspect: Covert

Cost: None

Rote Pool: Intelligence + Occult or Science + Prime

This spell bestows upon the mage a source of perpetual energy, a node from which ley energy wells up. The mage determines the form of the node, whether it is the source of a pure spring, the center of a tranquil valley or a mountain peak, for example. The effect is lasting — the energy of the Earth replenishes itself unless something later disrupts the ley lines. Altering the architecture or geography of the node, perhaps simply damming its spring, or flooding its valley can create this type of disruption. The target number depends on how much power the node generates per day. One success makes enough energy per day to power a small room, such as a home office (for its usual day-to-day energy needs in mild temperatures). Three successes can power a small home. Five can power a large home or mansion. Seven successes can power an office building. The power is generated from a single node, so these buildings must have a central hook-up that is placed within the node. For example, a circuit box can be placed in the node, powering anything that leads to it, such as an electrical socket in an upstairs bedroom.

This spell does have a couple of drawbacks. First, the mage can create a ley-energy node only at a point at which energies actually converge. Such spots occur at the Storyteller's discretion, but it is said that ancient cultures knew these places. Following old Roman roads or exploring the ruins of ancient villages might lead a mage to such a nexus. Most of the best and most accessible of these junctures have already been claimed. Second, this magic can be dispelled just as any other, causing all that is being powered by the subtle energies to cease functioning until the spell is cast anew or an alternate power source is arranged.

Magic Wall (Prime •••)

The mage can now cast a magic shield on another person.

Practice: Shielding

Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: Special
Primary Factor: Potency
Rote Pool: Manipulation + Occult + Prime

See "Magic Shield," p. 327, for the effects. If the target does not have his own Mana, the caster must incorporate Mana during casting to allow the target a number of charges. The subject can choose when a charge is activated.

Phantasm (Prime •••)

This spell creates an inanimate phantasm, a construct woven of Mana threads. Such a creation possesses a degree of substance and appears to be a normal object of its type to Sleeping eyes but is in reality a solidified illusion. The mage can create books, knives, chairs, stones or any other lifeless, inanimate objects she can think of. These objects do not and cannot possess qualities such as conductivity, magnetism or the like. Phantasmal wood does not float in water and does not fuel a fire. (Although phantasmal wood can still be destroyed by such, the wood does not sustain the flame on its own.)

Practice: Weaving
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Intelligence + Craft + Prime

The spell creates an object of Size 5 or less. The phantasm has one point of Durability. The object is fragile and breaks easily. The mage cannot create functional tools, weapons or armor at this level. To create a convincing illusion, a reflexive Intelligence + appropriate Skill test is required, and excess successes on the casting each add +1 to this test. To simulate an animal, use Animal Ken. For an object, use Crafts. For a person, use Medicine or perhaps Empathy.

At the Storyteller's discretion, magically "dead" areas may not contain enough ambient Mana to fabricate such an object without the expenditure of a point of Mana, but this should be rare.

Transform Other Aura (Prime •••)

The mage can alter another's aura, changing the appearance of his true nature just as he does for himself with Prime 2.

Practice: Veiling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Occult + Prime

See "Transform Aura," p. 328.

•••• Adept of Prime

Awaken Hallow (Prime ••••)

The mage awakens a dormant Hallow.

Practice: Patterning

Action: Extended

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Rote Pool: Composure + Survival + Prime

The target number is equal to the original level of the Hallow before it became dormant.

Eyes of the Awakened (Prime ••••)

The mage allows a Sleeper to possess Mage Sight. For the Duration of the spell, the Sleeper sees things that she did not believe possible before. During this period, her witnessing the Mysteries does not invoke Disbelief, but she still adversely influences a Paradox as a normal Sleeper witness.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Empathy + Prime

Marionette (Prime ••••)

By way of this magic, the willworker creates a potentially animate phantasm of an animal or other obviously non-human creature. The phantasm can move, but only as she directs it through active concentration. The phantasm moves as it would normally be able to. A ferret phantasm could, for example, filch a set of keys, while a wolf could be used to attack someone.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Subterfuge + Prime

As with the "Phantasm" spell, p. 335, except that each success grants two dots of Physical Attributes to the phantasm, which are allocated however the caster wishes, up to a limit of the mage's Prime dots in any one trait. A combined casting with "Phantasmal Weapon," p. 337, gives the marionette more solidity and allows successes to be allocated to an equipment modifier (including weapon damage) or armor. (With Prime 5, the mage doesn't need to combine castings to gain this effect for his marionette.) When calculating the phantasm's Defense, use the phantasm's Dexterity or the mage's Wits,

whichever is lower. If the phantasm runs out of Health or Structure, the phantasm disintegrates back into the Tapestry.

The mage must concentrate to direct the phantasm's movements, and he cannot direct it out of the range of his mundane senses unless he is scrying it with the Space Arcanum (a mage's own phantasms are always treated as Intimately connected for such purposes). While concentrating on moving the phantasm, the mage can still use his Defense but cannot initiate his own attacks or cast any other magic; his attention is too absorbed.

Note that the same sorts of "magic dead areas" that necessitate spending a point of Mana to create a static phantasm with the "Phantasm" spell (p. 335) require the same for this spell.

Phantasmal Weapon (Prime ••••)

The mage creates a sturdy phantasm and can even create functional weapons and armor.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Craft + Prime

As with Prime 3 "Phantasm," p. 335, except the object has a Durability equal to the caster's Prime dots. Successes can be allocated to create an equipment dice modifier or armor points for the object or even to increase the Size above five points (on a one-for-one basis).

Siphon Essence (Prime ••••)

The mage can pull the Essence out of a spirit, ghost or locus and convert the Essence to personal Mana. He may either add it to his Mana store or disperse the Mana into the Tapestry as he wishes. Most experienced willworkers are quick to point out the folly almost always inherent to pillaging a locus. Even if there are no werewolves present (a rare enough occurrence), spirits regard loci in the same way that mages look at Hallows, and resent those who cheat them of their rightful sustenance. While not all spirits have the means to exact immediate retribution, most have long memories and at least a few allies willing and able to make life hell for pirating mages.

Practice: Unraveling

Action: Instant; subtract target's Resistance

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime – Resistance

Each success siphons one Essence from the targeted spirit, ghost or locus. See **Werewolf: The Forsaken** (pp. 260–265) for more information on loci.

Siphon Integrity (Prime ••••)

The mage can pull the Mana out of a mundane lifeless object. He may either add this Mana to his own or disperse it into the Tapestry as he wishes. Most such Patterns

have but little Mana invested in them and siphoning it all away (or simply dispersing it) damages the item.

Practice: Unraveling

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime

Each success gives the mage one Mana and inflicts one point of Structure damage to the object, making it brittle. (This damage circumvents the object's Durability.) Only one point of Mana may be gleaned per three points of Size (rounding down); mundane objects smaller than Size 3 simply do not have enough material substance and presence to hold a full point of Mana.

The caster can replenish his personal Mana reserves with this spell only once every chapter (or downtime action). The frayed Mana from successive castings cannot be integrated into the mage's Pattern during that time, but he could use the "Channel Mana" spell, p. 330, to divert it elsewhere.

Enchanted items cannot be siphoned with this spell.

Supernal Dispellation (Prime ••••)

The mage can dispel magic. He can attack the Pattern of a spell, destroying it by pulling apart the threads that comprise it. At this level, the mage does not need to have any dots in the Arcana used in the magic to be dispelled. His Prime lore is enough to unweave any spell.

Practice: Unraveling

Action: Instant and contested; successes are compared to the target spell's Potency

Duration: Lasting

Aspect: Covert

Cost: 1 Mana per spell affected

Primary Factor: Potency

Rote Pool: Resolve + Occult + Prime vs. target spell's Potency

This effect works as "Dispel Magic," pp. 324-325, but the mage does not need to posses any of the Arcana involved.

Suppress Hallow (Prime ••••)

The mage suppresses an active Hallow.

Practice: Unraveling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Survival + Prime

One dot of the Hallow's rating is diminished per success.

••••• Master of Prime

Create Complex Phantasm (Prime •••••)

The mage creates a complex phantasm. These beings can mimic living people and complex objects (computers) and stand up to some degree of mundane scrutiny. Such a phantasm is subject to the same rules as a simple moving phantasm (see "Marionette," pp. 336-337). A mechanical or electronic device, however, doesn't conduct electricity and doesn't work if plugged into a socket; only the mage's concentration makes the device *seem* to work normally.

Practice: Making
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Crafts (for objects) or Medicine (for people) + Prime

A phantasmal person appears to possess the same Mental and Social Attributes as the caster (or fewer, if he wishes it) and can speak if compelled to by the mage, but has no individual initiative and collapses into a lifeless heap if the willworker doesn't actively pay attention to the phantasmal person.

Create Hallow (Prime •••••)

The mage can create a temporary Hallow.

Practice: Making
Action: Extended
Duration: Advanced prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Rote Pool: Composure + Occult + Prime

The target number equals the dots of the Hallow (up to a maximum of five dots). The Hallow immediately yields up its rating in Mana, which can be harvested through normal means (by performing an oblation, p. 64, or casting "Channel Mana," p. 330). The effect lasts for one scene, but the effect is made to last longer, the Hallow does not yield up more Mana until the next chapter (or downtime action). The spell cannot be made to last indefinitely.

Although Hallows can conceivably be created anywhere, certain places are more conducive than others. High places such as at the top of a mountain, tall hill, tree or skyscraper are the best. If a mage attempts to cast this spell anywhere else, he suffers penalties. Casting at sea level is –1, while casting slightly below sea level is –2. Casting in a deep hole or pit is –3. This spell can only be cast once per chapter or downtime action.

Dead Zone (Prime •••••)

The mage expels the ambient Mana from an area, creating a "magic dead zone." Small animals, children and the elderly may sicken and even die in places devoid of a natural flow of Mana energies.

Practice: Unmaking
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Primary Factor: Area-affecting Target
Rote Pool: Composure + Occult + Prime

Once this spell is cast, no Mana or Essence can be acquired from the area or into the area (such as by sympathetic magic) by any means, including Prime magic, Hallows and Legacy oblations. Although a mage can spend his own Mana within a dead zone, he cannot draw it from another source. The caster's dots in Prime also act as a penalty to all spellcasting tests within the area. As creatures of pure Essence, spirits have a penalty equal to the caster's dots in Prime to *all* tests within the dead zone. A weak Gauntlet gives –1 to the spellcasting test.

Magical dead zones do not trigger Disbelief.

Forge Tulpa (Prime ••••• + Mind •••••)

A tulpa, an idea-form so forcefully visualized that it assumes material substance, is dreamed into being by a creative mind in a state of intense and deliberate imagination. Such creations often grow beyond the direct control of their creators, becoming free-willed beings halfway to possessing reality of their own. Sometimes a tulpa becomes wicked or even physically monstrous, but this is the product of flawed discipline on the part of the creator, rather than any fault of the dream-being itself. A tulpa may look like a human being, an animal, a monster or just about any kind of physiologically plausible being of which the willworker can conceive.

Practice: Making
Action: Extended
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: None
Rote Pool: Wits + Occult + Prime

Successes are allocated to construct the tulpa's Mental, Physical and Social Attributes (to a maximum of the mage's Prime dots in any single Attribute; at least one dot must be placed in every Attribute) and extra damage and armor (on a one-for-one basis). The tulpa possesses a Willpower score (the sum of Resolve and Composure as normal) and self-awareness, no matter how rudimentary.

Its Size is 5 or less (the caster can decide to make it less than average human Size). The tulpa may be free-willed or bound to the will of the caster, as desired. An especially strong-willed tulpa may defy its binding creator and escape.

A physically monstrous or otherwise bizarre tulpa invokes Disbelief (pp. 173-174) when witnessed by Sleepers.

At this level of the mage's mastery, this spell cannot be given an indefinite Duration. The being dissolves when the spell expires. Unless the tulpa created is specifically designed to accept the inevitability of its own demise without emotional trauma, a Wisdom degeneration roll might be required for the caster (unless he has Wisdom 2 or lower). The mage could, however, recast this spell before the previous one expires,

giving the tulpa a new Duration. Note that this is an exception to the normal rules for spell control. The tulpa is allowed to persist over a series of castings as long as the previous one does not expire before a successive spell is cast.

Siphon Mana (Prime •••••)

The mage can siphon Mana at sensory range from an unwilling mage and add the Mana to the caster's own pool.

Practice: Unraveling

Action: Instant; subtract target's Stamina

Duration: Vulgar

Aspect: None

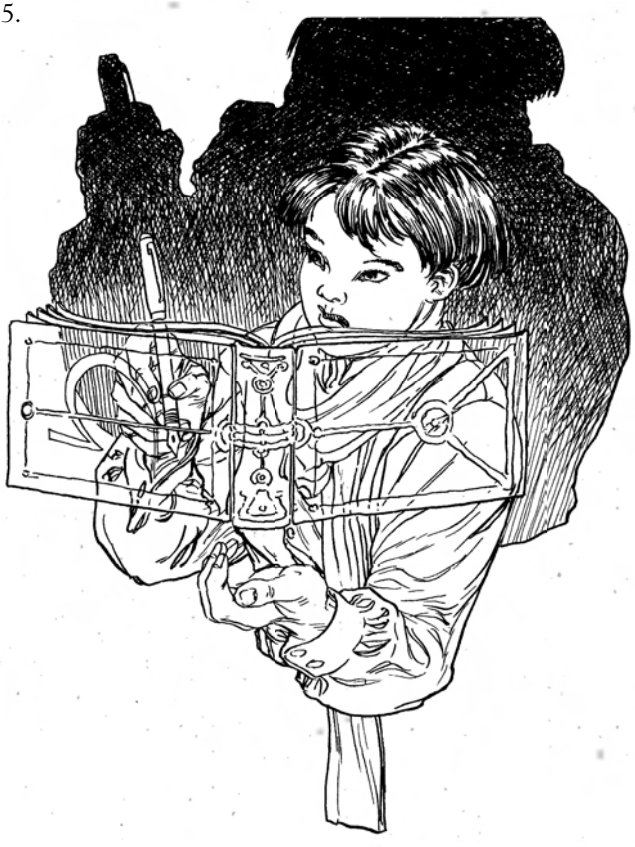
Cost: Any Mana requirement for casting the spell, above the normal point needed to cast an improvised spell. See "Mana Cost," p. 165.

Primary Factor: Potency

Rote Pool: Resolve + Intimidation + Prime – Stamina

One Mana point is channeled per success. The caster cannot add more to his pool than the maximum amount allowed (based on his Gnosis; see pp. 61-62). Each successive casting against the same target within the same scene suffers a cumulative –2 penalty.

Sleepers or other creatures cannot be siphoned (they do not have spendable Mana), but they can be killed without the need of a spell to yield their Health's worth in Mana; see p. 65.



Space

Purview: Conjuration, scrying, sympathy, teleportation, wards

Space is the art of connection, of the ties between things, the illusion of distance and the means by which one traverses all of reality with a single step. Space is an Arcanum for travelers, trailblazers and heralds. Space illustrates the ties between people and things, and is an Arcanum of sympathy, contagion, emotional bonds, roads and doorways.

To the mage versed in Space, spatial extension is an illusion; all points are one. The willworker is capable of traveling without moving by navigating the illusion of distance with acumen unknown to mundane human beings. Likewise, he can extend his senses far beyond the range of the natural, listening to what goes on in a home two towns over or (with the right combination of Arcana) hold a conversation with a person 10,000 miles away as though he were sitting across a table from her.

• Initiate of Space

Correspondence (Space •)

The mage can analyze the connections between things, people and places, determining their degree of sympathetic connection. This spell provides useful information to the caster who intends to affect a subject through someone or something to whom or to which the target is emotionally bound.

Practice: Knowing

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Space

This sense is sometimes modified by the strength of the bond (the Storyteller might award a bonus for a strong bond or levy a penalty for a weak one). If the sympathetic bond has been concealed (see "Conceal Sympathy," pp. 344-345), this spell's successes must exceed the disguise spell's Potency.

Finder (Space •)

The mage can flawlessly track an item in his immediate surroundings.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Space

The mage chooses a specific object as the target of this spell, such as a weapon, idol or even a ballpoint pen. By means of this spell, no matter where a targeted object goes

within the mage's vicinity, she knows the object's movements. While this effect applies only within a mage's sensory range, with Space 2 she can cast this spell as a sympathetic spell and track the item anywhere.

Omnivision (Space •)

The mage can perceive 360 degrees around himself. He essentially has "eyes" on the back and sides of his head.

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Composure + Space

The spell extends the mage's vision around him. As long as he can see (i.e., the area isn't dark), he can perceive in 360 degrees with a reflexive Wits + Composure test. It is almost impossible to surprise the mage by sneaking up from behind (a person would need to be well camouflaged, and the mage might need to be heavily distracted by something in another direction).

Spatial Awareness (Space •)

The mage gains Mage Sight (see "Mage Sight," pp. 206-208). He can detect spatial distortions and manipulations. He is capable of discerning disturbances in the local fabric of space, which is typically caused by use of more advanced applications of this very Arcanum. He can detect when someone has altered the spatial axes of an area (for example, making a place larger on the inside than outside), used a location as the origin point or terminus for teleportation or created (or overcome) a Space ward (see pp. 346-347).

Spatial Map (Space •)

A mage who casts this spell has a much more accurate sense of where everyone and everything is during a firefight, helping the mage's aim. The spell creates a mental spatial map that constantly updates the mage on the changing topography of her surroundings, from the guy with the shotgun sneaking up among the parked cars to the stray leaf blowing by in that sudden breeze.

Practice: Unveiling

Action: Instant

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Space

Each success removes –1 worth of penalty to the mage's ranged attack test pool in the following turn, helping her to offset (or eliminate) penalties for opponents' concealment or other spatially based conditions, such as hitting a prone target. She cannot gain bonuses by virtue of this spell; it simply eliminates penalties. This effect also allows a

mage who is temporarily or permanently blinded to perceive her immediate surroundings with an acuteness transcending mundane sight (ignore blindness penalties when locating or targeting beings or objects).

This spell cannot be combined with the Fate 1 "Sharpshooter's Eye" spell (pp. 231-232).

•• Apprentice of Space

Sympathetic Spells

By adding Space 2 to a spell, a mage can affect targets at far distances through a sympathetic connection. See "Sympathetic Spells," pp. 143-146.

Apportation (Space •• + Forces, Life or Matter ••)

With the aid of another Arcanum, the mage can move something to a remotely viewed location or remove something from it. (The "Scrying" spell, pp. 345-346, allows a mage to remotely view a location.) She can, with the appropriate dots of Forces, Matter or Life (Matter 2 for a brick, for example, or Life 2 for a guinea pig), draw an item through a scrying window to her current location if the object, creature or energy source is small enough. If she wishes, she can also send such subjects from her location through the window to the other location. Naturally, this use of scrying (which either causes a disembodied hand to reach out of thin air and grab or deposit something, or makes that something appear or disappear without any plausible explanation) is quite vulgar.

Practice: Ruling

Action: Instant and contested; target tests with Composure reflexively

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Investigation + Space vs. Composure

For each success, the mage can move one Size point. The maximum Size limit he can move is equal to his Space dots regardless of successes. The type of thing that can be moved depends on the conjunctional Arcanum used: Matter for objects, Life for living creatures and Forces for energy. This spell affects only base or median creatures (a "Portal" spell, pp. 349-350, is required to teleport higher life forms), and they can contest this spell's grasp.

Bestow Spatial Awareness (Space ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Conceal Sympathy (Space ••)

The mage can conceal any sympathetic connections he has to people, places or things, making it appear that he might know a lover only casually or not know her at all.

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Subterfuge + Space

Each success allows the mage to decrease the apparent sympathetic connection (pp. 143-146) he has to a single person, place or thing. He might have an Intimate connection to a cabal-mate, but with three successes, he can make that connection appear (to the eyes of anyone who can see it, such as with the "Correspondence" spell, p. 342) to be merely an Encountered connection. The true connection is unaffected; it only appears to be more distant.

Follow Through (Space ••)

The mage can step through an existing nearby spatial doorway (such as one created with the "Portal" spell, pp. 349-350) to its point of destination. He can follow such a doorway only to its original terminus; the mage using this spell has no choice but to go exactly where the previous spatial door went. This limitation can obviously be problematic if the passage leads to, say, a room full of heavily armed men or an active volcano.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Duration

Rote Pool: Wits + Investigation + Space

The mage suffers penalties based on sympathetic distance as if he were scrying (see "Scrying" below). The Duration factor must equal or exceed the time elapsed since the door was opened. For example, the spell requires a Duration factor of four successes to open a portal that has been closed for 24 hours (with Space 3, four successes covers doors that were opened up to one month ago).

Scrying (Space ••)

The mage can view a location remotely. She can employ all of her senses through these "perceptual windows," allowing her to see, hear, smell and even touch things on the far side.

Practice: Ruling

Action: Instant

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Space

The spellcasting test is modified by the mage's sympathetic connection to the location (see pp. 143-146). The Duration at this level is transitory (once the mage ceases concentration), but with Space 3, the mage can cast the spell with a prolonged Duration (and Space 4 allows him to use advanced prolonged Duration factors; pp. 151-152).

If he touches someone through the scrying window, a reflexive Wits + Composure test is made for that person to notice. If it succeeds, he knows that something just touched him, but unless he has magical senses, he doesn't know who or what it was. This sensation is enough to invoke Sleeper Disbelief (see pp. 173-174). The caster cannot actually affect anything with his touch unless he combines this spell with another Space spell such as "Apportation," p. 344.

If the target notices the scrying window, the target can cast spells back at the scrying character without the need of Space 2 (see pp. 145-146). Note, however, that the scrying mage cannot do the same — each spell must be cast sympathetically as a Space 2 conjunctional effect as normal.

Cast conjunctionally with Spirit 2, the caster can scry across the Gauntlet.

Untouchable (Space ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by performing slight intuitive "tweaks" on the local fabric of space to slip away from hostile attention. Generally speaking, this exceptional avoidance looks coincidental and something plausible for the individual in question. Thus, a seemingly clumsy mage blunders his way out of harm's way while a lithe, graceful martial artist flows like water, managing to avoid her enemy's path at the last possible moment.

Ward (Space ••)

This spell creates a barrier to bar the passage of other Space spells, closing a given locale out from remote sensing, teleportation, spatial tampering and the like. Effectively, this spell "locks" the current Space template of an area into place, making it difficult to overcome that inertia without considerable effort. The ward renders a person, place or thing immune to Space tempering, monitoring and the like until the spatial barrier is overcome.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Space

A simple success protects an area of five square yards and gives the ward a Potency of 1. Additional successes add to the ward's Potency. The mage can add Target factors to increase the area. Space-based spells (sympathetic magic, scrying, teleportation and the like) that try to pierce the ward must exceed the protection's Potency with their own Potency, even if the spell is cast within the area protected by the ward. Each time one of these spells breaches the ward, the spell erodes the ward's Potency by one point, reducing the ward's efficacy. Wards cast on a person or object move with the target.

Successive "Ward" spells add their *excess* Potency to the ward (that is, any Potency in excess of the ward's existing Potency), repairing any damage inflicted and perhaps even improving upon defenses. (The defending mage does not need to create a ward all over again unless it has been destroyed by incoming spells). Reinforcing a ward is an exception to the normal spell control rules.

Example: Malice has a ward with a Potency of 5. Angrboda uses a sympathetic spell to send Malice a telepathic threat. The Potency of Angrboda's spell must exceed the ward's Potency. Angrboda's spell has a Potency of 7, so the spell gets through. Breaching the ward erodes the ward by one point of Potency (even though Angrboda's spell exceeds the ward's Potency by two points, the ward is lowered by only one point with each breach).

Malice casts the "Ward" spell again, but only the points of Potency in excess of those already possessed by the existing ward shore it back up. That means Malice needs five successes, since the ward now has Potency 4.

The Space 3 "Ban" spell, below, allows a mage to add Bans to his wards, keeping certain phenomena, from insects to motor vehicles, from entering his ward.

••• Disciple of Space

Avoidance Tactics (Space •••)

As with the Space 2 "Untouchable" spell, p. 346, but the mage can now cast this magic upon others.

Ban (Space •••)

The mage can create a Ban to restrict something from passing through a ward (see "Ward," pp. 346-347).

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Space

This spell is an exception to the normal spell-control rules (see "Spell Control," pp. 165-166), allowing the mage to add a Ban to a pre-existing ward under his control, or he could combine this spell with ward during casting (see "Combined Spells," pp. 167-168). Relinquished spells are considered to be no longer under the mage's control (see "Relinquishing Control of Spells," p. 151).

The Ban must be cast in combination with the appropriate dot of the Arcanum governing a given phenomenon (say, Forces 2 for fire or Forces 5 for nuclear radiation). Thus, a mage with the right Arcanum knowledge could prevent insects (Life), metal objects (Matter), spirits (Spirit) or even people (Life) from intruding upon a given location. The subject of a Ban can be as general or specific as a mage wishes and ranging from "all energy" (meaning that the energy currently within the location remains there and no new energy can enter) to "thrown rocks" (meaning that rocks can be carried in, but those thrown at the space are repelled) to "Jerry's albino boa constrictor, Lucifer" (which keeps that one snake, and only that snake, out). The more inclusive the phenomenon is, the higher the penalty is to the spellcasting test. "All energy" might impose a –3 penalty (and require Forces) while "Jerry's albino boa constrictor, Lucifer" might invoke no penalty (and require Life). Banning multiple phenomenon counts as a new Ban spell for each one (so, Bans against insects, metal objects and spirits require three different Ban spells unless the spell is combined, per the normal combining spells rules).

The phenomenon must make an appropriate test to enter a Banned area (if it doesn't already). A Banned person walking into the area may require Strength + Athletics while casting a spell into an area Banned against magic would use the spell's activation test (or Arcanum + Gnosis, if the spell doesn't have one; note that Space effects have to contend with the Ward in addition to relevant Bans). The successes of the test or Potency of appropriate spells must exceed the Ban's Potency. Otherwise, the Ban holds — Banned people bounce off, and Banned spells fail within the area (although the area outside the Ban is affected by the spell normally). Each time one of the appropriate phenomena breaches the Ban, the phenomenon erodes the Ban's Potency by one point, reducing the Ban's efficacy. Note that phenomenon that can't make a test (such as an area over a river that has a Ban against water) simply fails to penetrate the Ban.

Successive Ban spells add their *excess* Potency to the Ban (that is, any Potency in excess of the Ban's existing Potency), repairing any damage inflicted and perhaps even improving upon defenses. (The defending mage does not need to create a Ban all over again unless it has been destroyed). Reinforcing a Ban is an exception to the normal spell control rules.

Destroy the Threads (Space •••)

The mage destroys a sympathetic connection.

Practice: Fraying

Action: Instant; subtract target's Composure

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Strength + Investigation + Space

Each success destroys one degree of sympathetic connection that a target holds for a single person, place or thing, per the chart on pp. 143-144. For example, this spell can be cast upon a mage to erode the Intimate sympathetic connection he has to his best friend. This spell does not affect his mental or social feelings or interactions with his friend but does make it harder for him to connect with that friend using sympathetic magic. If the mage wanted to also reduce the connection his friend has for him, he would have to cast this spell again.

A living creature unconsciously resists this spell's attempts to alter its connections with its Composure. These threads can be re-established normally over time in the usual fashion (i.e., through physical contact or even repeated mental and emotional association).

Multispatial Perception (Space •••)

The mage can scry multiple locations simultaneously.

Practice: Fraying

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Space

One location can be scryed per success. The mage catches only a glance at each location. If he concentrates on details at one location, he notices less of what's going on at others (–2 penalty on any perception tests to notice things of note). The mage uses his weakest sympathetic connection (the one with the highest spellcasting penalty) when casting this spell. If one place is Intimately known (–2) but another has only been Described (–10), the spell suffers the higher –10 penalty. If the mage wishes to focus intently on more than one location at once, he must use the Mind 1 "One Mind, Two Thoughts" spell, p. 304, or the Mind 3 "Multi-Tasking" spell, p. 312, to multi-task on that level.

New Threads (Space •••)

The mage creates a sympathetic connection by fortifying that elusive bond between things that creates the principle of sympathy (using a favored childhood treasure, for example, to work either deleterious or beneficial magic upon another).

Practice: Weaving

Action: Instant; subtract target's Composure

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Space – Composure

Each success creates one degree of sympathetic connection between the target and a single person, place or thing, per the chart on pp. 143-144. For example, a mage who barely knows a woman he just met (an Encountered connection) can be given a greater degree of sympathetic connection to her (with three successes, this can become an Intimate connection). This does not change the normal mental and social relationship between the two, only their mystical connection that can be exploited through Space magic. If the mage wanted to also increase the connection the woman has for him, he would have to cast this spell again.

A living creature unconsciously resists this spell with the creature's Composure.

Portal (Space •••)

This spell creates a spatial warp through which the caster (and anyone else who uses it) can move from one point in Creation to another without traversing the intervening space. The mage steps forward and "vanishes" from one place to arrive at another, "appearing" instantaneously. Naturally, the wise mage takes some time to scry the layout of the place to which he teleports (even if it is familiar to him), just to be certain that no unwelcome surprises await him.

Practice: Weaving

Action: Extended (target number = degree of sympathetic connection)

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Manipulation + Investigation + Space

The target number is determined by the caster's sympathetic connection to the destination.

Connection	Successes
Intimate	One success
Known	Two successes
Acquainted	Three successes
Encountered	Four successes
Described	Five successes

One person of Size 5 or less can pass through the portal per turn (larger people can spend two turns squeezing through). Each additional success added to the target number allows the mage to widen the portal so that one additional person can pass through per turn.

A portal's entrance and exit can be placed anywhere that allows a person of Size 5 or less enough freedom of movement to enter or exit the portal in a single turn. Most portals are used as doors with the entrance and exit perpendicular to the ground, but the caster can be creative. The entrance and exit, however, must mirror each other on the same plane. For example, the entrance could be placed below a falling person, but the exit cannot be set to eject the falling person sideways. It must face down (as its opposite faces up).

Note that, without applying the "Portal Key" spell, pp. 352-353, the caster cannot limit who can use the portal. Nearby enemies can attempt to step through it, too. A person can be thrown through a portal forcibly. A hold must first be achieved in a grapple action (see "Unarmed Combat," pp. 217–220, **Mind's Eye Theatre**), after which the grappler can shove the person through the portal as an overpower maneuver.

However, portals aren't open windows that allow things to passively pass from one side to the other. The things passing through must do so with some degree of volition, and objects (and people) must be intentionally thrown through. A person or creature who was not intentionally flung at a portal can make a contested Gnosis + Dexterity test to resist passing through a portal if he doesn't want to go through. With one success, the person or object passes through the portal as if it's not there (they don't impact it or bounce off it).

With Space 4, a mage can cast this spell with a prolonged Duration. With Space 5, a mage can cast this spell as an instant action (and with advanced prolonged Duration factors). When this spell is cast conjunctionally with Spirit 4, the portal can lead to locations on the other side of the Gauntlet. See the "Road Master" spell, p. 371.

Ranged Blow (Space •••)

The mage can punch, kick or stab a target from afar.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana (per attack)

Primary Factor: Potency

Rote Pool: Strength + Investigation + Space

For the scene following casting, the mage can make ranged Brawl or Weaponry attacks against targets within sensory range. One Mana must be spent for the caster per attack.

These attacks have all the benefits (the target does not get his Defense) and drawbacks (range penalties per an aimed spell; pp. 142-143) of a ranged attack.

•••• Adept of Space

Co-Location (Space ••••)

The mage performs personal co-location, being in two or more places at once. He creates multiple images of himself, one of which is really him. Without the use of the Mind Arcanum for multi-tasking, these duplicates are just that, reflections like those in a mirror, all performing the same tasks and saying the same things simultaneously. These duplicates are normally insubstantial, but the mage is capable of choosing which location she is actually at from moment to moment.

Practice: Patterning

Action: Instant

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Space

The mage can exist simultaneously in one location plus one per success and can reflexively choose (during his action in the Initiative roster) which of these locations he actually physically inhabits from turn to turn. Only his real self can be affected by attacks; duplicates have no substance. The mage uses his weakest sympathetic connection (the one with the highest spellcasting penalty) when casting. In other words, if he wants copies of himself in Prague, Reykjavik and Tokyo but has only briefly been to Prague, he applies that location's sympathetic penalty to the overall difficulty of the spell.

By using the Mind 3 "Multi-Tasking" spell, p. 312, when creating these duplicates, the mage can make one or more of his immaterial duplicates say or do something different than he himself does (per normal multi-tasking rules). Without use of other sympathetic spells, the mage can only interact with the location he is physically in, though he can perceive (per "Multispatial Perception," pp. 348-349) what goes on in each reflection's immediate surroundings.

With Space 5, a mage can cast this spell with prolonged Duration.

Which Version of You Am I Speaking to Again?

Mages with creative combinations of Space and Mind spells can be a logistical nightmare as the character is quite literally in two places at once. There are various ways this can be handled, from asking fellow players in one of the mage's perceived locations to take notes, Narrators or other players taking copies of the mage's character sheet to play the mage's co-located selves or the player walking back and forth from each location to give brief instructions. Players of such mages should be patient and willing to work with other players and the Storyteller to help him with such situations; sometimes it might not be logistically possible for him to pull off the effect he wants.

Pocket Realm (Space ••••)

The mage creates a pocket universe to which he can escape (with his familiar, provided he chooses to brings it, along with any possessions he might wish to carry). This "space" has no particular size beyond that imparted upon it by the mage himself.

Practice: Patterning

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Target

Rote Pool: Dexterity + Investigation + Space

One success provides Size 20 or less, +10 per additional Target factor. Without use of other Arcana (such as Forces for light), it is a "place" devoid of features, dimensions, energy or boundaries. While the space defies the classification of color (having no true light beyond that which the mage brings with himself), most describe it as being gray and lifeless. The space is neither small nor large, but simply *is*.

Unless Matter 4 is included in the casting or used once the mage is within the Pocket Realm, the mage eventually exhausts the air supply (the Matter spell transforms molecules to recycle oxygen). He can breathe there for one hour, minus 10 minutes per point of Size over 5. Life 5 can be used to create a mystical life-sustaining effect.

A mage can open portals (see "Portal," pp. 349-350) or teleport (see "Teleportation," p. 354) into or out of his Pocket Realm. The mage has a Known sympathetic connection to his own Pocket Realm unless he has spent at least 24 hours inside it (requiring an extended Duration), after which his connection becomes Intimate.

If the "Pocket Realm" spell expires with the mage still in the Pocket Realm, he appears in space exactly where he was before going to the realm. He and anyone (or anything) within the same space in which he appears must contend with knockdown (see "Knockdown," p. 230, **Mind's Eye Theatre**). If he used the "Safe Keeping" spell (p. 353) to place items in his Pocket Realm, they are ejected when the spell maintaining the realm expires. They appear in the same space they occupied when they were placed into the realm — if the mage placed things in his realm while traveling far and wide, he now has to travel back to those places to retrieve the items, assuming nobody moves them before he gets to them.

Portal Key (Space ••••)

The mage can attune a portal (see "Portal," pp. 349-350) he creates to some kind of activation trigger (such as a particular word or phrase, a given gesture, or even something inherent such as the presence of a redhead or a member of the mage's own family), so that the portal opens and is usable by anyone who performs the trigger, but the portal otherwise remains closed. The mage can also use the portal key to declare who can (and cannot) pass through the portal.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Occult + Space

Unlike the normal rules for spell control (see "Spell Control," pp. 165-166), the mage can cast this on a pre-existing portal of his own or he can combine the spell with the creation of a portal.

Safe Keeping (Space ••••)

The mage can place an item into his Pocket Realm (see p. 352) for safekeeping and retrieve it with another casting of this spell.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Investigation + Space

The item's Size cannot exceed the pocket universe's own Size. The Pocket Realm must be pre-existing or cast in combination with this spell. The effect of this spell is lasting, but if the "Pocket Realm" spell expires, the item appears in space exactly where it was before being placed into the Pocket Realm. It and anyone (or anything) within the same space in which the reappearing item arrives must contend with knockdown (see "Knockdown," p. 230, **Mind's Eye Theatre**).

Suspension (Space ••••)

By means of this spell, the mage essentially entangles a given being or object with invisible spatial strands, rendering him incapable of leaving.

Practice: Patterning

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Investigation + Space

The subject is boxed in and cannot leave under his (or its, in the case of moving objects) own power, detained until such time as the spell expires, the mage chooses to grant release or someone else with an advanced understanding of spatial magics undoes the imprisonment.

From the subject's point of view, no amount of movement in any direction results in progress toward escaping the zone of confinement. Outside observers see the subject moving but not getting anywhere. Although the subject cannot travel anywhere, he still gains his Defense against attacks to which it normally applies.

This pocket of "looped" spatial strands can be placed directly upon a subject (in which case the subject can contest it with a reflexive Composure + Gnosis test), or it can be set up so as to snare any who physically enter the space. With a single success, the suspension snare covers a defined volume of five cubic yards; additional Target factors can increase this volume. The snare does not hold more cubic mass than it is

designed to encompass. Made too small, the snare cannot hold the desired volume. Too large, and the snare may capture unintended individuals and objects.

As the strands close about a living target, he can attempt to slip free in the first turn of contact with a successful Dexterity + Athletics test as a contested and reflexive action. If his successes exceed the spell's Potency, he slips free of the strands. (If he is a mage, he can attempt to use countermagic instead. See pp. 156-157.) Once suspended, the subject can attempt to wriggle free of the strands with an extended Dexterity + Athletics test with draws once per turn and a target number equal to the "Suspension" spell's Potency plus its caster's Space dots. Note that a mage with Space 4 can use the "Teleportation" spell (below) to instantly extricate himself from the strands.

In conjunction with Death 2 or Spirit 2, "Suspension" affects Twilight ghosts or spirits, respectively. If such beings have powers that allow them to step across the Gauntlet, they can circumvent "Suspension" (as can a mage using the Spirit 4 "Road Master" spell, p. 371). In conjunction with Spirit 3, "Suspension" can be extended to snare beings in the Shadow Realm, making escape via Numina or spells that cross the Gauntlet impossible.

With Space 5, a mage can cast this spell with a prolonged Duration.

Teleportation (Space ••••)

The mage can traverse space without moving and all without the need to open a portal (pp. 349-350).The wise mage first scrys his destination, much like he would when creating a portal. Sometimes there is no time for such caution, however, and the willworker must simply hope that wherever he's going is better than where he is.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Target

Rote Pool: Intelligence + Occult + Space

The mage must have a sympathetic connection to his destination. The weaker the sympathetic connection, the more penalties his spellcasting test suffers (see "Sympathetic Spells," pp. 143-146). A location that he is currently scrying is a Known sympathetic connection (–4). He can teleport himself, his familiar (if he has one) and anything he wears or carries (provided it's not too large; he needs one extra success per Size rating above 3) but not others. Cast conjunctionally with Spirit 4, this spell can teleport the user across the Gauntlet.

••••• Master of Space

Dimensional Axis (Space •••••)

The mage performs complex co-location on an area, causing multiple locations to exist in the same space. For example, she can "stack" multiple locations in space, making them coexist for however long she wishes.

While thus layered, places and things do not normally interact with each other — meaning that a lamp, a couch and a bowl of cereal, each drawn from one of three different places, can all occupy the same space without interacting. An onlooker might

think that he sees an optical illusion where perspective tricks his mind. The lamp, couch and bowl of cereal all appear to be the same distance from him, but surely he's mistaken — or so he might assume if he does not have Mage Sight or otherwise suspect that magic is at work.

The mage can decide to make things in space interact (usually disastrously); see "Worlds Collide," p. 358.

Practice: Making

Action: Extended (target number = one success per location)

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Intelligence + Investigation + Space

The target number is one success per overlapping location. Navigating through these stacked locations can be confusing, especially when trying to pick up one object that rests in the same space as three others. A reflexive Intelligence + Investigation test must be made for a person to interact with the intended space. Needless to say, such an Escheresque locale invokes Sleeper Disbelief.

Hide Space (Space •••••)

In many stories, the abodes of wizards are hidden from the eyes of ordinary people and can be accessed only through special paths unknown to most. This spell enables a mage to create just such a sanctum. The chosen area exists only partially inside the conventional concept of a place, hidden within a convoluted knot of twisted paths through which a would-be visitor must travel in very specific ways. Thus, while logic might dictate that walking straight for a mile from the north bank of the river gets one to a destination; in practice, 10 miles of twists and turns, which seem to lead through much more terrain than could be possible, intervene. Taking any wrong turns waylays the journey, meaning that the traveler must find his way out (by no means a guarantee) and start over. Therefore, unless an individual is *extremely* lucky, he must know the way to reach his intended destination.

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Covert

Cost: None

Rote Pool: Intelligence + Investigation + Space

Attempting to find the hidden site can be undertaken as an extended Intelligence + Investigation or Survival (whichever Skill is higher) test with a target number equal to one higher than the spell's Potency and 30 minutes' time spent per draw. Any failure forces the seeker to start over. A person with the Direction Sense Merit (see p. 133 of **Mind's Eye Theatre**) is allowed one draw for every 10 minutes spent searching, instead of every 30 minutes.

Labyrinth (Space •••••)

The mage is capable of sculpting bizarre vicissitudes of place and distance through this level of Space, folding space in ways that defy the senses. For example, the horror-

movie staple of causing every possible path of egress from a given locale to instead lead back to isolated wilderness is possible, as well as a hallway that seems to go on for miles although the building is only a few hundred feet across.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Space

A simple spatial warp, making one direction appear to be another, might levy no penalties while a complex one, making all roads lead to one junction, might be –3 or more, depending on how much space is affected.

Needless to say, this use of the Arcanum is extraordinarily vulgar and potentially insanity-inducing if practiced in sufficiently blatant ways upon another person (almost assuredly requiring reflexive Resolve + Composure tests for the subject to remain calm and rational).

Manifold Presence (Space ••••• + Life •••• or •••••; optional Matter ••••• and Mind • or •••)

Just as the sun is one thing and yet exists everywhere in half of the world at once, a mage with an advanced knowledge of Space and Life (and, quite possibly, some understanding of Matter and Mind) can simultaneously be in several places physically. The mage could, if he wished, chop a winter's worth of firewood in an hour or so, guard every entrance to a building or even become a one-man mob.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: Varies

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Space

This spell is an advanced version of "Co-Location," p. 351. With the Life 4 version of this spell, the mage's duplicates (one per success) are substantial but are all extensions of the same physical presence. When one is wounded, for example, all feel pain and suffer Health wounds of damage. (The casting mage himself does not suffer wounds unless he is attacked directly.) Without adding the appropriate level of Mind (1 or 3 for multi-tasking), these copies do exactly what the mage does and all share in a single Defense (meaning that any attack against any copy causes the Defense of all to erode by the same amount over the course of a turn). It costs one Mana to add multi-tasking to the spell regardless of the number of duplicates. With the Life 5 version of the spell, the mage can create distinct clones of himself at different locations, one clone per success and one Mana per clone. Each clone has its own Health and Defense.

If a mage wants his duplicates' equipment (items intended to interact with other beings such knives or guns) to be substantial, regardless of which version of the spell is used, Matter 5 must be added to the casting and one Mana per object must be spent (which gives physical substance to each copy of the item possessed by all duplicates).

As with the simpler "Co-Location" spell, the mage's weakest sympathetic connection (the one with the highest spellcasting penalty) is used when casting this spell.

Oubliette (Space ••••• + Forces •••, Mind ••••, Time ••••)

On occasion, the most effective way to deal with a foe is to break her mind. The spell banishes a person into a pocket of looped space in which the victim sees herself reflected as though in some especially deranged funhouse. Images created through both the Forces and Time Arcana allow her to see herself in various states of disarray: maddened, starving, dying of self-inflicted wounds and the like. No matter where she flees, she hears her own voice, screaming at her, and hears what she believes to be her own desperate thoughts, echoing back to her from across gulfs of space and time. Implanted suggestions and false memories make moments feel like days. Needless to say, use of this magic can easily lead a mage astray from the path of Wisdom.

Practice: Making and Unmaking

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Intelligence + Occult + Space

During the Duration of this spell, an extended test (with the same test pool used to cast the spell) is made for the caster once every 10 minutes and contested reflexively by the victim's Composure + Gnosis. If the caster's successes exceed the target's successes, each excess success causes the target to lose one Willpower point as visions drive her mad. If the victim is reduced to zero Willpower points, she suffers a severe derangement (see **Mind's Eye Theatre**, pp. 110–117) and returns to normal space/time a gibbering wreck, likely capable of little more than curling up in a fetal ball or screaming herself hoarse. After she returns from this imprisonment, she truthfully answers any questions put to her by the spell's caster. If the subject successfully contests a test made for the mage at any point, she returns to mental reality. She is almost certainly shaken and scared, but is perfectly capable of acting normally.

Shrink/Expand (Space ••••• + Life ••, ••• or •••• or Matter ••)

The mage can warp spatial axes to cause an object to become smaller or larger.

Practice: Making

Action: Instant and contested; target tests with Stamina + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Medicine (for living creatures) or Crafts or Science (for objects) + Space

The mage can decrease or increase a target's Size by one point per success, to a minimum of Size 1 (when shrinking) or additional Size points equal to his Gnosis (when

expanding). An SUV can be reduced to the dimensions of a toy car (though it is still a fully functional toy car, which weighs thousands of pounds). Affecting a base life form requires Life 2, a median life form Life 3, and a human being Life 4. Affecting an object requires Matter 2.

Mages who would perform such alterations are advised to remember the way in which these changes can interact with the environment. In the example of the SUV, it's recommended that one not allow the vehicle onto a muddy road (where it will sink like a stone in water due to its immense weight condensed to a tiny surface area). A target made larger through use of this spell is not made heavier; he still might be able to walk across rotting boards or thin ice that might otherwise give way to someone with a larger mass but smaller size.

A being's species factor is partially based on Size and partially on metabolism — some creatures are slower than others even though their large stride would seemingly make them faster (as with giraffes and elephants). Since this spell doesn't alter metabolism, the Size change affects Acting Speed and Running Speed only partially. For every increase of two Size points, add one point of Speed. For every decrease of two Size points, subtract one point of Speed.

Worlds Collide (Space •••••)

The mage can co-locate people or objects with one another and cause them to physically interact. When two or more objects (including people) are superimposed upon one another and allowed to interact, they are usually destroyed in a very messy fashion as molecular lattices collide and drive each other apart. For living creatures, the result is usually crippling at the very least.

Practice: Unmaking

Action: Instant and contested; target tests with Stamina + Gnosis reflexively

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Investigation + Space vs. Stamina + Gnosis

One subject per Target factor can be affected (thus, if two people are co-located together, you would have to have a Target factor of 2). If even a single target succeeds in the contested resistance roll, none of the targets are co-located.

The spell inflicts one point of aggravated damage per success. Once the targets contact one another, they are immediately repulsed (see "Knockdown," p. 230 of **Mind's Eye Theatre**. They do not remain fused.

Spirit

Purview: Exorcism, the Shadow Realm, soul retrieval, spirits, the Gauntlet

By setting out on the path of the Spirit Arcanum, a mage seeks to become an intermediary between realms. Many Spirit mages were religious (or at least faithful) people before the Awakening, though some were incapable of articulating what it was they felt, and others believed in nothing before the revelation came that stole their ignorance. Many of those who delve into this Arcanum are willing to admit that there are things beyond the comprehension of humans. These mages walk into the shadows beyond the firelight, knowing full well that there are things to be afraid of out there, and are perfectly happy with that understanding.

• Initiate of Spirit

Coaxing the Spirits (Spirit •)

The mage can whisper to a spirit sleeping within a material object and ask for the spirit's aid, making it easier to use the object. The spirit does not awaken, but it does yield its power a bit, allowing the mage to pick a lock easier and faster, carve a wooden statue with more ease and grace or even drive a car with more facility.

Practice: Compelling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Socialize + Spirit

Each success provides a +1 bonus on a single test made within the spell's Duration. This bonus applies only to actions over which the object itself might conceivably have some sway, such as a car's ability to steer straight but not a rock's power to be thrown more accurately (it has no control over the air).

Exorcist's Eye (Spirit •)

This spell enables a mage to detect the presence of a possessing entity within a terrestrial being, often to the end of expelling that spirit by means of the "Exorcism" spell, pp. 362-363. Those who are knowledgeable in the ways of the spirit realm may be able to identify what sort of spirit inhabits a given individual, but such information is not necessarily conveyed by this spell.

Practice: Unveiling

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Spirit

If a spirit has the ability to hide and wishes to do so, the spirit may use such a power and pit its own successes directly against this spell's successes (the spell's Potency) in an attempt to remain hidden.

Second Sight (Spirit •)

The mage gains Mage Sight (see "Mage Sight," pp. 206-208).

Spirit Tongue (Spirit •)

The mage can see, hear and speak with spirits. He can also detect their unseen presence if they are hiding or have chosen to not reveal themselves. Unless the mage has some means of peering across the Gauntlet or affecting the Shadow World, he can converse only with Twilight spirits. (The mage can speak across the barrier of the Gauntlet with the Spirit 2 "Peer Across the Gauntlet" spell, p. 361.) The mage can see ghosts, too, but they appear hazy and indistinct, and he cannot hear them unless he also uses Death 1 while casting this spell. He cannot perceive mental projections in Twilight unless he adds Mind 1 to the casting.

Practice: Knowing

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Socialize + Spirit

This spell's successes must exceed the Potency of any power (if any) used to conceal the spirit.

•• Apprentice of Spirit

Ephemeral Shield (Spirit ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209).

Gossamer Touch (Spirit ••)

Through the casting of this spell, the mage gains the power to physically interact with spirits and spiritual things in the Twilight state, as the Death 2 "Touch of the Grave" spell, pp. 215-216. She can also touch spirits and be touched in turn by any nearby spirit, and both caster and spirit can hurt each other with their natural weaponry. She cannot affect ghosts or affect mental projections (she needs the Death and Mind Arcana, respectively, for those effects).

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Spirit

Grant the Second Sight (Spirit ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

Lesser Spirit Summons (Spirit ••)

The mage calls out to a spirit, either summoning a specific spirit or sending out a general call to the nearest one within sensory range. (If the mage is in the material realm, the call summons a nearby Twilight spirit, if any. If he is in the Shadow Realm, the call summons a nearby spirit there.) He may either call one or more spirits personally known to him, or he may specify any type of spirit of his choosing (tree spirits or bird spirits, for example), or even send out a general summons to *all* spirits within his range by spending one Mana (the closest spirit responds). The spirit comes to the caster with as much speed as the spirit can muster, but it cannot be made to go farther than the maximum distance it is allowed to travel from its anchor, if any.

The call may be a gentle request for audience or it may be an irresistible compulsion, at the mage's discretion. Many spirits do not appreciate being called in the latter fashion, though some are too mindless to care and others may actually esteem the mage's boldness in demanding their presence in so unhesitating a manner.

Practice: Ruling

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Spirit vs. Resistance

A curious spirit usually answers a general call or personal summons, but a reflexive and contested test is made if the spirit does not wish to respond. This spell does not allow the mage to command the spirit or force it to manifest (see the Spirit 3 "Control Spirit" spell, p. 362). The summoned spirit must remain near the summoning mage for the rest of the Duration unless the caster allows it to leave.

Peer Across the Gauntlet (Spirit ••)

The mage can peer across the Gauntlet into the Shadow Realm, the spiritual reflection of the material world. If he is in the Shadow Realm, he can use this spell to peer into the material realm.

Practice: Unveiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Occult + Spirit

During the spell's Duration, the mage can take an instant action to concentrate and glimpse past the Gauntlet. Any perception tests made are modified by the Gauntlet's Strength (see "Gauntlet Strength," p. 186). With Spirit 3, glimpsing across the Gauntlet can be performed as a reflexive action, requiring no concentration.

Place of Power (Spirit ••)

The mage can fortify or weaken the Gauntlet at a Hallow.

Practice: Ruling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Survival + Spirit

Each success modifies the local Gauntlet's Strength by one point in either direction up or down by a limit equal to the Hallow's rating although at this level the Gauntlet's Strength cannot be reduced to zero. With the Spirit 5 "Control Gauntlet" spell, pp. 371-372, the Gauntlet can be made to fade, creating a Verge where any being may step over instantly without using a spell.

Soul Jar (Spirit ••)

As the Death 2 "Soul Jar" spell, p. 215.

••• Disciple of Spirit

Control Spirit (Spirit •••)

The mage can force a spirit to perform an action. A single, simple command ("Attack!" "Flee!" "Stand there!") can be issued per success.

Practice: Ruling

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Intimidation + Death vs. Resistance

Complex commands require multiple successes. For example, "Go to the Contessa's mansion and steal the Borgia Diamond!" might require three successes. If the spirit has not completed the action by the time the Duration expires, the spirit does not have to finish the job.

Exorcism (Spirit •••)

The mage can exorcise a possessing spirit or haunting ghost, forcing it out of the body it possesses or freeing it from its physical fetter.

Practice: Weaving

Action: Extended (target number = spirit's Willpower) and contested; target tests with Power + Resistance reflexively

Duration: Lasting

Aspect: Covert

Cost: None

Rote Pool: Presence + Intimidation + Spirit vs. Power + Resistance

The target number equals the ghost or spirit's Willpower. The ghost or spirit gets a contested test using Power + Resistance. If the possession or haunting is caused by an Awakened spell (using "Spirit Possession," pp. 370-371, "Bind Spirit," p. 367, or the Death 4 "Haunting" spell, p. 223), the mage must dispel it instead.

Note that in the case of the Ridden (see **Werewolf: The Forsaken**, pp. 242–244), the mage can drive the spirit out of a Spirit-Urged host but not out of the Spirit-Claimed. (He can, however, use the Spirit 5 "Shape Spirit" spell, pp. 372-373, to separate the merged spirits.)

Familiar Pact (Spirit •••)

The mage can forge a personal pact with a familiar.

Practice: Weaving

Action: Extended (target number = Merit dots)

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Rote Pool: Manipulation + Socialize + Spirit

See the Familiar Merit, pp. 71-73, for more details. The target must have purchased the Familiar Merit to cement the bond; such a bond cannot be dispelled. Only one familiar may have a pact at a time to the same person. The caster must be able to see and speak to the desired spirit (see "Spirit Tongue," p. 360), and he must be able to touch it during each extended draw (see "Gossamer Touch," p. 360). A spirit in the Shadow world cannot be targeted by this spell. The spirit must first be brought across the Gauntlet to become a Twilight spirit, either by coaxing or command (see "Control Spirit," p. 362). The spirit cannot be forced by magic to accept the familiar bond. The spirit must enter willingly into such an agreement.

Greater Spirit Summons (Spirit •••)

By means of this spell, a mage can issue a summons to a Shadow Realm spirit of whatever power, known or unknown to her. It is easier and often safer to call known entities, but sometimes mages do not have the luxury of ease or safety.

Practice: Weaving

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Spirit vs. Resistance

The target spirit's rank is subtracted from the spellcasting test — see "The Spiritual Hierarchy," p. 418. Spirits forcibly called are almost always resentful and may be enraged. Unless the spirit has some means of manifesting or attacking across the Gauntlet or the mage is in the same realm as the spirit, it is impotent to do anything but remain for the spell's Duration. Note, however, that this spell does not of itself convey any particular protection against that which is called.

This is not a conjuring spell because it does not teleport the spirit to the mage's vicinity. The range, as with all spells, is the mage's sensory perception unless Space 2 is used to extend his senses. If the spirit has a power that allows the spirit to teleport, it must use the capability to come to the mage. Otherwise, the spirit travels as best it can unless the Duration expires before the spirit's journey is complete. Conjunctional use of Space 5 can conjure the spirit from its location to the spiritual location contiguous to the mage, but Spirit 4 is needed to bring the spirit across the Gauntlet.

The summoned spirit must remain near the mage for the spell's Duration unless the caster allows it to leave.

Harm Spirit (Spirit •••)

The mage can damage a spirit's Corpus.

Practice: Fraying

Action: Instant; subtract target's Resistance

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Strength + Athletics + Spirit – Resistance

The spirit must be manifested in the material realm or exist within Twilight (in which case the mage must be able to see it, using a spell such as "Gossamer Touch," p. 360). The caster must have Spirit 4 to attack a spirit across the Gauntlet, and his spellcasting test pool is penalized by the Gauntlet's Strength.

One point of lethal damage is inflicted per success. With Spirit 4, the damage may be made aggravated with the expenditure of one Mana.

Numinous Shield (Spirit •••)

The mage creates a personal ward against spirit powers and Numina.

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana (optional)

Primary Factor: Potency

Rote Pool: Stamina + Occult + Spirit

The mage gains one point of armor per dot he possesses in the Spirit Arcanum. By spending one Mana, the mage can make the Duration last for one day. This armor works against spirit powers only, such as Numina and werewolf Gifts and rituals.

A numinous shield requires one Mana each time the shield contends with an incoming power. If the mage does not (or cannot) allocate the Mana, the shield provides no armor against the attacking power although the shield remains until its Duration expires, so the shield can be activated later. Among other things, this spell allows a mage to use a "Numinous Shield" spell selectively, blocking hostile powers but allowing friendly powers through.

Reaching (Spirit •••)

The mage can physically reach through the Gauntlet in a limited fashion, touching and being touched by beings and objects in the Shadow Realm. Although this contact can be perilous (such as when in the vicinity of a dangerous spirit with natural weapons), such contact can also enable a mage to interact with the spirit realm when he does not want to cross the Gauntlet or is incapable of doing so. The mage could, for example, easily pick up a Shadow Realm object and move it to somewhere more advantageous, or he could place a comforting hand upon an allied spirit when it is anxious or in

pain. The willworker can also use this ability to strike a dangerous being with his fists (or with a weapon awakened with "Rouse Spirit," p. 366) and possibly remain beyond its ability to effect in kind.

This spell also allows the mage to reach into the material realm from the Shadow Realm.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Duration

Rote Pool: Dexterity + Athletics + Spirit

During the spell's Duration, the mage can reflexively choose to reach across the Gauntlet as he desires (although the actual reaching still takes a mage's normal action). He must have some means of seeing what he interacts with (such as the "Peer Across the Gauntlet" spell, p. 361), or he acts blindly.

Restore Corpus (Spirit •••)

The mage can heal a spirit's Corpus.

Practice: Perfecting

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Composure + Empathy + Spirit

The spirit must be manifested in the material realm or exist within Twilight (in which case the mage must be able to see it, using a spell such as "Gossamer Touch," p. 360). The caster must have Spirit 4 to heal a spirit across the Gauntlet, and his spellcasting test pool is penalized by the Gauntlet's Strength.

One Corpus point of damage is restored per success.

Restore Lost Soul (Spirit •••)

The mage can restore a severed or stolen soul. A mage with Death 3 can sever a soul (see "Sever the Sleeping Soul," pp. 221-222), and certain spirits have powers that allow them to steal souls.

The mage must have the soul and its original owner at hand unless he has a Space 2 sympathetic connection to both (or a space portal that transcends distance, allowing him to teleport one to the other). Retrieving the soul might be dangerous since it usually requires confronting the being that took it and who might have wards protecting it from being snatched away.

Practice: Weaving

Action: Extended (target number = weeks the soul has been lost)

Duration: Lasting

Aspect: Covert

Cost: None

Rote Pool: Presence + Empathy + Spirit

The target number is one success per week the soul has been gone. If the stolen soul has been attached to a new body, the mage must first use the Fate 4 "Destroy Bindings" spell, p. 239, to detach the soul before he can restore it to its rightful owner.

Rouse Spirit (Spirit •••)

The willworker learns how to awaken the dormant spirit slumbering within an object. Such objects or places gain a measure of sentience that increases with time, use and care. Roused objects can be used to affect beings in Twilight or across the Gauntlet.

Practice: Weaving

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Persuasion + Spirit

A roused object begins as a Rank 1 spirit (see p. 418) but can grow more powerful over time. The object can be used to affect Twilight beings and can be coaxed into using its Numina for the mage's benefit. Unless the object grows to become at least Rank 3, the object acts only in accordance with its simple nature and does not usually do anything that is not directly related to the object's Influence. A baseball bat wants to be used to hit things, and a bomb shelter wants to protect people.

An object can be interviewed about its former owner, its knowledge may be limited to only those times the object was actually used for its purpose (a knife used to cut, a hammer to drive nails).

A roused object has an ephemeral presence in Twilight. If the object is destroyed in the material world, the object ephemeral presence is thrust across the Gauntlet into the Shadow Realm, where the object continues to linger for a while before it goes dormant again.

Most mages assign extra Duration factors to castings, giving roused spirits time to grow in Rank.

Spirit Road (Spirit •••)

The mage opens a road across the Gauntlet, a lane where he can cross over to the Shadow Realm and where spirits from the Shadow Realm can cross over into the material world (although they are in the state of Twilight, unless they can manifest with their own power). The mage cannot stop other beings from using the road unless he works to physically or mystically bar them.

Practice: Weaving

Action: Extended (target number = Gauntlet Strength)

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Resolve + Survival + Spirit

The target number is equal to the local Gauntlet's Strength (p. 186; minimum one success even with a weak Gauntlet). When stepping from the material realm into the

Shadow Realm, the mage appears in the Shadow Realm location contiguous with the place he just left in the material realm. One person or spirit of Size 5 or less can walk the road per turn (larger beings can spend two turns walking it). Each success added to the target number allows the mage to widen the road so that one additional person can walk it per turn. The road remains for one hour.

Players should note that the caster cannot limit who can use the road; therefore, nearby enemies can attempt to walk it. A person can be thrown forcibly through the Gauntlet onto the road. He must first be grabbed in a grapple action (see "Unarmed Combat," pp. 217–220 of **Mind's Eye Theatre**), after which the grappler can shove the person onto the road as an overpower maneuver.

With Spirit 4, a mage can cast this spell with a prolonged Duration. With Spirit 5, a mage can cast this spell as an instant action and with advanced prolonged Duration factors.

•••• Adept of Spirit

Bind Spirit (Spirit ••••)

The mage can bind a spirit into the material world. In some cases, this means tying the creature to a given location (which may be a form of imprisonment or even torture). When undertaken with indefinite Duration (with Spirit 5), this spell can confine a being to a place forever (usually somewhere out of the way and well guarded against intrusion) unless the being is freed by other magics.

Practice: Patterning

Action: Extended (target number = spirit's Rank) and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Presence + Intimidation + Spirit vs. Resistance

The target number is one success per Rank of the spirit.

Create Fetish (Spirit ••••)

The mage invites or compels a spirit to inhabit an object and lend its powers to that object in the form of a fetish. Such beings often wish to be placed within an object somehow appropriate to their nature and grant use of their Numina to whomever holds the object in question. Thus, a fire-spirit may inhabit a dagger of obsidian, or a healing-spirit could possess a container meant for holding water. The spirit still uses its own Essence to fuel its powers and can lapse into slumber if overtaxed. A spirit forced into a fetish rails, cries that can be heard by any with active Spirit senses, to be set free.

Practice: Patterning

Action: Extended (target number = spirit's Rank or more) and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Resolve + Persuasion + Spirit vs. Resistance

The spirit must be bound into a material object. The spell's target number equals the spirit's Rank. The mage must first find a suitable spirit, usually by seeking one out, calling it to it or summoning it from the Shadow Realm. A spirit's suitability depends on what the mage wants the fetish to do. If he wants to shoot fiery arrows at his enemies or simply make a portable heater, he needs a fire-spirit. Finding an appropriate subject often involves researching a spirit to make sure it can do what the mage wants — or that it can do what it says it can. Study usually involves an occult library or past training on the subject. If the Storyteller feels it is necessary, he can require an Intelligence + Academics or Occult test for the mage to properly identify a suitable spirit. Note that only the "traditional" Numina of spirits (the ones listed on pp. 423-425) can be used — spirits that are bound that have custom abilities or the powers using the "Spells as Numina" section can be bound, but those powers cannot be activated.

The spirit releases its Numina only upon the fetish's activation; the spirit sleeps the rest of the time. The user must request or command the spirit to act whenever he seeks its power. This is done nonverbally with an instant action Gnosis + Spirit test. Success allows the mage to use the fetish for the following scene. Failure means the spirit remains asleep. The spirit's powers do not invoke Paradoxes or Disbelief. Spirits are native to the Fallen World and do not invoke the same reactions as Supernal magic.

Players should note that a mage uses his own Mana whenever a Numen calls for the expenditure of Essence. The caster can give the item the capacity to hold Essence points. Doing so requires three additional successes to the target number, which gives the item a capacity of 10 points. Mana must be spent at the time of the ritual for the caster to actually fill the capacity of points (which converts into Essence) or else someone with appropriate spells can do so later.

The caster usually relinquishes the "Create Fetish" spell from his control so it no longer applies to his maximum spell limit — see "Relinquishing Control of Spells," p. 151. In all other cases, the spell follows the usual rules for Duration, control and accumulation.

If a fetish's material object is ever destroyed, the spirit is released and becomes a Twilight being. If it has the proper Numina, it can escape back into the Shadow Realm on its own. Otherwise, it is trapped in Twilight until the spirit can find a Verge or a mage (or other supernatural being) to help it pass over.

Essence Gift (Spirit •••• + Prime ••••)

The mage can convert Mana into Essence and channel it into a spirit.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Socialize + Spirit

If the spirit doesn't want the Essence (its quality might be considered negative), it can contest with a reflexive Resistance test. Each success allows the mage to convert one Mana and channel it as Essence. Unless he has a means of taking this Mana from another source (such as with the Prime 5 "Siphon Mana" spell, p. 341), he must spend his own Mana.

Goetic Evocation (Spirit •••• + Mind ••••)

The mage manifests a denizen of his own psyche (see pp. 426-428), his repressed or unsavory urges given form as an ephemeral entity in Twilight.

Practice: Patterning

Action: Extended (target number = the mage's own Wisdom)

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Resolve + Occult + Spirit

The ephemeral demon has the following traits: Rank 1; Attributes: Power 2, Finesse 2, Resistance 2; Essence: 10 (10 max); Influence: Sin 2 (choose one Vice, derangement or Flaw); Numina: Materialize, Possession.

Each additional success added to the target number provides one of the following benefits (choose which it is as the target number is determined, before casting commences):

- +1 Rank (maximum 4)
- +1 dot to a single Attribute
- +1 Influence

Every two additional successes can give the demon one extra Numen.

The demon can use its Influence to seduce someone into acting out the demon's Vice (which is not necessarily the victim's own), succumbing to its derangement or falling prey to the demon's psychological Flaw (depending on the type of demon summoned). If the demon's Vice is the same as the victim's, the victim is not rewarded the usual Willpower point for acting out the Vice — the demon gets this point instead although he doesn't have to act out the Vice himself (and hence, doesn't get the blame). The demon follows the mage's orders, but if the mage himself engages his personal Vice, derangement or Flaw while this spell is in effect, the demon is freed from control and turns its attentions to corrupting the mage.

Casting this spell is an act of hubris, requiring a mage with a Wisdom higher than 4 dots to make a degeneration draw. The demon's ephemeral form remains for one scene.

Grant Familiar (Spirit ••••)

The mage can forge a pact with a familiar for another mage. This is how most inexperienced mages (those who begin play with the Familiar Merit) get such helpmates.

Practice: Patterning

Action: Extended (target number = Merit dots)

Duration: Advanced prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Rote Pool: Presence + Persuasion + Spirit

See "Familiar Pact," p. 363. The subject pays the Merit cost. The familiar bond cannot be forced onto a mage and a spirit; both parties must be willing.

Medicine Bag (Spirit ••••)

The mage can create an object that can store Essence.

Practice: Patterning

Action: Extended (target number = Essence capacity)

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana

Rote Pool: Intelligence + Crafts + Spirit

Any object can serve as a medicine bag (it doesn't even have to be a bag — it could be a rock or a knife), but those made from organic materials (leather, bone, plant fiber) are best. Plastics and metals impose a –1 penalty on the casting. The target number is one success per point of Essence the bag can hold up to a maximum equal to the caster's Gnosis + Spirit.

Note that the bag does not have any Essence points until some are placed in it. Any mage can use the medicine bag by casting the "Sacramental Chain" spell, below, using it to store Essence or take it out of the bag.

Sacramental Chain (Spirit ••••)

The mage can channel Essence from a spirit or locus (or a medicine bag) and give it to another spirit or to place it into something that can hold it.

Practice: Patterning

Action: Instant; subtract target's Resistance

Duration: Lasting

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Spirit – Resistance

One Essence point is channeled per success.

With Prime 4, the caster can convert the Essence into Mana for his own use or channel it to another mage or source that can hold it.

Spirit Guardian (Spirit ••••)

This spell enables a mage to bind a spirit guardian to a person, object or place. The entity watches over its charge to the best of its ability, protecting the subject with the powers available to it. While weak spirits have few powers to offer, they are easy to bind. While strong spirits are difficult to fetter with this spell, they usually have many capabilities to bring to bear.

Practice: Patterning

Action: Extended (target number = spirit's Rank) and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Presence + Persuasion + Spirit vs. Resistance

The target number is one success per Rank of the spirit. Note that undertaking this spell with an indefinite Duration (using Spirit 5) almost certainly earns the everlasting enmity of an unwilling spirit that's bound to duty.

Spirit Possession (Spirit ••••)

The mage can cause a spirit to possess a living creature's body.

Practice: Patterning

Action: Instant and contested; target tests with Resistance reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Persuasion + Spirit vs. Resistance

The targeted spirit gains the Possession Numen (see p. 338 of **Mind's Eye Theatre**) if the spirit does not normally possess that power and must use it to possess an indicated target.

When a possessed individual is made to do something totally antithetical to her beliefs, a reflexive and contested Resolve + Composure test is made for her to regain control and push the entity out. Successes gained for her are compared to the successes won for the spirit on the possession test.

A possessing spirit retains access to all of its own applicable powers but has none of the paranormal capabilities of its host save for the purely physical. (Thus, a spirit possessing an ancient vampire with a Strength of 6 has access to that prowess but cannot use the vampire's preternatural ability to further enhance the spirit's own physical power and cannot use any telepathic abilities or supernatural allure the vampire might have.) Also note that forcibly binding a spirit (whether in a place, object or being) against its will could constitute an act of cruelty sufficient to challenge a mage's Wisdom.

Road Master (Spirit ••••)

The mage can control access to the Spirit Roads he creates to cross the Gauntlet as described in "Spirit Road," pp. 366-367. He can also choose to cross the Gauntlet on his own without creating a Spirit Road.

Practice: Patterning

Action: Instant

Duration: Lasting

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Occult + Spirit

The mage can approve who can walk his Spirit Roads. This is an ability he simply has. He does not need to cast this spell to have the power over any Spirit Road he creates.

He does cast this spell to "step sideways" across the Gauntlet without the need for a Spirit Road. Doing so costs one Mana, and the test is modified by the Gauntlet's Strength.

••••• Master of Spirit

Control Gauntlet (Spirit •••••)

The mage can increase or decrease the Gauntlet's Strength, per the Spirit 2 "Place of Power" spell, pp. 361-362, but without the need for a Hallow. The local Gauntlet can be made nonexistent or nigh impermeable.

Practice: Making

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar
Cost: None
Primary Factor: Potency
Rote Pool: Resolve + Survival + Spirit

Materialize Spirit (Spirit •••••)

The mage can cause a spirit (including a ghost) to materialize. A spirit that cannot normally incarnate may be given physical substance by way of this spell. (A spirit with the power to manifest can be compelled to do so with the "Control Spirit" spell, p. 362.)

Practice: Making
Action: Instant and contested; target tests with Resistance reflexively
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Presence + Intimidation + Spirit

If the target is on the other side of the Gauntlet, the spellcasting test is penalized by the strength of the Gauntlet. Success forces the targeted spirit across the Gauntlet and into a manifest form in the material realm. The spirit's manifestation takes whatever form the spirit naturally has, although the spirit is slightly transparent, like a ghostly apparition.

Shadow Slave (Spirit ••••• + Death •••)

This gruesome spell infuses conjured shadows (using the Death Arcanum) with an animating spirit, a soul spun of ephemera, and binds the grim creation to the caster's will. Some mages choose to stuff a corpse with these oozing shadows, animating the inert flesh with living darkness, while others use no crude mortal shell to contain the roiling blackness.

Practice: Making
Action: Instant
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Presence + Intimidation + Spirit

Successes must be used to grant Physical Attributes, Wits, Skills and points of armor (on a one-for-one basis) to the shadow creation whether or not it inhabits a corpse. The creation possesses one dot in Intelligence and Presence, and zero in Composure, Manipulation and Resolve. The creation knows no fear and, as an only marginally sentient entity, is not subject to mind control or any effect that is contested by Composure and Resolve. The entity, while itself nearly mindless, is fettered to the mage's will, performing even complicated tasks with aplomb (such as firing a pistol or punching numbers into a keypad in a certain sequence). The mage gives the entity commands as an instant action but only one task at a time.

Shape Spirit (Spirit •••••)

The mage can create or fundamentally alter a spirit. She can generate a spirit out of free-floating ephemera or so alter an extant spirit as to make it a new entity, one

potentially possessed of appearance, mindset, traits and powers so distinct from the original as to be indiscernible from what it once was by any who did not witness the transformation.

Practice: Making or Unmaking

Action: Extended and contested; target tests with Resistance reflexively

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Intelligence + Occult + Spirit vs. Resistance

If creating a spirit, successes buy dots of Rank, Attributes, Influence and Numina for the being on a one-for-one basis. Similarly, changing a spirit (adding to, altering or subtracting from its Attributes) requires the mage to devote one success per dot to the trait to be added or changed. A mage cannot create a spirit of a greater Rank than the lesser of his Spirit Arcanum or Gnosis. Neither can he advance an extant spirit beyond such a degree or alter one of a Rank greater than the lesser of his Spirit Arcanum or Gnosis.

Example: Nine Jade Thunder creates a tree-spirit. Since she creates one from scratch, rather than altering an existing spirit, she does not have to worry about the spirit contesting her efforts. She wants it to have the following traits:

Rank: 2 (which requires two successes)

Attributes: Power 3, Finesse 3, Resistance 4 (10 successes total; traits such as Willpower and Size are derived from these Attributes and do not cost extra successes)

Influence: Wood 3 (three successes)

Numen: Wilds Sense (one success)

The total target number for the spell is 16 successes. She wants her special creation to last for more than one hour, so she increases the Duration to indefinite by adding six successes to the target number for a total of 22.

The mage must be familiar with the powers with which he works. That is, he must have studied a spirit that already has those powers before he can imbue them into a spirit. At the Storyteller's discretion, an occult library might hold enough information to allow a mage an Intelligence + Academics test to understand the forces before he begins casting.

When the spell's Duration expires, the spirit ceases to exist (if it was created) or reverts back to its natural state (if it was modified). Note that familiars cannot be affected by this spell.

Spirit Court (Spirit •••••)

This spell enables a mage to create a spirit court of her own, one in which she is the ranking "spirit noble." The court can be filled with its own courtiers, enforcers, spies, hangers-on and such.

Practice: Making

Action: Extended (target number = spirit Rank desired)

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Rote Pool: Intelligence + Occult + Spirit

By casting this spell, the mage takes on a Rank (see p. 418) among spirits no higher than the lesser of her Spirit Arcanum or Gnosis. Spirits of lesser Rank than the mage seek (or may be persuaded) to attach themselves to her court, and she is treated with the respect, honor and dignity due to one of her station. Of course, the mage is expected to uphold the dictates and etiquette of the spirit courts (meaning she had best be thoroughly conversant in them) and may herself be offered a position within the court of a still more powerful entity.

When calling, controlling, binding or otherwise using sympathetic magic upon members of her court, the mage may cast spells as though a spirit were in Intimate sympathetic contact (p. 143) with her, without need of the Space Arcanum. Thus, she can easily heal one of her courtiers regardless of where it is but cannot cast an offensive spell at other spirits through her subject without an appropriate Space component.

Any spiritual alliances the mage makes are rendered null and void when the spell expires (at least, spirits don't uphold their end of any bargains, though many continue to expect the willworker to fulfill her outstanding obligations). The willworker is expected to support, protect and advise her vassals, and they are expected to do the same for her.

Spirit Manse (Spirit •••••)

The mage creates a sanctum in the Shadow Realm.

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Covert

Cost: None

Rote Pool: Composure + Occult + Spirit

The target number of successes is based on the volume of the manse — see the area-affecting chart, p. 150. The caster also adds one success to the target number per point of Durability of the outer wall (on a one-point-per-success basis). Ordinary features (a normal chair or a bookshelf) are woven out of ephemera and require no successes to create. Exceptional features (an elaborate pair of golden double doors or a fountain or glittering crystal) require one or more successes depending on their size.

The mage can control who comes or goes from his manse. All others must forcibly breach the walls to get in.

Time

Purview: Divination, prophecy, temporal acceleration/ deceleration

Time is probably the most complex of the Arcana since it describes a phenomenon as yet incompletely understood by modern man. With Time, a mage can redefine the way in which every other Arcanum interacts with the linear progression of events and with great mastery can unravel the mysteries of choosing the manner in which things move in that flow. Events in the past are harder to alter than those in the present and future (only magic allows for the past to be changed), but no event seems to be *truly* eternal.

• Initiate of Time

Momentary Flux (Time •)

The mage can judge a currently ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. For example, she could check to see if letting a sketchy-looking valet take her car keys turned out to have been a bad decision (and maybe stop him before he drives off). Or she could, when being chased by police, learn whether or not it's a good idea to turn down the alley ahead.

This sense does not say what *will* happen, only whether it will be a boon or a hindrance to the mage. If all possible choices are equally beneficial or adverse, this sense will tell the mage as much. If all options are based entirely on the results of random chance, rather than any actor's intention, then the mage gains a rough idea of the odds — that the guy in the black jacket has the edge in the fight that's about to break out (because his Strength + Brawl dots are higher than his opponent's — not enough to ensure victory but enough to make him the odds-on favorite).

Practice: Knowing

Action: Instant

Duration: Transitory (one turn)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Wits + Investigation + Time

A simple success is enough to get one answer concerning one action or event. The Storyteller answers this question as well as he can while knowing what he knows about the situation and the intentions of other player characters and his Storyteller characters. However, there is no guarantee that the new course of action the mage chooses based on this knowledge will not eventually lead to an adverse choice since events are always in flux based on many factors.

This spell tells the mage only if the specific event queried will lead to good or ill *for him* in the immediate future.

Perfect Timing (Time •)

This spell allows a mage to accurately assess all of the temporal components occurring in her immediate presence, giving her an opportunity to act at *exactly* the proper time to have the maximum effect. If she wants to throw a punch, she knows how and where to strike with the greatest possible (mundane) precision and force. If she wants to convince someone of something, she knows the most opportune instant in which to speak.

Practice: Knowing
Action: Instant
Duration: Special
Aspect: Covert
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Intelligence + Science + Time

This spell can be cast reflexively. Each success grants the mage a +1 bonus in the next test made (either by choice or forced by circumstance). This does not include spellcasting tests. If the next test is for a spell (perhaps the mage needs to quickly cast a countermagic), the character loses the benefit.

Temporal Eddies (Time •)

The mage gains Mage Sight (see "Mage Sight," pp. 206-208). He perceives resonance through the way in which it "snags" things, people and events moving through the time stream by the magnitude of its presence. He can also tell perfect time, anywhere, discerning the passage of instants with such clarity that his sense is more precise than even those most carefully maintained clock.

Temporal Wrinkles (Time •)

The mage can sense temporal disturbances. She can detect the presence of temporal phenomena such as the subtle distortions clinging to a person suffering from "lost time" or those surrounding advanced uses of this Arcanum.

Practice: Unveiling
Action: Instant
Duration: Prolonged (one scene)
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Wits + Occult + Time

During this spell's Duration, a reflexive Wits + Investigation test can be made for the mage to detect a temporal disturbance that occurs within his sensory range. She can also examine such phenomena.

•• Apprentice of Time

Augury (Time ••)

The mage sees the future in terms of generalities.

Practice: Unveiling
Action: Instant
Duration: Concentration
Aspect: Covert
Cost: None
Primary Factor: Potency
Rote Pool: Intelligence + Occult + Time

The mage must declare a target — a person, place or thing. (Temporal sympathy modifies the casting test; see p. 144.) He can then ask a simple question about that target's future and gain a general answer. Examples of proper questions include the following: "Will Tony get the job he just interviewed for?," "Will Charlotte marry George?," "Will Westlake kill again?" Improper questions get no answers. Examples of improper questions include the following: "How much money will that lottery ticket win me?" (Too specific; try instead: "Is this the winning ticket?"), or "Will my son be a good man?" ("Good" is too relative a term — good to whom, exactly?)

The Storyteller decides what the future holds for the target, knowing that knowledge of the future is often enough to change that future; a woman who is told she will be a store clerk for the rest of her life might then quit her job to go back to school. The same person can be targeted with this spell only once every chapter or downtime action. Any attempts to augur him again in the same chapter or downtime action reveal meaningless echoes of many possible actions the target could take but with no clue as to which might occur or which is even more probable than the others. If the mage persists, the spell becomes vulgar.

Flip of the Coin (Time ••)

The mage can glance forward and check the outcome of a simple undertaking, one with only two major variables (heads or tails, for example, or cutting the red wire instead of the green one). This sense works only under circumstances in which consequences are immediate (someone wins the coin toss or the bomb blows up).

Practice: Knowing
Action: Instant
Duration: Concentration
Aspect: Covert
Cost: 1 Mana
Primary Factor: Potency
Rote Pool: Wits + Investigation + Time

Even one success accrued in the casting of the spell enables a mage to automatically succeed (or fail, if he wishes) at an uncontested action with only two possible outcomes and immediate consequences for success or failure. (In this case, "uncontested" could mean a coin toss or bucking up for evens or odds, although there are two participants since no one can normally exert effort to win.)

Note that this effect cannot be used in relation to combat since a fight is contested (opponents exert effort to win) and the variables are more than simple success or failure (one can win but at the cost of major wounds, or the fight can result in a draw or surrender).

Glimpsing the Future (Time ••)

The mage can study the outcome of a current personal action. The willworker can quickly scan the immediate future and determine whether her next action will go well or not and adjust to improve her chances of success. Effectively, the mage watches herself perform an action in the immediate future in an instant and then decides how it could be done better.

Practice: Knowing
Action: Instant
Duration: Transitory (one turn)

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Investigation + Time

Success allows the player to draw twice for a single instant action his character performs in the following turn, taking the better of the two results.

With Time 3, this spell can be cast reflexively, applying to an instant action taken in the same turn in which the magic is cast.

Postcognition (Time ••)

The mage can experience postcognition. She can review the past of her current location or any moment in her own past or that of an object with flawless clarity. To focus this sense on something or someplace other than the mage's current physical location, the mage must also use Space 2. Without the use of Space 2, she can do this only for an exact spot in which she was or is. She can look only at what was going on while she was physically present in such a location. Generally speaking, the past is much easier to read than the future (since the past's variables are already locked into place), giving a more-or-less objective view of how things unfolded at a given time in a given place.

Practice: Unveiling

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Time

The mage declares the time and place that she wishes to view, and the spellcasting test pool is modified by temporal sympathy (see p. 144). Each success allows the mage to view up to one turn of time in that place, beginning at the moment declared during casting (such as "Midnight on New Years Day, 1999, at Times Square"). She views events in real time (it takes one turn of current time to review one turn of past time) as if through a camera placed amidst the scene, but she can fast forward and replay any part within the viewing period. With Time 3, the mage can view one minute of time per success and 10 minutes per success with Time 4.

The Duration of this spell is concentration; as soon as the mage ceases to concentrate on viewing the past, the spell expires.

Shield of Chronos (Time ••)

The mage protects himself against Time senses, warding against sensory uses of the Time Arcanum and making it harder for others to scry upon his past or future (or, for those who look *from* the past or the future, his present).

Practice: Veiling

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 Mana (optional)

Primary Factor: Potency

Rote Pool: Composure + Stealth + Time

The mage becomes invisible to prophecy, divination and other forms of temporal scrying unless the caster overcomes the Potency of the occluded mage's spell.

If the mage spends one Mana, the Duration can be made to last for one day.

Temporal Dodge (Time ••)

This spell grants the mage physical armor (see "Physical Armor Spell," pp. 208-209) by creating a small bubble of "warped" time, either speeding herself up or slowing things down as things approach her.

Temporal Flow (Time ••)

The mage can give another person or supernatural being Mage Sight (see "Mage Sight," pp. 206-208).

••• Disciple of Time

Acceleration (Time •••)

The mage accelerates her personal temporal motion, enabling her to move and act quicker than is normally possible.

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None during casting, one Mana per turn after casting

Primary Factor: Potency

Rote Pool: Stamina + Athletics + Time

This spell boosts the mage's ability to avoid attacks, her Initiative and Speed. Although the spell's Duration lasts for one scene, the mage gains its benefits only in those turns in which she spends one Mana reflexively and the benefits last for that turn. (Once the Duration has expired, Mana can no longer be spent to gain the benefits.)

The benefits are as follows:

• For each Time dot the mage possesses, –1 is subtracted from *any and all* attackers' test pools (including ranged attacks) as the mage moves much more quickly than normal and is harder to hit. This penalty to attackers' pools applies in addition to any armor the mage may have as well as to Defense (though similar to armor, Acceleration's benefits do not diminish based on how many attacks the character faces). For example, if the mage has Time 4, –4 is subtracted from any assailants' test pools.

• Adds one to the mage's Initiative per dot of Time. This allows her to move up the Initiative roster for that turn by one point for each bonus. In the following turn, she drops back down to her original position in the roster.

• Finally, each dot of Time allows the caster's Acting Speed or Running Speed to be added again to his total Speed rating. Thus, Time 3 enables a mage with Acting Speed 9 to move at Acting Speed 36 (9 + 9 + 9 = 27 + base Acting Speed of 9 = 36).

With Time 4, the mage can cast this spell on others.

Divination (Time •••)

The mage can read the future. Per the Time 2 "Augury" spell, pp. 376-377, save that the mage receives more specific details.

Practice: Unveiling

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Intelligence + Investigation + Time

As with the "Augury" spell, the mage must declare a target. (Temporal sympathy modifies the casting roll; see p. 144.) One success allows the mage to ask one question about the target's future and get an answer. Additional successes allow follow-up questions, allowing the mage to get more specific details.

The same person can be targeted with this spell only once every chapter or downtime action. Any attempts to divine him again in the same chapter or downtime action reveal only meaningless echoes of many possible actions the target could take but with no clue as to which he might take or which are even more probable than others. If the mage persists, the spell becomes vulgar.

Shifting Sands (Time •••)

The mage rewinds time. He grabs hold of the threads of time and pulls himself back one turn, allowing him to choose a different approach to a situation (though, from the perspective of all save the willworker himself, this is the first and only time this moment has occurred or will occur).

Practice: Weaving

Action: Instant

Duration: Special

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Resolve + Occult + Time

This spell can be cast as a reflexive instant action at any time in the Initiative roster from when the caster performed his action until his place in the roster in the next turn. If the player does not declare this casting before then, the previous turn cannot be replayed.

If the casting test fails, the mage does not rewind time (he essentially spends that turn casting and nothing else). If it succeeds, he rewinds himself through time and can then replay his action from the last turn, changing it however he wants (although he cannot opt to cast "Shifting Sands" again, sending him back a further turn). Doing so, of course, might change other characters' actions that occurred after his action in the turn he replays and before he casts this spell.

Example: Malice steps into an alley and is confronted by a gang of submachine-gun-toting thugs. They smile at him and heft their guns, ready to fire but delay for a moment to savor Malice's dismay. Smirking at Malice is their action for the turn.

On the next turn, Malice has a higher Initiative than all the thugs but one. That thug fires

a short burst of autofire and misses. On his turn in the Initiative roster, Malice casts "Shifting Sands," rewinding himself through time by one turn. In the original turn, he entered the alley. This time, during his replay, he decides to turn the other way and run, never even showing his face around the corner.

From that point on, all other characters redo their actions as if the original turn never happened. Since Malice doesn't enter the alley, the thug doesn't fire his gun (as he did in the original flow of time). He still awaits Malice's appearance as his cue.

This spell cannot undo any effects the mage suffered the first time he experienced the turn that he replays as his current self replaces his former self in the time stream. If he got shot in that turn and then casts this spell to replay that action, he still suffers from the gunshot wound, even though he might decide to dodge in his replay of the turn, causing the bullet to miss him. (And if it *does* hit him, he suffers a second wound!) This spell does not erase the effects of time on the mage.

Although he cannot reverse any harm he himself has suffered, it can be instrumental in allowing the mage to save the lives of others. Those other than the caster may feel a sense of *déjà vu* about the situation, but for them the caster's new action is the first and only time this turn has happened or will happen. Participants remember the turn only as it has just been played, not as it was previously played before "Shifting Sands" altered it (unless one of them uses the "Temporal Wrinkles" spell, p. 376, in which case he is aware of what happened).

With Time 4, the mage can cast this spell upon others, allowing them to alter their actions when replaying the turn. Again, "Shifting Sands" can only allow a target to replay one turn (although multiple castings of the spell can cause the target to replay that turn multiple times).

Temporal Shift (Time •••)

As with the Time 2 "Temporal Dodge" spell, p. 379, except that the mage can now cast it upon others.

•••• Adept of Time

Chronos' Curse (Time ••••)

Through the use of this spell, a mage can cause an individual to "lag" within the flow of time. As she sees it, everything around her occurs at an accelerated rate, and she struggles to keep up.

Practice: Patterning

Action: Instant; subtract target's Composure

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Manipulation + Occult + Time – Composure

The target suffers a –1 penalty to Defense per success on the casting test. Additionally, the subject's Acting Speed and Running Speed are halved per success (rounding up), with a minimum of 1. When the victim of this spell attacks others with a ranged attack, her targets gain their Defense (even if the attack is not at pointblank range) — the attacker moves slowly enough that others can anticipate her attack.

Present as Past (Time ••••)

The mage predicts the immediate future with absolute clarity.

Practice: Patterning

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Target

Rote Pool: Intelligence + Occult + Time vs. Composure + Gnosis

On the turn following a successful casting, the mage's player can require that every player who has a character affected by the spell's Target factors declare what his character's action will be for that turn. The Storyteller does the same for his characters. The player does not need to declare his own action for the turn but can wait to act at any point within the Initiative order, trumping all other supernatural Initiative effects. (If two or more willworkers use this spell during the same scene, then determine their Initiatives normally, in the event that more than one attempts to act at the same time.)

In addition, the character gains +1 Defense per spellcasting success against attacks from those affected by the spell. (This is in addition to any benefit provided by the "Acceleration" spell; see p. 379.)

Prophecy (Time ••••)

The mage can gain prescriptive advice on how to alter the future, perhaps to make something come true or to avert an event he fears or knows is coming.

Practice: Patterning

Action: Instant

Duration: Concentration

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Intelligence + Occult + Time

As with "Divination," p. 380, the mage can ask one question about a target or event per success. Instead of reading the future, however, he reads how things *might* be, provided some action or event comes to pass. Note that a target's dots in the Destiny Merit (if any) levy penalties on the spellcasting test — it is more difficult to find an alternate future when a person's fate is ordained. Because of the vagueness of prophetic ability at this level, the mage learns only broad and sweeping details.

The same target can be targeted with this spell only once every chapter or downtime action.

Temporal Pocket (Time ••••)

This spell enables a mage to withdraw into a personal temporal pocket, where she can take whatever she sees fit during the subjective time allotted to her (including moving from the area in which the spell is cast). If hunted and exhausted, she could take a nap outside of "mainstream" time and emerge a few minutes later, awake, alert and ready to keep moving.

While existing within such a temporal pocket, the mage cannot interact with or be interacted with by others, save for others proficient in the Time Arcanum and who attempt to "break in" to her time bubble. The mage's own subjective time continues to flow at the same rate within this pocket, but time passes at a different rate outside, which

is determined by the strength of the mage's spell. While within, she could set up an elaborate ritual and return to "mainstream" time with a powerful casting at the ready.

Practice: Weaving

Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Rote Pool: Wits + Occult + Time

Successes are assigned to increasing the time that passes within the pocket relative to what time passes without.

Time within	Pocket Target Number
x2	One success
x3	Two successes
x4	Three successes
x5	Four successes
x6	Five successes

Example: One success allows two turns to pass within for every one turn that passes without, or two minutes within for one minute without. It can also be used to allow two downtime actions per one downtime action (but if this spell is cast in downtime, the mage still has to spend a downtime action to cast the ritual).

This spell affects only the mage. The maximum target number that the caster can aim for is equal to his Gnosis or Time, whichever is higher. As soon as the spell takes effect, the mage is effectively gone from the scene, which allows the player to declare "fair escape" — see "Fair Escape," pp. 207–208 of **Mind's Eye Theatre**. Once the Duration expires (measured in time without), the pocket ceases to exist, and the mage returns to normal time.

Mages outside the temporal pocket can notice the effect with "Temporal Wrinkles" and can see who is inside the pocket if the Potency of "Temporal Wrinkles" exceeds the Potency of the pocket. Once the effect is noticed, a mage may attempt to create a personal temporal pocket to break into the existing one. If this is successful, the two mages are able to interact with each other as normal.

Temporal Stutter (Time ••••)

The mage causes people to stutter forward in time.

Practice: Patterning

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Lasting

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Potency

Rote Pool: Wits + Occult + Time

This spell affects only a living creature (and what he wears and carries), stuttering him forward for one turn per success. (If this spell is cast over an area, only people or objects that are wholly within the defined area are affected.) Onlookers simply see those affected disappear for up to several seconds while those affected lurch forward in time (to find whatever changes having occurred outside of the spell's area of effect during those seconds). Thus, reinforcements three turns away might, in the subjective time of those affected by the spell, arrive in one.

If, in the intervening turns, a person or object moves into the space occupied by one or more of the time-stuttering targets, a clash ensues when the time travelers arrive back in their places. Compare the Size of each person or thing who now shares the same space. Those with the smallest Size suffer a knockdown effect (see p. 230 of **Mind's Eye Theatre**). If Sizes are equal, both must contend with a knockdown.

••••• Master of Time

Faerie Glade (Time •••••)

This spell mimics faerie tales of men who bedded down in mushroom rings only to wake a century later or the next morning as bent and hobbling ancients. This spell allows a mage to push a place outside of the normal flow of time so that those within experience a lot of subjective time in a very short period of "mainstream" time or vice versa.

Practice: Making

Action: Extended and contested; target tests with Composure + Gnosis reflexively

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Wits + Occult + Time

This spell acts similar to the "Temporal Pocket" spell, pp. 382-383, except that the mage can now cast it upon an area. One success affects a five-foot square area and anything within it, and additional Target factors can be devoted to increasing this area. A person who enters the area must succeed in a reflexive and contested Composure + Gnosis test or be caught within the time flux.

The flow of time can also be reversed so that time within the pocket moves more slowly than time without. For example, with one success, the time within the pocket moves at half the rate as time without: one turn within for every two turns without. With three successes, four turns pass within for every one turn that passes without.

Future Legacy (Time •••••)

The mage shunts an object forward in time. While he could previously move people forward in time for a few turns using "Temporal Stutter," pp. 383-384, mastery of this level allows him to move an object far into the future, perhaps to keep it out of enemy hands or to ensure that only an heir will wield it.

Practice: Making

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Presence + Investigation + Time

The number of successes determines how far into the future the object can be sent. The mage can opt to send it to any time between now and that allowed by his successes.

Successes	Future Time
One success	One year
Two successes	Two years
Three successes	Five years

Successes	Future Time
Four successes	10 years
Five successes*	20 years

** Add 10 years per additional success.*

The object appears at the future time in the exact same space the object occupies in the present unless Space 2 is added to locate it elsewhere. (See "Apportation," p. 344.) The drawback to this spell is that, once it's cast, the object cannot be retrieved except at the point in the future in which it appears.

Rewrite History (Time •••••)

The mage can sculpt his personal history within normal possibility. The willworker can perform extensive modifications to his own past, enabling him to redefine the person he currently is even if only temporarily. He cannot, however, change his *soul's* history, remaking his magical past (he cannot change his Path, Gnosis or Arcana).

Practice: Making and Unmaking

Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 Mana

Rote Pool: Manipulation + Investigation + Time

Each success allows the mage to shift one dot from a mundane trait (an Attribute, Skill or Merit but not a magical trait such as Gnosis or an Arcanum) to another within the same trait area, up to his normal maximum within a given category. Dots cannot be added directly to or subtracted directly from Advantages. Note that changing a number that has derived characteristics (Composure or Stamina, for example) alters any such derived characteristics appropriately (say, Willpower or Health).

It is as if he had made different choices in the past, leading to different personal results. For example, in his newly rewritten past, a mage went to the gym rather than to the library he actually frequented in his real past, allowing him to shift traits from Mental Attributes to Physical Attributes. When the spell expires, the caster's real history is restored, and his traits return to their original distribution.

Stop Time (Time •••••)

The mage suspends time around the target. The target's subjective perception shows him as existing in one moment and then, instantaneously, another later time. To onlookers, it appears as if the target is perfectly still even if he's in mid-air.

Practice: Unmaking

Action: Instant and contested; target tests with Composure + Gnosis reflexively

Duration: Transitory (one turn)

Aspect: Vulgar

Cost: 1 Mana

Primary Factor: Duration

Rote Pool: Intelligence + Occult + Time vs. Composure + Gnosis

The field of suspended time exists immediately around the target. If anyone or anything physically enters this field — that is, if the target is touched — the spell is broken and the target is restored to normal time.

STORYTELLING AND ANTAGONISTS

Poetic license may be forgiven to the tellers of unusual stories.

— Eliphas Levi

POETIC LICENSE MAY BE FORGIVEN

Every game set in the World of Darkness has its own themes. Storytelling any game with flair gives you the skills to run **Awakening**, but the devil is in the details. **Awakening** puts its own twist on familiar themes and gives you new ways to tell old stories. From this base, you can go on to entertain players with distinctively weird, horrific and ultimately memorable tales.

This chapter assumes that the reader is going to be Storytelling the game. When the text talks about "you," it refers to a potential Storyteller. Now is a good time to read "Chapter Eight: Storytelling" in **Mind's Eye Theatre**, pp. 251–321, to familiarize yourself with the fundamentals. The material in this chapter expands upon and supplements that section. If you plan to only play the game for now, then don't be put off. If you know what a Storyteller needs to do to run a successful game, you'll be better equipped to play along and help the whole group enjoy itself.

The Cost of Power

What's **Awakening** about? It's a game founded in a world of occult horror, but it's possible to explore the themes to many different ends. There are, however, some basic themes that predominate. **Awakening** is designed to give you a firm center; you can explore variations as much as you wish, but whenever you need to get back to a consistent tone, then the following ideas are ideal.

Power Corrupts

Mages are paragons of human potential — and all too often, human frailty. They don't accept the conditions of their metaphysical prison. When mages take the first steps into freedom, they have an opportunity to answer every injustice they've suffered and fix the mistakes they made during their Sleeping years. A mage who fully realizes her freedom can radically change whatever she touches and demonstrate what human beings are capable of.

Freedom is a double-edged sword, complicated by the new drives and dangers with which mages contend. The mundane challenges of living are easier, but a distant metaphysical prize beckons. If a mage ignores the chance to Ascend, she is a victim again of rampant Paradoxes, rival occultists and horrors that want her empowered soul. If she embraces the quest wholeheartedly, she turns away from humanity to fulfill a numinous, mystical promise. The Oracles' Ascension — the legendary state in which mortal wisdom tempers raw power — conforms to the old adage from Eastern mystics: enlightenment is best found when it's unlooked for.

Of course, there is a more obvious and seductive solution to the dichotomy: use magic to acquire earthly might and retain ties to the world. The mage becomes the reality prison's master, not its inmate, and she exploits her advantage to accumulate the finer things in life. Paradoxes punish flagrant violations of the Fallen World's laws, but that does little to protect Sleepers. Without limitations, freedom can easily sour into sheer exploitation. A mage caters to offensive tastes and follows passions that would have been unthinkable before she Awakened. If you can execute the perfect murder, why not just kill someone you hate? If you need love, why not just compel it rather than suffer the uncertainty of romance?

In game terms, mages use the Arcana to satisfy their Virtues and Vices. Channeling magic through the self this way magnifies the effect of the mage's personality on

the world. In this sense, magic is a worldly crucible of the human soul. Is a character moral only because she fears being punished? Magic gives her the opportunity to realize her desires without mundane consequences. Make no mistake, though — there are *always* consequences.

Liberators or Jailers?

In Sleeper society, part of maturity comes from realizing one's limitations. For mages, the process is inverted. Study and enlightenment give sorcerers the power to exceed old limits and to fulfill desires that Sleepers may never dream of. As a result, some mages have nothing but contempt for common people. They're a canvas to repaint with a mage's desires. Ironically, inflicting such abuse creates submissive subjects who respond and obey but never grasp their own power and Awaken. That suits some orders perfectly (the Seers of the Throne regard Sleepers as the order's natural servants), but others wither on the vine of history.

The modern sorcery setting of **Awakening** can be used to exhibit the panoply of human power. Conspiracies undermine the legitimate authority of powerful institutions, which compensate with callous displays of force. On the streets, agitators rise up to protest and riot. On the margins of society, criminals exploit all sides and war for territory. Mages weave the Supernal Realms — the utopias, heavens and hells of human dreams — into the fabric of the Fallen World and build the frame through which we view the course of history. When they cynically exploit human strength, they ultimately add to the World of Darkness's decay. When they exemplify it, their talents amplify the potency of hope to wondrous and terrifying levels.

Some mages try to improve Sleepers' lives and educate them about the nature of their prison. The Quiescence constantly interferes, forcing many mages to limit themselves to protecting Sleepers. These Awakened fend off supernatural threats, and sometimes even work to improve mundane affairs by working in the community. But a mage naturally tends to assert his will and conspire for influence, so good deeds can quickly transform into a self-serving grip on Sleeper institutions.

On the other side of the issue, there are mages who want to overturn society's mores along with its natural laws. Some (including the Free Council) believe that the old hierarchies need to be leveled so that Sleepers can be free to pursue Awakened power. This doesn't mean they're actually willing to help humanity progress any further. The worthy will Awaken; the unworthy will fend for themselves. Other mages espouse an ethos of non-interference except when conditions keep mages from following their destinies. If mages bring occult lore into the light, Sleepers will follow — or so these mages preach.

The problems of irresponsible freedom against stifling control apply among mages just as much as they do to the relationship between Awakened and Sleeping humanity. Mages feel moral outrage, too, and practical politics demand that their society function according to a coherent set of rules, even if they are as simple as avoiding gratuitous killing and punishing treachery. If mages did not have at least some rough consensus about proper conduct, the Seers of the Throne and Banishers would have destroyed or assimilated them long ago. But who watches the watchmen? In such a scattered culture, it's inevitable that some mages will not consent to be judged. There's no way to ensure that selfishness, favor trading or corruption won't turn moral authority into tyranny.

Horror and Mystery

Awakening is a very flexible game. As you run a chronicle, you'll probably move back and forth through fast-paced action, comedy and drama. Storytelling games don't have the same narrative structure as novels, plays or films. First of all, the essence of the game is collaboration. You and your players work together to make the story come alive, so you won't be able to rely on rigid plot arcs or time moments of levity and depth with a writer's precision. Also, Storytelling games are episodic. Your group will return to each session refreshed and changed by the hiatus. Novice Storytellers often make the mistake of treating episodes as a liability, when in fact they're the very things that make games distinct. You have to improvise and accept these changes. Moments of outstanding play come from relaxation and cooperation.

Build a game upon a sound framework. Theme gives you the direction of your plots. Setting provides the hooks your players can use to find and follow plots. Mood shows you what kind of plots to use. It's a guide for the experience of play that is meant to supplement the practical elements of getting characters moving. **Awakening** has a baseline mood, but it isn't a straitjacket. Use it as an example of how to construct the mood of your own chronicle or aim to use it yourself. While a player strives to be true to her character, you should strive to be true to your preferred setting.

Human Frailty

Monsters lurk in the World of Darkness, but they're not the only sources of terror available. In a game of **Awakening**, human evil takes center stage. It is not a predator in the fold or a covetous simulacrum of the living, it's human, and in some ways that makes it much worse than any monster.

Mages are gatekeepers of what makes *humanity* frightening. They lay claim to ancestors who would swallow the universe with their will. The Exarchs may have transcended mortality, but their legacy — the Quiescence — is an expression of all-too-human hubris. Just as mages today, Exarchs refused to accept their weaknesses. Even so, they knew the flaws in their own hearts, the fear of the unknown that can chill us to the bone. They helped to lock away the unknown behind the Quiescence. The Awakened are the fortunate few who can still see secrets alive in the world and even use them to test the walls of the Fallen prison.

But even though modern sorcerers claim to oppose the Exarchs, mages are prone to the same hubris and the same fear. Knowledge is power; secrets are decisive weapons in the Awakened struggle for supremacy. These secrets take the form of new rotes, grimoires and Artifacts. Mages may themselves be a powerful secret asset. The fate of a cabal may turn on the wisdom of a hidden mentor or the obscure powers of a secretive enemy.

Grand Secrets

At the highest level, the battle rages for the Imperium Mysteriorum: mastery of the cosmos. This is a subtle conflict. No grand council of mages self-consciously fights it; instead, mages duel and plan for personal reasons. Mages buy revenge and love with the currency of occult secrets. But across the Abyss, the Supernal World *also* moves, as every spell driven by mortal want tugs on subtle connecting threads. Who is watching that weave? Who pulls the strings in response? Exarchs? Oracles? Heaven? Hell? Earthbound mages ponder these secrets but are more concerned with daily survival and

self-empowerment in the cutthroat Awakened underworld. The Seers of the Throne believe that they belong to a hierarchy that goes all the way to the Exarchs, and the Banishers want to cut the higher world away altogether. What is the truth? The cosmic mysteries of the game are your concern. Decide them, and plots will follow. A conflict between the Exarchs and Oracles can trickle down into signs, portents, uncovered artifacts and rivalries between these forces' chosen proxies.

Be careful here, for these kinds of plots annoy and discourage some players. They want to drive the action instead of reacting to the plans of a potent Storyteller-controlled figure. Remember that the classic stories of humans and gods feature rebellion as well as obedience — and that mortals sometimes get the better of greater powers.

Awakening to Strife

An Awakened will can wreak terrible destruction, but the real horror of it is that destruction is centered on conscious choice. The Seer of the Throne *knows* that humanity could be uplifted to a nearly divine state but chooses to conspire against it. An ardent Free Council mage destroys traditional peace because she believes strife — and death — is worth the better world to come.

Mages have little tolerance for those who would thwart their ambitions. They have put bondage aside, so why compromise their might for the common good? Mages fight for dominion in a world where the mind is the ultimate weapon; power comes from having other wills in thrall. Finally, Awakening is, in itself, dangerous. Mages live in a cosmos that has been designed to thwart them. Sleeper Disbelief and Paradoxes dog occultists who practice magic too openly. If a mage grows powerful without being discreet, she courts madness and death. To circumvent this fate, some mages set themselves against the universe and mean to bring down the very pillars of Creation. Others investigate their limits and draw the ire of potent beings that enforce them.

The Dark Path

Mages are always tempted to use raw power to prevail and to force the world to submit to their will. To them, the world is will made flesh, and its cultures, symbols and even laws were first forged in Atlantis. To the most jaded masters, the universe is a puppet. Sleepers might as well be automata, blindly accepting their lot and jerking whenever magic pulls their strings. These mages' Wisdom degrades to the point to which they become narcissists. Paradoxes push them ever further away from humanity. Moral degradation accelerates in a vicious cycle.

Of course, the more a mage uses power, the more she wants it. She wants to impose her will on the world, create Demesnes and gather followers. In such a world, less talented mages are either victims or subordinates. Mages indulge in the tools of conspiracy and shadow statecraft: propaganda, assassination and treachery. There is only so much territory to go around and the reward — Imperium — is worth any sacrifice.

The Irrevocable Choice

Awakening is a liberating experience. Mages can misuse this freedom as they desire, even to the point of sacrificing it. The Seers of the Throne use their hard-won knowledge to become willing slaves. Banishers hunt the very mages who could teach the Banishers to accept their power. Once a mage realizes she's traded ultimate freedom for inescapable bondage, she may resort to desperate measures to escape or alleviate the pain of slavery.

Mages can make Faustian pacts for power, but magic itself can bring its own disasters. A strong Paradox is a source of terror; vulgar magic invites the Abyss. Cursed Artifacts and unwholesome pacts have permanent consequences. The worst part is that a mage damns herself by choice. She suffers from knowing *that* almost as much as the effects of her choice.

Dangerous Lore

Despite a mage's ability to alter it, reality isn't a passive medium. It responds to magical meddling by inflicting Paradoxes. Magic twists auras and populates the Shadow Realm with nightmares. In **Awakening**, power comes from understanding why the universe behaves this way. A mage undertakes quests to wrest enlightenment from a universe determined to conceal its secrets. As she progresses, the challenges become more and more intense. The aspirant senses a dark intelligence that challenges her will. Is this the touch of an Exarch, or the mage's own insecurities taking form?

The answers, coded in strange grimoires and concealed temples, are hard to find and dangerous to know. All mages actively seek out occult knowledge. Generally, the more important the lore is, the more paranoia that surrounds the lore as mages clash to win it. Mages who rise too quickly find that their will outstrips their discretion, but the alternative — slow, balanced cultivation of Wisdom and Gnosis — puts them at a disadvantage compared to those who grab for raw magical strength.

Chronicles

General advice for running a chronicle can be found in **Mind's Eye Theatre**. Since the protagonists of an **Awakening** game are human beings (albeit ones with extraordinary powers), we can comfortably embrace the fundamental themes in that book. Mages have more power and know a great deal about the supernatural world, however, so you need to increase the risks, deepen the mystery and provide a more robust challenge. Don't be afraid to expand or change the setting, especially if your chronicle's objective is to uncover the truth about such beings as the Exarchs or the nature of the Quiescence.

Mages have raw power, so don't be afraid to challenge them. Clever spells can solve many problems, but antagonists' magic can counter them. Magic turns into something of a chess game. Do the characters or the enemy leave a critical gap in their defenses? Is anyone clever enough to exploit the oversight? Furthermore, despite the power and challenge of magic, mages are all too human when it comes to temptation and moral fortitude. Exploit this weakness by adding a moral element to stories that would otherwise be fairly straightforward.

Conflicts

All mages know that the secrets of immortality and godlike dominion could be theirs. They have little patience for enemies and obstacles. They would rather risk their souls than take the slow, safe, quiet path to power. Behind it all, sorcerers have a much larger, more pervasive enemy, which is a universe designed to imprison them, punish them and lure them to Sleep and death.

Mage versus Seer

The Seers of the Throne administer cities and allegedly nations as their own occult fiefdoms. That does not make the Seers a united front, though. They play for political power amongst themselves almost as brutally as they suppress the Atlantean orders.

Player Surveys

As you're working on the details of your **Awakening** chronicle, you should take into consideration what kind of game the players want. There's no point in working out a *film noir*-style game of betrayal and intrigue between the orders when most players want to focus on beating the hell out of the Seers of the Throne. Player surveys are mentioned in **Mind's Eye Theatre** (pp. 264–265), and most of what is found in there can be used in a game of **Awakening**. Additional categories can be added for **Awakening**-specific details such as "Consilium Politics," "Ancient Lore" and "Frequency of Magic."

Another category that deserves attention for larger **Mind's Eye Theatre** chronicles is "Player vs. Player." Some players love competing against one another against the backdrop of the chronicle, while others prefer to work together and confront external elements and Narrator-run antagonists instead (sometimes referred to as "Player vs. Environment"). Each play style can bore or alienate players if not carefully regulated.

Don't overload the players with tons of options and theory, though. Ideally, the survey should be kept short enough that a player can finish it in a couple of minutes but open-ended enough that players who have given a lot of through to their play preferences can detail them. The goal isn't to quiz players and find out what is "wrong" with how they want to play but to give you enough information to tailor the chronicle to their interests.

It's possible for a smart cabal to play Seer factions against each other, but this never dampens their enemy's thirst to put the Awakened under the Exarchs' heel. Most mages maintain sanctums in the shadow of Seer territories, emerging to confront them in the quieter battlefield of human influence. For their part, the Seers of the Throne embrace political hierarchies and destroy clues that reveal the truth to Sleepers. The unenlightened are servants and unwitting shields.

What can mages do? When willworkers recover occult truths, it's harder for the Seers of the Throne to enforce the Lie. Occult knowledge is like water against a dam: enough pressure, and the barrier can fall. The Exarchs' servants can't be everywhere. As mages rediscover Atlantean truths, they create the foundation for more Awakenings. Even if mages die trying, the records they leave behind can inspire and train their avengers.

If mages push too far, the Seers of the Throne aren't above using their considerable resources to kill enemies. They are reluctant to use their full power and fearful of compromising the Lie with blatant magic, but they like to goad mages into such breaches, relying on Paradoxes to act as Seer weapons. Also, a Seer who exhausts his influence on an enemy is an easy target for rivals who covet his place in the hierarchy.

The Seers are not the only servants of the Exarchs. Sleepers unwittingly form secret societies to worship the lords in numerous guises. Some of these cults hoard Artifacts and deliberately destroy evidence of humanity's old power. The Exarchs rarely do any favors for their would-be followers. Indeed, few of these human covens know the true nature of their masters. They form from dreams, myths, memories and the scarce traces the Exarchs left in the world. Nevertheless, mages (and Storytellers) shouldn't assume that the Exarchs are totally disinterested in Sleepers. The Exarchs may subtly influence events to give a cult supernatural allies and resources.

Mage versus the Abyss

Mages sometimes use the human body as a metaphor for reality. In this scheme, the Abyss is a polluted wasteland. The Fallen World's "skin" protects it from infection, but just as the body, the skin must reach through the miasma to nourish itself, eating and drinking the spiritual power of the Supernal World. If mages are the vital organs of the Fallen World, every time the Abyss infects one, the cosmic body weakens and starves. If the Fallen World is frail enough, the Abyss's strange intelligences will finally tear aside reality's last, sickly defenses and take it for themselves.

In many cases, mages are the only ones who can defend reality against the Abyss. Only they know the dreaded names of the forces that want to rule reality, and the spells that could lock them away again. This "immune system" of the Awakened is the enemy's chief target, but to win souls over they need patience and charisma. The most effective vectors for Abyssal infection are willing servants because they recommend their corruption to other targets and even warp their own sanctums as they come under thrall. Fittingly, knowledgeable mages avoid tainted ones like the plague. The corrupt must hide their allegiances until their converts have stepped past the point of no return.

Unfortunately, mages also *cause* Abyssal corruption. Magic reaches across the rift to merge the Supernal and Fallen Worlds. When magic goes astray, a bit of an occultist's soul strays into its reaches. *Something* reacts with it, sending (or perhaps creating) malevolent creatures and tainted energies. The psychic shock of touching unnatural chaos also erodes a mage's Wisdom. She hardens her soul to the Abyss and tolerates more and more of its taint while her psyche justifies it with selfish rationales. This phenomenon is a natural part of a mage's existence, though entities such as the acamoth (see pp. 425-426) accelerate the process.

Mage versus Mage

While the orders have some common interests and customs, their clashing ideologies combine with personal enmity and coveted resources to set mages at each other's throats. A powerful Hallow can power Artifacts, complex magic and mighty Demesnes, prompting mages to swindle and kill cabals that have a prior claim. Tension over a newly discovered Mana source or a rare grimoire claims casualties as well, but political maneuvering, espionage and scrying are the most common reactions.

Even though cabals compete for power, they are well aware that they're in a precarious position. If they tolerate too much conflict, they'll be easy pickings for common enemies. The Awakened subculture is ruled by powerful wills. Ambitions that can change the universe are unlikely to give way to political necessity.

Mage versus the Supernatural

Vampires, werewolves, spirits — the entities that cross paths with mages usually don't notice Awakened humans, but when these creatures do, the encounter is dangerous and memorable. Mages, for their part, study other supernatural beings to expand the Awakened's occult knowledge. Self-serving mages versed in the Prime Arcanum realize that these creatures contain rich Mana with unique properties, such as power that can be tapped only by killing or stealing from the subject.

Other beings react to mages with a mix of fear, awe and distrust, but alliances do occur. Mages' spells can supplement undead power plays and werewolf quests. Yet, many of these creatures have little love or respect for humanity. Despite mages' power, they

are ultimately human. Creatures of the night may see this as a weakness or a blessing, but it's ultimately this difference that sets the Awakened apart from the rest of the supernatural world.

Mage versus Sleepers

Of course, humanity isn't so easily discounted. Sleepers, who are enslaved by the very thing that demonstrates their mastery of reality, are in an ironic position. The power of the Quiescence keeps most people from recognizing magic and suffocates evidence in a cloud of Disbelief. Plus, ignorant Sleepers (especially friends, lovers and relatives) show up in the most unlikely places at the most inconvenient times. Unless mages want to risk their Wisdom by killing or blatantly controlling Sleepers, mages have to work around mundanes with hidden spells and quiet strategies.

Of course, there's even greater danger from societies that know about the supernatural. During the medieval witch craze, a few genuine mages were captured, either at the behest of a knowledgeable conspiracy within the Church or because wizardly eccentricity and arrogance made them fitting targets. Modern witch hunters, occult researchers and the elite agents of governments and corporations might know enough about mages to interfere. Mages who underestimate their power either die or are run into exile. Their smarter counterparts know when to avoid such groups, and even when to turn them to their advantage.

Mage versus Self and the Universe

Mages contend with hardships that are imposed by nature and by the stirring of their own souls. For the Awakened, these obstacles are not so far apart. The Awakening itself is the most obvious manifestation of this. There are times when doubts shake Awakened confidence, human passions subvert a mage's self-mastery and revenge erodes her soul.

Mages attract weird events and strange luck, so the external world brims with mystery. Hallows, Artifacts and sacred sites can be guarded by as little as their exotic location. Mages may need to drag Atlantean relics from arctic ice or the roots of the rainforest. Combine these two situations, and mages contend with natural forces that shape themselves into omens and with quests that mirror the soul's secret journey.

Cabals

Mages are driven people. They defy the very laws of nature to pursue their agendas. They need a potent reason to band together and compromise. Otherwise, a cabal falls to infighting and indecision — problems that can kill the cabal. You should help players design characters who can work together effectively as a cabal or point compatible characters in the direction of each other and encourage them to form a cabal. Usually, a cabal does well when each member has her own strengths and can balance out each other's weaknesses. A master of Forces can unleash lightning death upon her foes, but it's good to have someone with Space at her back to get her out of them if things go badly.

You probably don't want someone in a cabal who wants to eradicate other orders in a game in which each player picks a character from a different order. On the other hand, don't shy away from every source of conflict. A cabal's members don't see eye to eye about everything. Some may downright *hate* each other but can still cooperate ef-

fectively. This can extend to the cabals themselves, as games tend to be more interesting when the cabals don't completely agree on everything. When players create characters who are rivals, discuss the situation openly and remind players to separate their player and character sentiments. If you have two *players* who don't like each other, it's time to change your group's membership. Everyone who plays **Awakening** should either be friends or willing to make friends, or the game isn't going to be enjoyable. (See "Problem Players," **Mind's Eye Theatre**, p. 308, for more.)

Using the Cabal

The Storyteller benefits from characters who have a strong connection to one another, giving you a whole array of relationships to manipulate. Let's look at some of these bonds and how to use them in a story.

• **Family:** Characters with family ties (siblings, cousins, parents and children) can spark stories through their common relatives. What if their father is killed by Banishers? Joins the Seers of the Throne? Kidnapping, betrayal and plain bad parenting can drive many stories. When family ties affect two or more characters, then the rest of the cabal is bound to follow.

• **Friends and Lovers:** Romance and camaraderie are easy to turn into story hooks. Decide how the characters met. What did they actually do to form a relationship? Jealousy can draw an enemy from the past or inflame the heart of a rival. Antagonists try to turn the characters' emotional bond against them by planting evidence of betrayal or by tempting one character to abuse her trust. Enemies might kidnap one member of the cabal to force the rest to obey.

• **Common Arts:** Mages gather to promote a common order or to explore the arcane methods of a Legacy or Path. Mages who belong to a common order are usually politically oriented even if it's just so other cabals will leave them alone. Cabals of Awakened martial artists or Death specialists might study a common occult approach. Despite this academic orientation, such alliances are not without political consequence. If a given cabal consists of the greatest warriors or assassins in a region, they naturally accrue authority, prestige and perhaps even fear.

• **Orders from On High:** Few orders are democracies. Most give a mentor some power over her student. The characters' elders can simply order them to form a cabal. If you have a player portraying the order authority, ask for her assistance in helping the players to form together. She gets to help the Storyteller out and ends up with a group of allies in return.

• **Common Agendas:** Mages band together to accomplish something that each of them can't do alone. A cabal can be dedicated to driving the Seers of the Throne (or any order) out of a city, studying an occult enigma or acquiring a collection of rare grimoires. If a goal is serious enough to warrant the creation of a cabal, it's undoubtedly dangerous and complex, so these stories will virtually write themselves. For a twist, ask what the unexpected repercussions of victory are. Will it create new enemies or let loose a strange new supernatural force?

• **Multiple Bonds:** Cabals can form thanks to a synergy of elements. Two sisters might share a vision that a third mage believes will lead them to a cache of Atlantean artifacts while a fourth joins to find enchanted items that will let him crush an enemy. What happens when these goals conflict? Smart enemies try to divide the cabal and play interests against each another.

The Consilium

Consilium politics help mages solve problems without resorting to violence — or Consilii use violence intelligently against an outsider or outlaw. Sometimes the system doesn't work, though, and the alliances forged by Consilii turn into little more than a pecking order of self-centered sorcerers who are more willing to duel for station rather than search for occult wisdom. Work with your players to design the local Consilium before play begins, unless you've decided that your mages fight amidst anarchy or they're the first to visit the region in substantial numbers in some time. Establishing a history for the Consilium, even in a brief, sketchy form, will help add to the feel of the game. On top of that, the Consilium structure is dynamic on three fronts.

First of all, mages are mercurial. Hermitages, fits of madness and errant spells regularly take mages out of the political structure, leaving vacuums for characters to exploit. Mages are mortal, too; old sorcerers retire or die. Old wizards usually leave instructions regarding succession, but willful mages regularly contest them. Secondly, mages adapt the Consilium to meet their needs. Though aspects of sorcerous government were practiced in Atlantis, most regional customs are recent inventions. A Consilium in Mogadishu doesn't use the same customs as counterparts in Phnom Penh or Tallahassee. Finally, Consilium structure is dynamic because mages avoid authoritarian rule. Most Consilii are oligarchic. The Hierarch exists to smooth the process along, but consultation and debate are expected to mark Awakened politics. There have been absolute rulers, but mages are distinctly uncomfortable with autocracy. It smacks of the Seers of the Throne.

Storytelling Magic

Regardless of your personal beliefs about the supernatural, magic rituals are always a kind of drama, a play whose script relies on the power of a vivid imagined world. Don't aim so high that you shoot right past what your players enjoy; keep your feet firmly planted on earth. As a Storyteller, you have to be familiar with the rules and keep the story moving. **Awakening**'s systems can be intimidating. Mages can do nearly anything. How do you challenge them? How do you keep magic from solving every problem? How do you guide players who are new to the game and aren't sure where to begin?

Let's look at a number of techniques that you can use to keep magic interesting without letting it wreck the flow of your story.

Magic Is an Art, Not a Science

No matter how many mystical scholars codify the Arcana or how many rotes are passed from mentor to student, the reality is that mages don't completely understand the magic they wield. Magic is a cryptic and arcane force, and sometimes magic simply won't work the way a wizard thinks it will.

This works in your favor as a Storyteller. You have the ability and authority to simply say "your spell doesn't work like that," and it's plausible within the game. Further, it means that there's less need to "rewrite" scenes in which magic was narrated in a different way by a Narrator or the rules were misapplied. The spell just worked in a different way that time — maybe the stars were in alignment or the Supernal forces swelled or shrank during that particular moment. Of course, this flexibility in magic shouldn't be used as an easy way to stonewall players (see "Scope," p. 399, for more), but in the

end you determine how magic works, and magic is a fickle force that doesn't always stay firmly controlled under a mage's hand.

Another nuance to this is that magic can be used to emphasize the mood or theme of a chronicle as well as progressing the plot in subtle ways. Fate magic can create any number of incredible coincidences. Prime magic can explain the ebb and flow of particular resonances in the area. Death and Spirit magic may be the reason why ghosts and spirits are more (or less) active. Storytellers and Narrators can occasionally have incredible things happen to add to the texture of a chapter and not have to worry too much about the rules.

Always keep in mind, though, that such sweeping narration is a tool best used sparingly. When free-form narration is relied on too much, players start to feel that the rules have no place in the chronicle at all and will try to appeal to Storyteller whim over the mechanics of the game (if they don't just quit entirely out of frustration). The goal is to add a sense of wonder to the game, not to toss the rules of magic out the window.

Guidance

Some groups leave it to players to best exploit their characters' abilities. The reasoning is that this kind of rules mastery is a part of the game, and it would be unfair to help players get more out of their characters' powers. **Awakening**, however, is not that kind of game. It's your responsibility (as well as the responsibility of the Narrators and other players) to help your group play mages: occult initiates who earn their powers through study and insight. Don't undermine this premise by making effective spellcasting a guessing game. Help new players come up with novel ways to use their Arcana. Don't be overbearing and dictate what your players should do, but don't leave them hanging either. If a cool spell suggests itself, let the players in on the idea.

As your chronicle progresses, you can wean players off your advice. Tailor your assistance to the individual. Some players don't need your help, while others may need extra time to feel completely comfortable with the rules. Invite the group to share ideas for spells and coach each other. Once everyone feels comfortable trading thoughts, you'll need to intervene only to prod the game forward or to clarify how a system works.

Style

Ease your group into the look and feel of magic. The Paths provide a character's basic magical style. Tools, things players can hold and remind them of their magic, enhance the feel of spellcasting by providing sensory cues. Even though it's possible to rattle off an Arcanum and a test pool, it's desirable to make spellcasting dramatic in its own right. Again, intervene to offer suggestions and to fill in the narrative gaps left by inexperienced players.

The other half of vivid spellcasting lies with a spell itself. An interesting incantation should have its own theme, look and feel, even if the spell can only be sensed with magic. A spell can also reflect a mage's personality. After players draw a card, help them invent engaging descriptions of how magic works. Again, the idea here is to develop quality play over time and not to set an intimidating standard. Encourage players to develop a list of stock images and descriptions to inspire them. These can be anything from quick notes to actual illustrations and passages from fantasy and horror media to mythology and history.

Whatever you do, keep the advice constructive. Lay down clear guidelines for atmosphere and encourage players to express themselves. Of course, sometimes you need to keep a player from hogging game time with long elaborate descriptions of what her character does. Interrupt with a positive comment that lets her know that she's doing well, but that's all she *needs* to do right now and shift focus to another player. And sometimes (such as with large combat scenes) it's best to drop the descriptions entirely to speed up gameplay.

Scope

The open-ended nature of the magic system can be daunting. If you're new to these systems, take them in small steps. The rules have been designed so that you can explore them over time. The basic properties of the Arcana work on their own; introduce optional rules such as creative thaumaturgy at your own pace. Once players are comfortable with the basic system, they can put their creativity to work designing new, powerful spells to overcome nearly any problem. This intimidates many Storytellers and tempts them to handicap the system.

Never *arbitrarily* refuse to allow a spell. Instead, put a potentially troublesome spell under a microscope. When a mage shields himself against fire, what exactly does that mean? Let the basic description of the spell guide you. The spell does what it's *supposed* to do — nothing less and nothing more. For that reason, a spell rarely makes use of the full potential of a given Arcanum. Consider what this interpretation of magic adds to the game: magic becomes more than just the repeated use of a fixed set of powers. Mages have to be clever. If their spells do not deal with a particular hazard, enemies may sense and exploit the resultant weakness. Occultists have every reason to be paranoid, subtle and desirous of allies to cover their weak spots and backs. Further, usually every potential target is another player character, and those players will want to duplicate and expand on those spells for their own use. Pulling back and focusing the scope of spells will ease potential player conflict and reduce the amount of "power creep" in your chronicle.

Optional Rule: Dramatic Sacrifice

There may be times when a player really wants to blow the lid off the rules, and attempt a huge effect that normally would be beyond his reach in a desperate last-minute effort. With Storyteller permission (such an effect can *never* be mediated), a mage can put every ounce of mystical energy he has into one last spell. The effects of such a spell are completely up to Storyteller discretion, even things listed as being within the realm of archmastery. However, the character dies as a result — his body and soul are utterly consumed by the spell, and there is no way to retrieve them by any means.

Play Balance

Magic challenges you to find ways to preserve mystery and create obstacles that can't be countered with a clever spell. Resist the temptation to make a given spell arbitrarily difficult, but make it difficult nonetheless.

This book has the best set of tools you can use to control rampant magic: the magic system itself. The most important piece of advice to follow when you want to challenge

spellcasters is to make full use of Awakened antagonists and their own considerable capabilities. Some players revel in the power of the Arcana. Isn't it cool to see into the past and future or to kill an enemy a thousand miles away with a curse and a lock of hair? It is — and the enemy can do it, too. If you want to preserve a mystery or protect a key Storyteller character, make use of an antagonist's warding magic. If you want to put the characters on the defensive, let an antagonist use scrying and distant attacks. Mages can't devote a spell to every hazard without hindering other magics. This encourages players to make use of mundane strategies to prevail and highlights the subtle sorcerous chess games that add tension to stories in **Awakening**.

We're All in This Together

Awakening doesn't assume that players want to abuse loopholes in the system, that a player and the Storyteller are enemies or that a game is a competition among the interests of its participants. Get those ideas out of your head right now.

It is extremely easy to use the magic rules to create incredibly abusive effects. During an early draft of the rules, one playtest group reported that they were able to dispel all magic all over the world, and another found a way to create an infinite store of Mana. The very nature of a flexible magic system means that there will be the potential for game-breaking powers that the designers didn't anticipate.

Perhaps more than any other **Mind's Eye Theatre** game, **Awakening** requires cooperation between players and Storytellers to make an entertaining chronicle for everyone. Players have to be willing to accept that their magic won't always work as they feel it should in order to make a better game for everyone. Storytellers have to be willing to reward player creativity (not just for things such as creative thaumaturgy but also for applying the existing spells in unique ways) because so much of the flavor of the magic system comes from that dynamism.

Remember that we're all in this together to have fun. Years from now, you won't remember that you couldn't get that spell that could have done 17 aggravated wounds to go off, but you will remember the stories that you helped to tell.

Magical Mediation

Mind's Eye Theatre discusses the idea of mediation (pp. 200–204) as a means of resolving combat between two players. The rules and suggestions in mediation can also be applied to magic and magical effects — not just in combat but also for any sort of conflict between two players. One mage might be using a spell such as "Personal Invisibility" to sneak around unseen while another is attempting to find him, and they mediate to a resolution in which the invisible mage isn't completely discovered, but the seeking mage knows that someone is in the room. One mage has a "Ban" spell up that prevents enemy mages from entering. Two other mages approach the Ban, and the three of them mediate a resolution in which one can get through, but the other must stand outside and watch what unfolds.

Spell effects can be modified as a result of such mediation as long as all players involved agree (see "Magic Is an Art, Not a Science," pp. 397-398, for more on the flexibility of mystical effects). Just as all mediations, however, it cannot be used against static actions (such as breaking down a door) or for actions between two characters who

work together. The point of any mediation is to reduce needless mechanical conflicts between players with antagonistic characters and not to avoid the consequences of the rules. Mediation is completely optional — any player may ask to return to the use of the established rules at any time.

Tracking Spells

You'll frequently run into situations in which players will want to have a variety of spells prepared before the chapter starts. There will also be times when the mages will start casting spells at a furious pace, and it can be difficult to keep track of which spell expires when or how many spells are active at any given time.

The simplest way to track spells is to require players to note all of the relevant spell information on note cards, with one card per spell. You can also write down the time of the spellcasting to more easily determine when a spell expires (if the Duration is for one scene or something similar). Spells cast by one character onto another should have two cards recording the same information, so each player has a copy.

By using spell cards, players can quickly determine how many spells they have active and how many they have cast on them to determine Spell Control and Spell Tolerance modifiers, respectively. Information about the spell can be easily recorded, along with a page number if more information is required, for another player to read. The cards for spells that expire or are dispelled can be ripped up and thrown away, or they can be tucked into a pocket with a character sheet and a deck of test cards. If a player doesn't have a spell card for his spell, you can rule that he doesn't have the spell active and has to recast the spell.

A player may ask to see another player's spell card or ask what the rules for a certain spell are. If the player of the mage casting the spell isn't comfortable with this, she can ask a Narrator or Storyteller to adjudicate. As stated earlier, if the rules aren't easily available and both players are comfortable mediating a mystical conflict, they can choose to go that route instead.

Time

Time works strangely in a **Mind's Eye Theatre** game. In most roleplaying games, time can be stretched or compacted to fit the needs of the story, but in most live-action settings, an hour is an hour. Many of the rules involving time mentioned in **Awakening** are listed in dramatic time (scene, chapter, downtime action — see **Mind's Eye Theatre**, pp. 152–154), but others are listed in real time (minutes, hours, days). Such real-time increments are given as general indications instead of absolutes, and can be modified to suit your needs. You are the ultimate arbiter of how much time something takes.

One time unit that is particularly flexible is the downtime action. It can span a few hours or several weeks. It is meant to represent an expenditure of energy rather than a concrete measure of hours or days. Downtime actions can also be used to add a different dimension to your chronicle.Mages are human, so they have to make time for jobs, school and loved ones. Mages might want to spend every scrap of free time researching ways to banish the Abyssal spirits that have infested the local Consilium, but they could end up losing their jobs over it (and then who will help pay for the rent on the sanctum?). The mundane use of a player's downtime actions is a Storytelling tool available to you — use it if it adds something to your chronicle, ignore it if it doesn't.

Sensing the Supernal

Magic is more than a talent; it's a new way of seeing the world. Storytellers need to help players immerse themselves in the perspective of mages. You'll be called on to do this when a player asks what her character sees when she uses a divination spell or enchants herself with Mage Sight.

You can use a number of techniques to portray the hidden world that mages perceive. This is an important part of the game: successful Storytelling engages the senses, giving participants something specific on which to fix their imaginations. Don't overemphasize sight. It's easy to come up with visual ideas for auras, for example, but what about taste? Anger might taste bitter. Lingering Forces magic could smell of ozone. The touch of the Abyss could sound like a grating chord or feel clammy and scaly. Also, give players the benefit of their characters' occult knowledge. Just foisting off a description of what a character feels without interpreting it should only be done when it comes to genuine mysteries or inherently uncertain magic such as precognition.

The use of metaphors requires a bit more imagination but can have a great impact on play. Use a metaphor to describe an event through symbols, actions and words. A mage sees puppet strings ascend to the sky from a Seer of the Throne. Mirrors look broken and jagged in the presence of a hidden (but magically detected) vampire.

Colors, animals and events have occult significance, but it's possible to go further and add specific occult symbols to a character's experience of magic. In **Awakening**, the panoply of real-world occult symbols hints at the truths of the Supernal Realms, and these secret signs suffuse the Fallen World. Sleepers employ fragments of the ancient lore in their own customs. Give Awakened characters a vision of a pentagram, a series of runes or the sound of an occult language. As with other symbols, assume that characters would know what these signify, unless a puzzle would help the story.

Investigations

One thing mages commonly use magic for is to investigate the unknown. **Mind's Eye Theatre** covers investigations on pp. 64–66, but there are a few nuances that you can use in your chronicles as needed.

Long investigations: Most investigations take a lot of time to conduct, so most Investigation tests are extended challenges. Decide how many successes are required to completely uncover the facts of a particular investigation — magic such as "Mage Sight" will modify the mage's test pools (or make the test even possible) instead of modifying the number of successes needed. Further, create multiple "checkpoints" of information that the player gets as she accumulates successes — maybe it takes 20 successes to learn that a Seer used magic to kill his vampire contact to the local Prince but only five successes to learn the identity of the pile of ash. This way, if a character's investigation is interrupted, she has some partial information to show for her efforts.

Quick investigations: On the other hand, if your players are looking into things and dragging out the game session, you can convert an investigation into an instant action instead of an extended one, with more successes giving more information. A player is unlikely to get more than five successes with an instant action, so parcel out your information accordingly.

Mystical knowledge: Sometimes, the mages will have to call upon their knowledge of the Supernal Realm instead of more mundane information (the Occult Skill is primarily concerned with supernatural lore, not the details of willworking). For general Supernal

knowledge, you can have players use their Gnosis as a test pool. If the information is rooted more specifically in the mystical aspects of one of the Arcanum, they can use Intelligence + Arcanum instead.

Arcane Experience

Mage characters gain experience points for their trials and tribulations the same as any other character, with one notable exception. As they are tuned into a higher reality, the things mages encounter can promote a greater understanding of the Mysteries surrounding that reality. When uncovering, solving or realizing supernatural phenomena and secrets, mages can gain a special type of experience called Arcane Experience.

For the most part, mage characters gain regular experience points as described in **Mind's Eye Theatre**, pp. 308–310. Points aren't spent for them to learn facts acquired through actual gameplay, but experience points do need to be spent for them to improve their traits or learn new ones. In addition to regular experience points, the Storyteller might award a mage character one or more Arcane Experience points at the end of a chapter or story. These are just like regular experience points except that Arcane Experience points can be used for one thing: raising a character's Gnosis trait. The Storyteller might at times allow a player to divert a few Arcane Experience points toward the improvement of an Arcanum, but only if that Arcanum was pivotal in earning the points. Otherwise, Arcane Experience can be applied only to knowledge and understanding of higher concepts — in other words, Gnosis.

Awarding Arcane Experience

There are a number of trials and tribulations that can be cause for awarding Arcane Experience.

• A character might gain one Arcane Experience point whenever he brushes up against an unknown supernatural phenomenon and sheds light on its mystery or participates in shedding such light. Examples include discovering that an apostate mage has been the cause of the strange occurrences in a region or that odd weather points to the existence of a nearby Verge. Other examples including the realization that a vampire stalks the neighborhood or that a local biker gang is composed of werewolves. These encounters need to be new and different each time. (Arcane Experience is not gained each time the mage runs into the werewolf biker gang.)

• A character might gain one Arcane Experience point whenever he makes a substantial discovery about the supernatural. Examples include realizing that ghosts can harm the living (usually learned when the character takes a wound himself), that the Shadow Realm doesn't operate on the same rules as the material realm, that garlic and crosses don't turn vampires or that werewolves can shapechange at times other than under a full moon. This sort of "discovery award" is usually given only once per class of phenomenon. Once the character realizes that garlic doesn't repel the undead, he can pretty much discount other legends, such as running water, too. He might, however, gain points when he later realizes that some legends are actually true, such as that sunlight and fire burn vampires worse than they do humans. Also, learning things about vampire society might be a novel enough experience to be worth new points.

• A character gains one Arcane Experience point whenever he actually solves a supernatural enigma (presumably after shedding some light on it as above), such as

revealing that the cause of a "haunting" is really the disgruntled actions of a genius territorialis (see pp. 431-432) rather than ghost, as everyone else expected.

• A character might gain one Arcane Experience point by participating in the resolution of a supernatural dilemma such as banishing a spirit, releasing a ghost or destroying a cursed item. If he was the instrumental leader in the resolution, he might gain two points.

• Any experiences in Astral Space normally award only Arcane Experience; the astral journey is too dreamlike to be applied to the real world. The Storyteller is free to bend this rule at his discretion, though.

Arcane Experience is awarded in addition to any normal experience points given for a chapter or story. The Storyteller should not skimp on normal experience because he feels he also has to hand out Arcane Experience. Arcane Experience is that little bit extra that characters have earned for going the extra mile. Since Arcane Experience can be applied to raising Gnosis alone, which is an expensive trait (new dots x8), it's doubtful that Arcane Experience will throw off the balance of your game, even one that mixes other World of Darkness supernatural types who don't earn such benefits. Mages, as mortals, sometimes need a little something extra to keep them going.

Players should never expect that their characters are owed Arcane Experience. It's the Storyteller's choice to award it. He shouldn't be too stingy either. Arcane Experience is a tool for luring mages out of their sanctums to confront the strange goings on of the world. Arcane Experience represents an epiphany, a moment of understanding about the occult and the Mysteries on a character's part, and should be awarded at moments when a sorcerer would likely be changed or tempered by an experience. Arcane Experience also represents a mage's lust for occult knowledge, and the "fix" he gets from seeking it out. Don't deny a junkie his fix, but don't give it to him for free, either. Arcane Experience must be earned. Armchair willworkers need not apply.

Optional Rule: Mentor/Apprentice Relationship

One of the most enduring tropes of wizards is that of the relationship between a mentor and her apprentice. At some point, players may wish their mage characters to mentor another mage character in the chronicle. Players of potential mentor characters should know that every apprentice is a mixed blessing: properly indoctrinated, the apprentice swells the ranks of her order, but if her mentor misjudges her or offends her too much, the mentor could create a potential spy or traitor.

If you want to emphasize this kind of relationship, use the following rules: Mentors must spend one downtime action teaching the apprentice. The mentor must be able to have some sort of direct contact with the student (usually face-to-face). Mentors may also make a request of an apprentice up to one downtime's action worth. If the student performs any requested actions as well as following the mentor's studies (both are considered part of the same downtime action), the student gains a point of Arcane Experience. Failure to complete the mentor's assigned tasks results in the apprentice failing to get the point. The apprentice can choose to switch mentors but must follow only one mentor between chapters to receive the Arcane Experience.

Legacies

Legacies are considered by many mages to be the next step in the evolution of their souls beyond Awakening. Learning a Legacy is a rite of passage in which the mage chooses the mystical calling he will follow for the rest of his life. Although he might be a master of many Arcana and an exemplar of his Path and order, others will come to identify him chiefly by his chosen Legacy.

At different degrees in his personal development as he follows his calling, the mage gains certain mystical *Attainments*. These endowments move him beyond the need to cast spells — they actively draw down power from the Supernal World. They allow him to alter reality as if he applied a mundane capability. (Using attainments do not protect the mage from the consequences of act of hubris, however — even with such "magic," the mage is expected to walk the path of Wisdom.)

While most Legacies are a private matter between a mage and his own soul (with the tutoring of the sorcerer who taught the Legacy), some are social, fostering connections between followers of the same Legacy. They can even take the form of secret societies — yet another layer of social organization beyond a mage's cabal, order and Consilium. Legacies are a sign of dedicated souls, putting them that much closer to Ascension to the Supernal World. However, there's no recrimination if a particular mage does not pursue a Legacy. Someone who has chosen a Legacy gets a degree of respect or wariness, whereas someone who hasn't isn't treated any differently. However, traditionalists might put on some airs if a mage has declared he won't ever pursue a Legacy.

At Gnosis 3, a mage can learn a Legacy and acquire its first Attainment. At Gnosis 5 and again at 7, he can further develop that Legacy to the second and third attainments. At Gnosis 4, he can instead create his own Legacy as long as he has not begun to learn another. He learns this unique Legacy's extra stages at Gnosis 6 and 8. Once a mage learns a Legacy, he cannot learn another. He has chosen his soul's true road and must now walk it to its end.

Legacies are primarily learned by way of a mage's Path, but some orders can teach certain Legacies to members not of that Path. However, Legacies cannot be learned outside the Legacy's particular Path or order, as the secrets of crafting the soul are inherent to those groups.

Tutors

A tutor is a mage who can teach his Legacy to another mage. He must have gained at least the second Attainment of his Legacy before he can initiate an apprentice and teach him. The master must then gain the third Attainment before he can teach that to his pupil.

Once a tutor begins inducting an apprentice into the methods of crafting his soul, there is a price to pay. One *dot* of Willpower is sacrificed by the teacher (which can be restored with the expenditure of eight experience points). One Willpower *point* is also spent by the apprentice's player. This price links the two souls into a mystical chain of inheritance, and they now have an Intimate sympathetic connection to one another. The tutor then teaches the apprentice how to craft his soul. This is an ongoing process — it's not simply over when an apprentice wants to learn a new dot in Gnosis to get an Attainment.

The apprentice repays the tutor's investment with a stipend of power. As the apprentice learns to integrate his experiences into his tutor's Legacy, a portion of the apprentice's newly unlocked soul potential flows back up the line of inheritance. In game terms, one of the experience points he earns at the end of a story (not chapter) is paid to the tutor. This stipend is paid after every story the pupil experiences, as long as he and the tutor maintain the link and until he gains the Legacy's third Attainment (thus graduating from the tutor's hold). This can be paid in either normal experience points or Arcane Experience, however the apprentice's player desires. In a sense, these points are used to purchase the Legacy's attainments since the player doesn't otherwise spend experience points for them. They are granted as he achieves the required Gnosis, assuming he's had ongoing training and has the prerequisite Arcana or Skills (listed in the Attainment descriptions). The tutor can spend these experience points however he wishes, but Arcane Experience can still be used only for increasing Gnosis.

At Gnosis 5, a mage either learns his Legacy's second Attainment, or he diverges down his own unique path, developing a new approach to his Legacy. (This is not the same as creating a whole new Legacy; his newly developed Attainment must still fit within his Legacy's theme.) At Gnosis 6, his studies yield results, and he can create his own second Attainment. At Gnosis 8, he can create his own third Attainment. If he diverges, he must first sever the link with his tutor. This can be done with or without the tutor's blessing. An apprentice can sever the line of inheritance to his master by sacrificing a *dot* of the apprentice's own Willpower. Once the line is severed, the apprentice no longer pays an experience point stipend. He maintains his Intimate connection to his former teacher for only as long as the connection would naturally last through the course of mundane social relations (the further the former teacher and apprentice grow apart, the more distant their connection becomes).

If a mage is for some reason unable to continue studies with his master before he has completed his training in all three attainments, the mage can transfer ties to another teacher as long as that instructor focuses on the same Legacy and the apprentice's link to his old teacher has been severed. The new guide and apprentice both spend one Willpower *point* to secure the soul link required for teaching. Since the hardest work — beginning on the path — is already complete, less commitment is required from either party to establish a new link. Such a transition most often occurs when a tutor dies, but master and pupil occasionally part for other reasons. (Note that if a teacher dies, the link to him is severed, but the apprentice does not need to lose a Willpower dot as if he would if he had voluntarily severed the link.)

Legacy Oblations

Mages who practice a Legacy do not need to be near a Hallow when they perform an appropriate oblation to gain Mana points. (See "Regaining Mana," pp. 64-65, for information on oblations.) They could be anywhere appropriate to their Legacy. Instead of performing a ritual or ceremony associated with a mage's Path, a mage performs one meaningful to her Legacy. A Legacy oblation can be attempted only once per chapter or downtime action (whether the oblation succeeds or fails), and the Mana points gained are equal to successes gained. The mage can still perform oblations at a Hallow during the same chapter or downtime action, but the Hallow's rating limits the amount of Mana points she can garner per day from those oblations.

Advantages of Attainments

Attainments simulate the effects of certain spells that are already achievable with improvised or rote castings. Why, then, would a mage bother to study for an Attainment? There are a number of reasons.

• Attainments are not spells but supernatural abilities. Mages do not need to check for Paradox when using a Legacy Attainment, no matter how improbable its use, and attainments do not invoke Disbelief in Sleeper witnesses. Also, attainments do not count against the total spells a mage can have active or against the mage's Spell Tolerance limit. Attainments do not even read as magical under the gaze of Mage Sight. They appear to be mundane abilities. Any material effect caused by the Attainment, however, is evident to anyone, including Sleepers.

• Most attainments do not require tests to activate; an instant action is usually enough. See the Attainment descriptions for possible exceptions.

• Attainments do not cost Mana, even if they simulate a spell that normally requires Mana.

• Attainments cannot be dispelled or countered, but the Prime 2 "Magic Shield" spell is still effective against them, as it is against any supernatural power.

• Some Legacies have attainments that use a primary Arcanum other than the parent Path's Ruling Arcana. Mages who follow such Legacies are not limited by the normal restrictions for learning Common or Inferior Arcana for that Arcanum only. The Legacy's primary Arcanum can be learned as if it were a Ruling Arcanum for the character. He can learn it at the same experience point cost as a Ruling Arcanum — new dots x6 — and learn it up to the fifth dot without needing a teacher from a different Path. In addition, the required Mana point normally required for improvised casting is not spent when using that Arcanum. In just about every respect, the Arcanum is now considered to be a Ruling Arcanum for the mage.

• Attainments do not rely on a Watchtower or the drawing down of Supernal power. Otherwise, all other factors (Potency, Target, Duration) apply, per normal spellcasting rules. Note that an Attainment that simulates an instant-action spell cannot be performed as an extended action.

Creating Legacies and Attainments

Storytellers and players can devise their own Legacies and attainments. The following steps offer suggestions for doing so.

Step 1: Choose a Theme

Legacies are built on a theme or paradigm, a window through which students view magic. Think of the general concept you want a Legacy to represent, such as "magical assassin," "primordial shaman" or "angelic herald." Avoid mixing what are really two different concepts, such as "techno-assassin," implying a mage who is interested in technological-oriented magic and the professional study of killing people. Such a diverse focus does not lend itself to soulcrafting, which requires commitment, dedication and confidence.

Also, think about the level of organization that students of your Legacy might have with one another. Most Legacies are between teacher and pupil and no other; students do not owe other initiates of the Legacy any attention. This is not always the case, but

Legacies should never hold the kind of power an order does. It is rare for there to be enough students in one area for them to ever collude together on any political issue.

The theme of your pursuit should also provide ideas on suggested oblations a mage can perform to gain Mana points.

Step 2: Choose a Parent Path (and, Optionally, an Order)

The Legacy's theme should immediately suggest a Path that best represents the Legacy's ideal or goals. For example, a Legacy that teaches students brotherhood with the animal kingdom is probably Thyrsus, while one that teaches mathematics as a metaphor for a divine clockwork universe might be Obrimos.

Many Legacies (but not all) can be passed to mages of certain orders. Those orders' methods and ideals are closely aligned enough that their souls have little trouble adapting to the teaching.

Step 3: Devise Attainments

The hardest part of designing a Legacy is getting the right balance for the attainments. They should mirror the Legacy's goals and provide a concrete way for mages to reach those goals — and an explanation for the stereotype others hold about the Legacy. Damage-causing attainments should be considered very carefully before they are allowed.

A. Choose a Primary Arcanum

The Legacy's theme dictates its primary powers. For example, subtle movers-and-shakers who go unnoticed among humankind probably have the Mind Arcanum (or maybe Forces for invisibility).

B. Choose a Conjunctional Arcanum

If the theme dictates it, the Attainment might require a substance or principles through which the Attainment's power operates. Not all Legacies need a conjunctional Arcanum; it's mainly there to help balance powers and to emphasize theme.

C. (Optional) Choose a Synergistic Arcanum

Legacy students also pursue other Arcana studies, but there is usually one Arcanum in particular that works in synergy with their Legacy's attainments. Attainment optional abilities are often based on this Arcanum.

D. Devise the First Attainment

The prerequisite is Gnosis 3. (If the character is creating his own Legacy, the first Attainment requires Gnosis 4.) This should involve a spell no higher than the second degree in an Arcanum and, if appropriate, a conjunctional Arcanum of one dot. If applicable to the theme, one or more Skills might be required at varying dots (usually no more than two dots).

E. Devise the Second Attainment

The prerequisite is Gnosis 5. (If the character is creating his own Legacy, the second Attainment requires Gnosis 6.) This should involve a spell no higher than the third degree in an Arcanum. In addition, it might include an optional ability based on a spell from the third degree of a synergistic Arcanum, which is usually used in conjunction with the first or second Attainment.

F. Devise the Third Attainment

The prerequisite is Gnosis 7. (If the character is creating his own Legacy, the third Attainment requires Gnosis 8.) This should involve a spell from the fourth degree in

an Arcanum. In addition, it might include an optional ability based on a spell from the fourth degree of the same synergistic Arcanum used for the second Attainment. If appropriate, a fourth-degree spell that normally requires an extended action might be made instant for the Attainment.

Optional Abilities with First Attainments?

Legacies with an optional ability with the first Attainment are not encouraged, but there are some published in various **Mage: the Awakening** sourcebooks that possess such attainments. It is up to individual Storytellers as to whether to allow the optional ability. Further, Storytellers should cast a critical eye upon player-created Legacies with optional first attainments.

Antagonists

While much of an **Awakening** chronicle will consist of how the players' characters interact with each other, now and then an outside antagonist is needed to shake things up. A successful antagonist is one that gives players a reason to really hate him and is more than just a cardboard cut-out for players to take down. Fighting against a Seer is one thing, but fighting against a Seer who is the Sentinel's brother or who used to be the Hierarch and defected to the Exarchs provides for a far more interesting story. Look at the backgrounds of the characters in your chronicle, and think of ways you can use the hooks provided there to give them a strong reason to want to go after your antagonist.

Mechanically, how powerful you make your antagonist depends on what his role is. If a few gangbangers are needed to rough up one of the local Arrow who busted up their drug ring, the mechanics provided in the Appendix of **Mind's Eye Theatre** should be sufficient. A character who's meant to be a mild threat should probably be built on whatever the rough average of experience points is for a typical character in your chronicle. A character who's meant to be an epic challenge to your characters, however, can be built on a large number of experience points, perhaps two or three times the average. Don't be afraid to alter the mechanics of your antagonists on the fly if the players are having too easy or too difficult of a time — either extreme can lead to boredom and frustration for them. Always remember, the point of an antagonist is to provide a fun challenge to your players, not to provide a bloodbath or a game of whack-a-mole.

There are a number of people, entities, things and even places that can thwart a mage's plans for power. The section below details various kinds of antagonists that you can use in your chronicle.

Mages

Perhaps the most problematic foe a mage can face is another mage. From initiates to masters, the Awakened are clever, resourceful and powerful. The endless uses to which their magic can be put make it hard to predict and plan a defensive strategy against even a well-known foe.

Seers of the Throne

From the heavens, the Exarchs rule all. Humans are blind to the power of the Exarchs' magic, save for the few Awakened souls who glimpse the truth behind the facade. Now

those disparate mages attempt to recreate the world in their own image, fighting for a reality that accepts the lost magic, the secret ways nearly annihilated during the Fall of Atlantis, of the past. If any of these modern orders could gather enough power, they could attempt to dethrone the gods themselves, but would the world be better off if they succeeded? Instead of a world where magic was hidden, would humanity fear open demonstrations of their power, or would young mages merely take the place of their elders, changing one set of secret masters for another? With so many unknowns, the Seers of the Throne often prefer the status quo to the alternatives. Many believe that if other magical orders grow in strength, those rivals will seize the heavens and soon become corrupt with power. Chaos and madness are the risks of revolution.

The Seers interpret the will of the Exarchs, the overlords of the Fallen World. In nearly every city and in every country, Seers organize in secret societies and occult orders. Each society believes that its interpretation of the masters' will is correct. In hidden gatherings, cabals scry for guidance and marching orders from the heavens, seeking any confirmation that their One True Way will guide them to the Throne, where they will sit at the right hand of kings. Most believe they work for a world in which the Exarchs' rule will be absolute and all rival orders will be destroyed. Working to dethrone the gods is futile. By working *for* them, the Seers prove they are worthy enough to Ascend and join them. All evidence Seers find of failed magic, the corruption of power and magical catastrophes proves that they are more worthy of enlightenment than their rivals.

Seers, just as all mages, Awaken by means of a Watchtower in one of the five known Supernal Realms. It is theorized that the Exarchs initially wanted to banish all lesser mages from the Fallen World, but since the Exarchs could not break the Watchtowers, they decided to suborn the Watchtowers to the Exarchs' own purposes. In this way, they set an example of turning their rivals' work to their own ends. Each cabal of Seers, called a "pylon" (a word that not only refers to a quasi-religious order but also to a metaphorical marker along a spiritual journey), firmly believes it has found the one true path to Ascension that is united with others in a larger society. Every Seer is certain that his path is correct, believing his pylon has interpreted the omens correctly.

The Exarchs do not speak directly to their servants, of course; Seers experience visions or inklings in dreams that they attribute to the Exarchs. These are often cryptic or highly metaphorical, no doubt as a test of servants' wisdom. Through varied means of divination, Seers gain insights into where to act and what to do to further the Exarchs' power. Guidance inevitably leads them to rival orders of mages, enemies who must be suborned or destroyed on the path to power. Just as the Exarchs are believed to direct Seers' actions from afar, Seers direct minions of their own in campaigns of surveillance, investigation and intervention.

Legend says that the Seers formed after the Fall of Atlantis and were led by Atlantean order mages who had sided with the Exarchs. The Seers claim the strengths of each order (and, some say, their weaknesses): the fighting prowess of the Adamantine Arrow, the spycraft of the Guardians of the Veil, the lore of the Mysterium and the ruthless will to power of the Silver Ladder. The Seers have grown into their own over the millennia, at times fragmenting into many parts and at others reuniting to form a unique new whole.

Seers can come from all walks of life as long as their ways lead to the secret ceremonies that unite their order. In carefully guided sanctums, visionaries use the Time Arcanum to read portents to interpret what the gods would have them do. Using the

Space Arcanum, Seers search for those who would defy the deities. Before a pylon of Seers moves openly against its rivals, members use scrying, shadowing and surveillance to learn all they can. Initiates lay the groundwork for these crusades — spying on suspected rivals, shadowing them and breaking into their homes and sanctums. Initiates steal objects that have sympathetic significance to enemies — objects that are seemingly innocuous or rarely missed — so that others can use them in scrying rituals. Watchful opponents often become paranoid when this harassment begins. A beleaguered mage may even sever ties to people and places he knows if he thinks Seers use his own allies and resources against him.

Many Seers possess an Artifact called a Profane Urim. The Exarchs allegedly sent these items into the Fallen World for use by loyal followers, and these Artifacts have been cautiously handed down from Seer to Seer ever since. Profane Urim are rarely found outside the possession of Seer mages, who zealously hunt down any rumor of them. Using these Profane Urim, Seers learn to control human servants by taking control of their bodies and souls. While a circle of Seers sits in meditation, participants may actually control otherwise ordinary people far away — minions who do not fully comprehend how they are exploited. Supernatural creatures, magically Awakened souls and strong-willed individuals are all highly resistant to magical domination, which is one reason why the Exarchs must be subtle in deceiving these people through enthralled minions. Not every pylon relies on Profane Urim slavery. In fact, some are strongly opposed to such "deviant" practices, and crusade against them.

Profane Urim (•••••••)

The Profane Urim is a seven-dot Artifact (see pp. 68-69). It is a cloth breastplate studded with jewels and a strange ideogrammic sigil whose meaning is unknown, but some Seers of the Throne posit that it is an image of one of the Exarchs. The Profane Urim gives its user the powers of "Telepathy" (Mind 3) and "Telepathic Control" (Mind 4). The former is limited to sensing through the target's own senses, seeing what he sees and hearing what he hears. Both powers are contingent. The trigger for "Telepathy" is a short declaration of intent, such as, "I am the ruler; yield your senses to me." For "Telepathic Control," the triggers are meditation and concentration. See "Meditation," p. 55 in **Mind's Eye Theatre**. Once the mage has succeeded at a meditation task, she can activate the trigger. The Duration for both powers is concentration — the user must focus on sensing the target's senses and/or giving her commands (which are interpreted as originating from the subject's own self).

The Seers of the Throne use Profane Urim to "remotely control" Sleeper slaves, using them to spy on other mages and sometimes hinder them. A more powerful version of the Profane Urim — the Profane Thummim — allegedly exists that gives the user the Mind 5 "Psychic Domination" power.

Occult means (and the "Occultation" Merit, pp. 76-77) make Seers difficult to trace, but a determined cabal can track down their rivals' sanctums — hopefully before their own are revealed. Once a pylon of Seers has decided to move openly against a rival cabal, they do not risk exposure by hesitating. The group moves swiftly, exploiting every advantage it has gained and every secret it has learned. If a rival cabal is forced to openly and blatantly use magic to defend itself, the Seers can justify their actions

to their own masters. Preferred tactics often involve goading rivals into casting vulgar magic. If Paradoxes result, many Seers believe the Abyss will expand, and future mages will find it even harder to Awaken. Foolish rivals then reveal their true power in the presence of Sleepers, sacrificing their secrecy and security even further.

If these secret societies are not stopped, the servants of the Exarchs can insinuate themselves into nearly any mortal establishment, warping minds and chaining wills to serve their quest for power. Traditional pylons offer false religions, create fraternal brotherhoods or establish radical political parties. (Unlike the Guardians of the Veil, who would mislead the unworthy from the truth, traditional Seers are willing to make a place for lesser creatures in their hierarchy as slaves in the lowest levels of their order.) Powerful Seers do not merely let Disbelief conceal their activities. They do all they can to actively suppress knowledge of the existence of magic. Paranoid mages tell rumors of Seers who have infiltrated governments, mass media and other institutions to further this goal. Not every circle shares this lust for power, however. Many are content to control "ordinaries," average people who become soulless puppets and spies. Seers have common names and wear everyday faces, acting secretly and silently through proxies.

Fanatic Seers actually believe that the heavens call to them and that as they grow in power, they are destined to ascend to greater positions of power and authority in defense of the world. In fact, some of their organizations are so powerful that they watch over cities, countries or huge areas of wilderness. These Ministries work to keep the innocent ignorant and to destroy rivals. Each Ministry demonstrates a different style, method or philosophy of magic. As an example, the Panoptic Ministry is ruled by the order's greatest masters of surveillance. It is often at odds with rival Ministries that favor magical warfare, widespread psychic conditioning or rule through political puppets and Sleeper governments. Each Ministry petitions the gods by demonstrating that its methods are ruthlessly efficient and that their ministers are worthy of Ascension. In hidden chambers and within refuges outside the world we know, Ministers sit on precious thrones, watching over their self-proclaimed domains. More fatalistic Seers accept that they may never rise to such power and that the best they can hope for is a stable world where magical orders no longer fight over what magic should or shouldn't be.

The Seers have a host of reasons for serving the will of the Exarchs. For many, it is a simple question of power. Seers typically believe that by fathoming what their secret masters want they will be rewarded for service. They claim there's a reason the Exarchs Ascended to watch over reality while all rival orders have nearly been extinguished. Their world is safer and more stable than one that any other god could have created. Reinforcing the Exarchs' vision of reality can seem like a more reasonable response to a world of darkness than letting the petty conflicts of magical orders unleash pain and suffering. The irony here is that, despite their idealism, societies of Seers often fight among themselves.

As one would expect, different pylons in the same city can contest each other for magical dominance as viciously as they sabotage other orders. A pylon that acts through masterful blackmail of city officials might compete with a cult in the same city that uses sex to enslave its minions. Each tries to prove it is more worthy of advancement than the other. If the Exarchs' servants are defeated in one city, an entirely different society could be triumphant in another. Fanatics believe this is because rival orders have misinterpreted the will of the gods or that they were not worthy of direct orders from the heavens.

Each pylon believes it follows the one true path to heaven, but many have been lead astray. Some even suspect that the Exarchs merely set rival orders of mages against each other, weakening lesser creatures who would challenge their might. Yet, the faithful still interpret omens and portents to confirm their own Ascension. They do not merely quest to join the Exarchs; they are drawn to the Throne and called to do the overlords' will. By vigilantly searching for and ruthlessly opposing any who would resurrect false magical orders, Seers expect to secure their own rise to power. Ascension demands nothing less.

Seers Rote Specialties

The Seers of the Throne teach members the following Rote Specialties: Investigation, Occult, Persuasion.

Banishers

Banishers do not see their Awakening as a blessing. Instead of a revelation or liberation, their new state of being is considered a curse. A mage suddenly sees that the world is darker and more dangerous than he ever imagined. Magic torments him with insights into the supernatural world. He may become a ruthless hunter of the supernatural — a fearful mage who would use his curse to destroy greater evils — but inevitably, he learns that the most dangerous creatures in the shadows are other mages. Banishers would destroy all magic. Only then, they believe, can the nightmares and visions end.

Most Banishers believe they have Awakened to magic so that they may destroy others who practice it. Hopefully, when their prey is destroyed, their torment will stop and their lives will be normal again. Others accept that as they kill, they become more powerful until they face the same temptations that create monstrous and amoral mages. One would hope that if a Banisher is corrupted, another would arise to take his place and destroy him — at which point, the hunter becomes the hunted, and the cycle continues. Although the temptation to pursue the study of magic to its limits is certainly there, each Banisher suspects that the path to power ultimately leads to destruction.

Unlike a Seer or Guardian, a Banisher is not driven to keep the existence of magic secret. He would gladly use open force to destroy what he considers evil. If his retribution is violent or dangerous, then the destruction of evil justifies it. Sometimes magical Paradoxes and Sleeper casualties are acceptable, especially if the hunter believes a greater cause is at stake. The only magic a Banisher prefers to keep secret is his own. In fact, extremists are reluctant to admit or disclose (even to themselves) that they depend on magic at all. Many profess that they will wipe all knowledge of the occult from their own minds when they are done, but their pursuits often lead them to greater evils as they succeed. The temptation is to grow more powerful so that a Banisher can destroy greater evils, but with each step, the hunter finds turning back more difficult.

The most unpredictable Banishers are loners, broken souls who often have trouble interpreting the events of their Awakening. Desperately trying to understand, the solitary Banisher invents a rationale for why he has been cursed. Some turn to religion, driven by gods and demons, while others appoint themselves all-too-human defenders of humanity. The search for redemption torments the lone hunter. While slowly severing mortal ties and draining what savings he has, the lone hunter gains supernatural

insights into practitioners of magic. Make no mistake — some actually do find insane, amoral or monstrous mages, but most lash out at wise and organized cabals. A Banisher's perceptions may be wildly skewed and filtered through his shattered mind to reinforce his own delusions. A common belief is that by destroying greater monsters, a crusader's soul will be redeemed. Death is the inevitable outcome for both predator and prey.

More insightful Banishers find others of their kind. Magic can draw many together across vast distances. Since a Banisher's soul cries out for some kind of explanation or meaning, charismatic occult leaders call entire cabals to their side like faithful hounds ready to hunt. Within each generation, a few actually fathom some scraps of Atlantean lore, including legends of a lost order called the Timori or "fearful." Others adapt modern religions to their cults. It is hardly surprising that many powerful exorcists and spiritual healers can be found at the center of such cults. Religious Banishers must accept that they risk their own souls to destroy the powers that tempt them.

Conspiracy theorists speculate that powerful agencies in the mortal world are already aware of the existence of the occult. It is within the realm of possibility that somewhere in the bureaucracy of the NSA or a long-forgotten splinter group of the Catholic Church, a forgotten society recruits Banishers and other lost souls to cleanse the world of magic. A Banisher who could resist the call to power could coordinate an entire team of witch hunters. It is far more likely, however, that anyone with so much authority and power would inevitably break from the strain. Fearful stories among mages tell of mysterious agents conducting modern witch hunts, abducting mages and holding them under heavy security. Rumors hint of methods of conversion whereby a mage atones for his crimes by hunting down those who once taught him. Stranger tales tell of souls ground and processed into magical energy, further fueling the magical weapons of inquisitors. Disbelief and Paradox obscure the actions of these secret societies, but when confronted by evil, they attack without restraint.

Whether solitary or organized, driven by ancient lore or exploited by some modern agency, the Banisher does not always need to use crude violence to further his ends. For every form of magic there is countermagic. Just as there are shamans who call spirits across the Gauntlet, there are exorcists who drive powerful spirits from the world. Enchanters fighting for the Adamantine Arrow encounter Banishers who would rob the Arrows' weapons of strength. Necromancers who call on forces beyond death face self-styled "holy men" who would lay those souls to rest.

Scholars of Atlantean lore repeatedly insist that the original Banishers, the Timori, took a pledge to destroy their own magic once all other orders of magic were eliminated. The Timori feared the limitless possibility that magic held and hunted those who followed what they considered dangerous paths. Now, with each generation, a few charismatic leaders Awaken with this philosophy just as other ancient orders are revived. Resurrected knowledge and flashes of insight give hints of how Timori Banishers can take down their enemies using ancient methods. Many Timori orders disband after destroying their chosen targets, but it is far more common for them to destroy themselves in final assaults. Others fall into madness, apostasy or corruption once their goals are achieved.

Scientists profess that for every action, there is an equal and opposite reaction. The Banishers may be nothing more than a way for the supernatural world to limit the amount of magic in the Fallen World. Or hunters, tools that balance the scales in some unfathomable eternal conflict, may be the agents of much greater powers. Banishers

are as diverse as their rivals and just as dangerous. Violence begets violence, revenge demands retribution and power corrupts as the Banishers wage their war.

The Mad

Becoming aware of the existence of magic frees mortal minds from the restraints they once knew. It should hardly be surprising, then, that such an experience can drive a mage's mind to the brink of sanity and beyond. Insane mages are not easily predicted, categorized or organized. The Mad defy such careful taxonomy. Raving lunatics and dysfunctional psychopaths do not survive their transformations for long. They act with such openness and fury that even mortal authorities can hunt the Mad down swiftly, and if they don't, old and strong supernatural creatures will. Truly dangerous madmen hide their dementia along with the magical power it grants. They wait, patient and potent, slowly unraveling schemes that increase their magical power . . . and insanity.

Lacking wisdom or morality, they are capable of epic sacrifices and destruction, rarely fearing the retribution of magical Paradoxes. Their beliefs are antithetical to the teaching and discipline that mystical orders depend on. Moral mages search for ways to cure or "fix" these lost sorcerers, but all too often outbursts of insanity strain the Veil so badly that an entire cabal must set out to destroy a revealed madman. If he's not dealt with, freak supernatural events can create terrors far more dangerous than the Mad themselves.

As the saying goes, there is often a "method to the madness," a pattern tied to the affliction that deforms a wayward mage. It may be possible to hunt one of the Mad down based on these patterns or to figure out his abnormal psychology, but most have a survival instinct that encourages them to be extremely cautious. A Mad mage's actions may be part of a larger supernatural sequence of events as he reacts to dangers and revelations others cannot easily sense. He lurks about with subtle magic for years until he unleashes his twisted vision on the world or until other mages uncover his schemes and attempt to stop him. Mad mages make for elusive rivals, even when their pursuers can guess at their motives. When dogged, a Mad mage does not stop at drastic acts that others would hesitate to perform since he can easily rationalize what he does. Open displays of magic create Paradoxes, a consequence more careful mages must endure if they follow the trail. Left unchecked, a Mad mage can shepherd innocent victims into his plots.

The insane are often otherwise ordinary people who were forever changed by their Awakening. Some are supremely gifted in a few specialized forms of magic and oblivious to all others. Consider an idiot savant or autistic genius elevated to supernatural strength by flashes of magical insight. His activities do not need to be random or whimsical. He slowly and softly erodes all order that is at odds with his dementia, his alternate vision for the world.

In other instances, the Mad are emotionally and spiritual broken and freed from conscience or humanity. Wisdom is a quality they do not possess (or in game terms, a trait they have utterly degraded). Completely amoral, they sate appetites chained to their deepest Vices and desires. They are civilized monsters capable of using their magic to disguise themselves as harmless and ordinary citizens. Some ruses are so elaborate (and surrounded by so much Occultation) that even other mages cannot easily find them. The files of law enforcement authorities contain countless cases of serial killers who were never caught, missing persons who cannot be traced and acts of sick ingenuity the

common populace should never discover. The Mad perform masterworks of atrocity, finding new horizons of inhumanity with each passing year.

The most bizarre of the insane defy the limits of flesh and their twisted minds wandering far from their bodies. Their flesh "broke" during their Awakening, allowing their minds to roam freely. Tales are told of comatose mages whose minds wander the Twilight hallways of hospitals, the neighborhoods of loved ones or the periphery surrounding their broken bodies. Legends speak of mages shattered by madness whose Twilight minds openly work magic as they reshape ephemera to conform to their darkest dreams. Stranger things are possible. A Mad mage could be transformed into a force of nature, a supernatural phenomenon or into an incorporeal spirit, lashing out at creation with a few magical talents as developed and dynamic as those of ordinary mages.

Mad mages defy reality as easily as they defy sanity. Each instance of a lost willworker confirms why mystical orders exist, and there are some paths best left unexplored.

Animal Familiars

A mage's embodied familiar takes the form of an animal. Although its traits can exceed those for the animal type the familiar mimics (it's really a spirit in materialized animal form), there are some abilities that need rules, such as natural weapon attacks and special senses. Traits for a bat, a cat, a dog, a horse and a raven can be found in **Mind's Eye Theatre**, pp. 323–325. Below are three more common familiar types.

Owl

Description: Owls come in many different breeds; the traits here are for a screech owl. They are nocturnal hunters of mice and voles, and have amazing sight and hearing.
Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 3, Stamina 2, Presence 3, Manipulation 1, Composure 3
Skills: Athletics 3, Brawl 2, Intimidation 2, Stealth 2, Survival 3
Willpower: 6
Initiative: 6
Defense: 3
Running Speed: 14 (flight; species factor 10)
Size: 2

Weapons/Attacks:

Type	Damage	Test Pool
Beak	1 (L)	4
Talons	1 (L)	4

Health: 4
Special: +2 on sight and sound perception tests

Snake

Description: These traits are for a common black snake (also called a black rat snake). Snake familiars make excellent spies. Although a mage can certainly have a venomous snake for a familiar, that type of snake tends to cause distrust and fear.
Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 3, Stamina 1, Presence 3, Manipulation 1, Composure 4
Skills: Athletics 1, Brawl 1, Intimidation 2, Stealth 4, Survival 3
Willpower: 7

Initiative: 7
Defense: 3
Running Speed: 6 (species factor 2)
Size: 2

Weapons/Attacks:

Type	Damage	Test Pool
Bite	1 (L)	3

Health: 3

Weasel or Ferret

Description: These lithe mammals are very good at squeezing into small spaces and can even untie or gnaw at rope bonds.
Attributes: Intelligence 1, Wits 2, Resolve 2, Strength 1, Dexterity 3, Stamina 2, Presence 2, Manipulation 1, Composure 2
Skills: Athletics 2, Brawl 1, Intimidation 1, Stealth 4, Survival 3
Willpower: 4
Initiative: 5
Defense: 3
Running Speed: 11 (species factor 7)
Size: 2

Weapons/Attacks:

Type	Damage	Test Pool
Bite	1 (L)	3

Health: 4

Spirits

The majority of people remain blissfully unaware of the unseen realms surrounding them. Existing outside human perception, spirits are at work in the world. Some are benevolent inhabitants of our plane of existence. Others interact with our world as visitors, invaders, guardians or even predators. Spirits may take the forms of angels and demons, faeries and monsters, cars and trucks, swords and kitchen utensils or creatures with incomprehensibly horrible forms. Mages versed in the Spirit Arcanum can summon, bind and even control these otherworldly entities.

Spirits can be capricious and motivated by what seem to be their own whims and desires but which a shaman knows are aspects of their nature. Unlike a human, spirits cannot act outside their natures — they *are* their natures. Stories about mages who deal with spirits tell of promises made, pacts forged and friendships broken. Some spirits gather together in kinship "courts" or "kingdoms," presenting entire societies based on the same powerful myth, theme or legend.

Spirit Rules

The rules for spirits are similar to those for ghosts (see "Ghosts," pp. 332–343 in **Mind's Eye Theatre**). There are some differences, however. Most spirits come to their state naturally. They're born that way, whereas ghosts are the ephemeral remains of dead mortals.

Traits

Instead of the nine Attributes used to define creatures in the physical world, spirits have just three: Power, Finesse and Resistance.

The Spiritual Hierarchy

Spirits are classified into rankings based on their type and power. A low-level spirit (Rank 1) might be simple, perhaps the guardian of a mushroom field or the spirit of a hearth while a minor god (Rank 5) might have vast powers over his purview, whether he is a god of fire, love or writing. Atlantean mages devised a ranking system allegedly based on the rough hierarchy the spirits themselves seemed to recognize. Modern mages use this system, but with titles developed during the 19th century.

Rank†	Class of Spirit	Trait Limits*	Attribute Dots	Maximum Essence
1	Squire or page	Five dots	5–8	10
2	Knight	Seven dots	9–14	15
3	Baron/ Baroness	Nine dots	15–25	20
4	Count/ Countess	12 dots	26–35	25
5	Marquess/ Marchioness (minor god)	15 dots	36–45	50
6	Prince/ Princess (lesser god)	—	**	**
7	Duke/ Duchess (greater god)	—	**	**
8	King/ Queen (the planets)	—	**	**
9	Emperor/ Empress (the Platonic forms)	—	**	**
10	Beyond manifest conception (the Unmoved Mover, Ain Soph)			

† Each dot levies a –1 modifier on attempts to forcibly bind that spirit.

** These represent permanent dots, not temporarily boosted traits.*

*** Spirits above Rank 5 don't need traits. They are, for all intents and purposes, deities.*

Power represents a spirit's raw impact on the spirit world through force of will or its form. Power is used for all tests that would normally involve Intelligence, Strength or Presence.

Finesse represents how well a spirit can manipulate other spirits, people and its environment. Finesse is used for all tests that would normally involve Wits, Dexterity or Manipulation.

Resistance measures the strength of the idea behind a spirit and how easily the being is damaged and influenced by others. The spirit's Resistance is used for all tests that would normally involve Resolve, Stamina and Composure.

Rather than Health, a spirit has Corpus dots that represent the resilience of the spirit's ephemeral form. Corpus dots equal a spirit's Resistance + Size. Spirits regenerate Corpus in the same amount of time that mortals heal damage (see **Mind's Eye Theatre**, p. 241). If a spirit loses all its Corpus, the spirit is discorporate. If it loses all its Essence and Corpus, the spirit is destroyed.

A spirit's maximum Essence is determined by its Rank (see "The Spiritual Hierarchy," p. 418); any given spirit may have any amount of Essence up to that limit. Spirits must harvest Essence from sources whose resonance is related to their natures. The lower a spirit's Essence is, the more desperate the spirit grows for sustenance.

Spirits have a Willpower trait that's used as normal. A spirit's very existence necessitates a certain will to survive and grow. Most spirits regain spent Willpower at the rate of one point per day, though the rate increases if a spirit is particularly successful at harvesting Essence with an appropriate resonance.

Spirits possess Initiative, Defense, Speed and Size as other entities do. Initiative is equal to Finesse + Resistance. A spirit's Defense is equal to its Power or Finesse, whichever is *higher* (not lower, as with other creatures). Active Speed is equal to a "species factor," while Running Speed is equal to Power + Finesse + a "species factor." Spirits that take human or animal forms have a species factor equal to their earthly counterparts. Spirits of inanimate objects usually have a species factor equal to zero (save for spirits of cars and other objects designed to move quickly), while spirits of more abstract form generally have a species factor of 10.

A spirit can generally be of any Size depending on what the spirit represents and how powerful it is. Exceptionally strong spirits are often larger than their weaker kin.

Note that spirits do not possess either Skills or Merits. A spirit suffers no penalty for untrained Skill use, however, as long as the task is appropriate to the spirit's area of influence. A spirit of information can rifle the database of a computer using Power + Finesse alone without suffering the usual –3 penalty for attempting what would ordinarily be a Computer task without actually possessing the Computer Skill.

Optional Rule: Influences, Numina and **The Forsaken**

Careful readers will notice that spirits created in **Awakening** are a little different from spirits in **Werewolf: The Forsaken**. Dots in Influences and how many Numina a spirit can have are largely up to you, but **Werewolf** has stricter guidelines. If your chronicle has crossover play with **Werewolf** and you wish to make the spirits more compatible, use this rule of thumb: Influences are limited to the spirit's Rank, and Numina are limited to three for the first dot of Rank and two for every dot afterward. Spirits can exchange a Numen "slot" for an additional dot of Influences or vice versa.

Influences

All spirits have an ability to influence the thing that gave them existence. As they grow in might and Rank, they can then manipulate or even create such things. Most

spirits have only the Influence that most directly corresponds to their own nature. A dog-spirit likely has the Influence: Dogs while a spirit of wrath has the Influence: Anger. As a spirit merges with other spirits to grow in Rank, the spirit gains other Influences. Influence can be used across the Gauntlet if the spirit is in the area of effect of a locus of compatible resonance. Otherwise, the spirit must use the Reaching Numen to influence the physical world while the spirit remains in the Shadow.

Each use of an Influence requires a Power + Finesse test and the expenditure of one (or more) Essence. When a spirit attempts to use an Influence to affect the emotions or thoughts of a sentient being (Sleeper, mage, werewolf, vampire or the like), the test is contested. Resolve or Composure is used for mortals, whichever is higher, to resist. Supernatural beings, which are harder to affect with simple Influences, may resist with Resolve or Composure + the appropriate supernatural trait (Gnosis for mages, Primal Urge for werewolves and Blood Potency for vampires).

The following are powers that derive from the levels of Influences.

Level	Essence Cost	Effect
•	1	Strengthen: The spirit can enhance its sphere of Influence: make an emotion stronger, an animal or plant healthier or an object more robust (gaining an extra point of Health or Structure per Rank of the spirit, for example).
••	2	Manipulate: The spirit can make minor changes within its sphere of Influence: slightly change the nature or target of an emotion, or make minor changes to an animal's actions, a plant's growth or an object's function.
•••	3	Control: The spirit can make dramatic changes within its sphere of Influence: twisting emotions or dictating an animal's actions, a plant's growth or an object's function.
••••	4	Create: The spirit can create a new example of its sphere of influence: create an emotion, create a new sapling or young plant or create a young animal or brand-new object.
•••••	5	Mass Create: The spirit can create multiple examples of its sphere of Influence: the spirit can trigger its emotion in multiple people, create new copses of trees, small groups of animals or multiple identical items. A number of subjects equal to the spirit's Rank come into existence. Alternatively, the spirit may create one instance of its sphere of influence permanently (although a spirit cannot permanently alter the mindset of a sentient being).

Changes made through Influence are usually temporary, lasting one minute per success. A spirit with sufficient Influence can increase the duration of the effect to a level

based on the difference between the Influence score necessary for the effect and the spirit's total Influence dots. The level of the effect and the level of potential duration are added together to determine the Influence required. For instance, a fear-spirit with Influence 3 could use a Strengthen effect lasting for one hour per success (at the cost of one Essence), a Manipulate effect lasting for 10 minutes per success or a Control effect that lasts only one minute per success. Note that the spirit need not use the Influence power to its utmost ability — the fear-spirit with Influence 3 could use the Strengthen effect with a lower duration, such as one minute per success.

Difference	Essence Cost	Duration
0	+0	One minute per success
•	+0	Ten minutes per success
••	+1	One hour per success
•••	+2	One day per success
••••	+2	Permanent

Spirits of Rank 5 or higher probably possess abilities beyond these. Those beings are so rarely seen near the physical world, however, that their opponents have far more to worry about than the spirits' abilities to set whole towns ablaze, drive armies away in fear or create a forest from nothing.

Essence

Essence is the heart of all spiritual activity. It's the money, food and drink of spiritual life. All spirits need Essence to survive, and the more they obtain, the more powerful they become. A mage can convert Essence to Mana using Prime 4. Spirits can spend a number of Essence equal to their Rank per turn, and they can use Essence in a number of ways.

• A spirit must spend a point of Essence per day to survive. This expenditure usually takes place at moonrise. If the spirit has no Essence to spend, the spirit falls into slumber until the spirit manages to gain Essence somehow, such as by being immersed in a new flow of Essence.

• Spirits can use Essence to temporarily boost their traits on a one-for-one basis. Each such boost lasts for one scene.

• A spirit that has fled into the physical world must expend one point of Essence per Rank per hour as long as the spirit remains ephemeral (which is to say, without possessing a host body or using the Fetter Numen). The spirit cannot regain this lost Essence until the spirit either gains a fetter or crosses back into the Shadow. If a spirit loses all its Essence while in the physical world, the spirit passes into slumber and is drawn back across the Gauntlet into the spirit world, losing a point of Corpus from the rough transition.

• As long as a spirit still has some Essence, the spirit isn't destroyed when reduced to zero Corpus, but is discorporate (see "Spirit Combat, Discorporation and Healing," p. 422).

Spirits regain Essence in a number of ways.

• They gain one point per day by being in proximity to the thing they reflect. For example, a tree-spirit gains a single point per day when the spirit stays near a physical tree. Obviously, a spirit can earn only as much as it needs to stay alive in this fashion.

• Once per day the spirit may try to draw Essence from an appropriate source in the physical world by testing with the spirit's Power + Finesse as affected by the local Gauntlet Strength. (The spirit can sense such a source automatically up to one mile away.) The number of successes indicates the number of points of Essence gained. An

appropriate source for a murder-spirit might be the site of a killing while a fire-spirit might seek an industrial furnace. The object or place is not affected by the spirit's drawing of sustenance. For example, the flame upon which a fire-spirit feeds is not dampened when the being gains spiritual nourishment.

- The spirit may barter for additional Essence from other spirits (and werewolves).
- The spirit may attempt to steal Essence from another spirit by making a contested test of its Power + Finesse against the target's Power + Resistance. If the attacker wins, the number of successes indicates the number of points of the target's Essence that are siphoned by the attacker. If all the target's Essence is stolen, the victim spirit falls into slumber. If the target wins, it gains a number of points from the attacker's Essence equal to the successes scored for it.

Spirits can consume Essence with any resonance quality they like, but the resonance they accumulate affects them. For example, a tree-spirit that absorbs Essence with an urban resonance starts to look well pruned and slightly dusted by pollution. If the spirit absorbs several points of such Essence, carvings might appear on the tree's trunk, or notices might appear pinned to it. Resonance can also affect the mood or behavior of a spirit.

In game terms, spirits can feed on Essence that bears resonance that isn't compatible with their own, but it makes for poor eating. In general, Essence bearing an incompatible resonance gives only half the nutrition. Essence that's directly detrimental or opposed to the spirit's own nature, such as a war-spirit attempting to feed on Essence touched by resonance of contentment, might provide even less "nutrition" and even affect the spirit's own nature. A starved spirit that has no Essence to feed on but that is affected by disease resonance eventually becomes a diseased spirit in its own right, and perhaps it even metamorphoses into a true disease-spirit over time.

Spirit Combat, Discorporation and Healing

Combat between spirits works much as combat between ghosts as described in **Mind's Eye Theatre**, p. 333. Spirits' attacks usually inflict lethal damage. Spirits with no claws, jagged spines or other lethal weaponry might deliver bashing instead.

When spirits "die" in combat (when they have no more Corpus points), they don't actually cease to exist. Instead, they discorporate in spectacular fashion, shattering or exploding into a cloud of particles that are appropriate for that spirit. An oak-spirit would explode in a shower of autumn leaves, while a mouse-spirit would discorporate in a burst of fur and bone. A murder-spirit would splatter everyone around with ephemeral blood while a car-spirit leaves behind a pile of random pieces of machinery and a spinning hubcap. These ephemeral remains fade away over the next hour.

The spirit then starts to re-form, either slumbering in the object the spirit represents or, for spirits no longer tied to objects, in a nearby area appropriate to its nature. Car spirits might re-form in a parking garage while tree spirits re-form in a forest. A spirit re-forms at the rate of one point of Essence per day, and doesn't become aware and active again until the spirit's Essence equals its Corpus dots. The spirit then regenerates Corpus in the same amount of time that mortals heal damage. The only way to completely destroy a spirit is to drain it of Essence before destroying its Corpus.

Spirit Bans

All spirits have Bans — specific weaknesses that can affect their behavior or rob them of a portion of their might. A Ban is directly tied to the relative vigor and intelligence of the spirit in question. Squires or Knights tend to have simple Bans that are easily

triggered while Marquesses and Princes frequently have strange or obscure Bans that could greatly weaken them if rivals discovered the flaws. A Ban might prohibit a code of behavior and temporarily keep a spirit from using its Numen, or even make the spirit vulnerable to attack. In some cases, discovering and exploiting a spirit's Ban allow mages to accomplish things they could not manage by spell alone. Bans are usually assigned by the Storyteller, especially in the case of powerful and unique spirits.

Learning a spirit's Ban can be complicated, involving research, interrogating other spirits, questioning other mages or even making educated guesses. If the Storyteller feels that a particular Ban is so sufficiently well-known that a character who has studied the Spirit Arcanum might have heard of it, she should test with the character's Intelligence + Spirit at a penalty of –2 per every Rank of the spirit. Success indicates that the character remembers some tidbit related to the Ban. Multiple successes (usually five or more) indicate that the character knows the exact nature of the Ban.

Numina

Spirits have access to powers above and beyond their Influences. These powers are called Numina (singular is "Numen"). A few sample Numina are listed here.

• **Blast:** The spirit is able to strike opponents at a distance. An electricity-spirit might hurl small thunderbolts at foes while a pain-spirit might conjure spiritual knives. The range is equal to approximately 10 yards or paces per point of Power (perhaps the length of a small room), and the spirit suffers no penalties for range. Power + Finesse is used to hit, and +2 may be added to the test for every point of Essence spent to fuel this power. The damage is lethal.

• **Claim:** This Numen is a more powerful version of Possession. If successful, the possession is permanent. Spend three Essence points and use Power + Finesse in an extended and contested test versus the victim's Resolve + Composure. Each draw represents one hour. If the spirit gains 50 successes between dusk and dawn, the spirit gains permanent control of the victim's body. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and test pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

• **Discorporation:** This Numen allows a spirit to discorporate voluntarily, surrendering its Corpus to the Shadow Realm and allowing itself to re-form elsewhere as normal. Many spirits choose this route rather than face a greater spirit in combat with the risk of permanent destruction that such conflict poses. Use the spirit's Power + Resistance for this Numen to succeed.

• **Fetter:** This Numen secures a spirit inside an object once it has crossed the Gauntlet into the material realm. Rather than materializing, the spirit remains its ephemeral self in Twilight. Normally, the spirit would be sucked back through the Gauntlet within a few hours, but once fettered, the spirit can remain in Twilight almost indefinitely. Once through the Gauntlet, the spirit activates this Numen by spending a point of Essence. The spirit must choose an object within five meters of its current position, and an additional Essence must be spent to fetter the spirit to the object (for a total of two Essence spent). The spirit can stay fettered in Twilight for as long as the spirit likes unless the fetter is destroyed; in that case, the spirit immediately discorporates and starts to re-form back in the Shadow Realm. This Numen cannot be used across the Gauntlet without use of the

Reaching Numen. The spirit may never move more than five meters from its fetter, lest the link be lost and force the spirit back through the Gauntlet. A fettered spirit may materialize if it has that Numen. While in material form, the spirit may move more than five meters from its fetter, but must be back within that radius when its materialization ends. (The Living Fetter Numen, below, allows the spirit to secure itself to a living fetter.)

• **Gauntlet Breach:** This Numen allows a spirit to push itself through the Gauntlet. This isn't a natural or easy thing for a fleshless entity, but it's the most reliable way to enter Twilight. Indeed, unless the spirit fetters itself (using that Numen), the spirit can remain in Twilight for only a matter of hours. Spend three Essence and use Power + Finesse to force the spirit through the Gauntlet. Every hour that the spirit spends unfettered or in Twilight costs the spirit one Essence per Rank as its ephemera is sucked back through the Gauntlet. When the spirit runs out of Essence, the spirit discorporates and re-forms in the Shadow as normal. The spirit can choose to return through the Gauntlet freely at any time.

• **Harrow:** This Numen is typically associated with spirits of negative emotions, such as fear or wrath. The spirit can focus its negative resonance to create a crippling attack of its associated emotional state in an enemy. Spend a point of Essence and use the spirit's Power + Finesse minus the victim's Composure. The target is overwhelmed by the relevant emotional state for a number of turns equal to the number of successes won for the spirit.

• **Innocuous:** The spirit is very good at being overlooked. Onlookers suffer a –2 penalty on perception tests to notice the spirit unless it does something to draw attention to itself. This Numen is possessed by all embodied familiars (see "Familiar," pp. 71-73). Note that bonded mages do not suffer this penalty with their familiars.

• **Living Fetter:** This variation on Fetter allows the spirit to fetter itself in a living being rather than an inanimate object. The same rules and restrictions as Fetter apply, save that the spirit must first succeed at a Power + Finesse test contested by the target's Resolve + Composure. The spirit essentially uses the living being as a fetter and its Influence to impel its "host."

• **Materialize:** This Numen allows a spirit to change its form from ephemera to matter, dropping the spirit abruptly through the Gauntlet into the material realm. The spirit's physical form appears in the material realm just as the form did in the Shadow, and all the spirit's Numina and Influences function as normal. All rules for spirit traits in the spirit realm apply equally to a materialized spirit. Spend three Essence and test using the spirit's Power + Finesse to allow it to reshape itself into matter. The number of successes indicates the number of hours that the spirit can remain in the material realm before reverting to ephemera. The spirit must then choose between remaining in Twilight (and either anchoring itself or losing a point of Essence every scene) or slipping immediately back through the Gauntlet.

• **Material Vision:** A spirit with this Numen can briefly look through the Gauntlet into the material realm. Test using the spirit's Power + Finesse. The number of successes indicates the number of minutes the spirit can spend watching through the Gauntlet.

• **Reaching:** This Numen allows a spirit to use its other Numina through the Gauntlet. Test it using Power + Finesse (subject to Gauntlet Strength) to successfully create a resonant conduit through the Gauntlet for the spirit to use its next Numen. Reaching lasts for the duration of the scene.

• **Soul Snatch:** This is a rare but terrifying Numen, allowing the spirit to steal the soul of a mortal. This acts just as the Claim Numen except that success on the spirit's part means that the spirit grasps the victim's soul instead of riding its body. The spirit can then do with the soul what it will. Most spirits who have this Numen slowly devour the soul, gaining Essence equal to twice the victim's Willpower dots (see "Soul Handling," pp. 180-181). Certain high-ranking spirits have been known to have a version of this Numen that allows them to snatch an Awakened soul.

• **Wilds Sense:** Spirits can automatically sense where other spirits and locations are in their immediate vicinity. If the spirits want to find loci or track down spirits miles distant, however, they must use this Numen, which allows them to sense the small resonant traces left by a spirit's passage or emitted by a far-distant locus. Test it using the spirit's Finesse + Resistance with increasing successes giving more accurate information. One success suggests a vague sense of direction while five give accurate directions, an idea of travel time and warnings of hazards en route.

Optional Rule: Spells as Numina

Many of the spells described in Chapter Four can serve as Numina. To use a spell in this fashion, simply convert the spell's rote test pool to an appropriate test for the spirit. For example, to use the Life 4 "Enfeeblement" spell as a Numen, test using Power + Finesse instead of Strength + Intimidation + Life. (There is no Arcana equivalent for a spirit, so its test pool consists simply of one trait added to another trait.)

The Acamoth

When the Atlantean Ladder to heaven shattered, the boundaries between worlds gave way, and the Abyss yawned wide. Spirits from the depth of the void found their way into the Fallen World. Since then, many have remained asleep and waiting, gathering power until a time when they can return to the depths that spawned them. The most insidious are known as the acamoth, demonic spirits that scheme to open the gates to the Abyss. Lacking enough power to do so on their own, they make pacts with curious or infernal mages. They bargain to act as guardians and guides, offering substantial knowledge of lost secrets and raw power. In exchange, the acamoth use the astral dreams of Awakened souls to contact the void that rejected them — the Abyss for which they continually yearn. Those who make a pact with the acamoth pave their own roads to oblivion.

The first Awakening a mage experiences reveals the existence of magic all around him. Acamoth offer further "awakenings" (via its Influence of Abyssal Nightmares), granting revelations of power through astral dreams and nightmares — see "The Astral Planes," pp. 187-190. A mage is promised knowledge and power unattainable elsewhere, but in order to get it, he must grant the acamoth control of his Awakened soul during an astral journey. If the sorcerer accepts, he experiences the astral journey as a lucid nightmare, bound to the acamoth's will. He cannot voluntarily end the experience until at least a scene has passed, and then a successful Resolve + Composure test must be made. If it fails, he must wait for another scene before trying again. If his body is shaken, a test can also be made for him to wake up and end the journey and the acamoth's control over him. (Some mages try to cheat by getting a cabal-mate to shake them soon after the journey begins. Most acamoth refuse to grant the promised Investment in such cases.)

The pact gives an acamoth access to the mage's Oneiros, where the acamoth conjures nightmares so that it might again experience the caress of the Abyss. Only through an Awakened soul's Oneiros (and the Temenos) can an acamoth reach out to its home.

Acamoth nightmares are full of damnation and revelation, resembling the visions had by Dante, Goya and Bosch and play off a mage's Vice: apocalyptic plains for the prideful, slaughterhouses for the wrathful and murderous, writhing orgies of flesh and blood for the lustful, and far more sinister variations.

The journey slowly overwhelms a mage's will, weakening her resolve with temptation. As the nightmare unfolds, her Wisdom may degenerate. When she surrenders control, she must accept (and degeneration draws must be made for) acts of degeneration committed by the acamoth that the sorcerer would normally never attempt. Each time the dreamer's Wisdom decreases, the acamoth gains three Essence. With each derangement that results, the acamoth gains two Willpower points. By the time the mage escapes, she may be changed forever, but she gets something in return for the violation of her soul. The acamoth must grant one or more of its agreed-upon Investment powers. The acamoth's Investments are varied; see the sidebar for examples. The reward determines the risk of the journey. The more temptation and degeneration a mage must endure, the greater the reward. Each degeneration draw the acamoth causes the mage to suffer, whether successful or failed, grants a single Investment.

One pact may lead to another... and another. The stakes increase, and the deals become more complex. Proud mages believe they can convince or trick an acamoth into doing their own bidding. As the deals continue, cunning practitioners rely on trades, pacts or even sacrifices to bend an acamoth to their will. Yet, when such negotiations go awry, a mage is overwhelmed by his own dark desires, succumbing to temptation and sin. In exchange for magical power, a foolish mage sells off his identity or even his very soul as part of the bargain. Given too much of a foothold, acamoth have been known to drive their hosts mad.

Because acamoth were spawned from the Abyss, few records exist of their true names, preferences, treachery or weaknesses. Scheming in restless sleep, they writhe in pockets of the Shadow Realm. When their offers of power and aid to the magically inclined are accepted, their appearance slowly changes to represent the Vice or perversion the demons represent. As the acamoth's astral dream unfolds, the acamoth slowly reveals its true motivations in its very appearance, becoming more demonic, infernal and hideous in its strength.

Any mage who traffics with the acamoth lives on borrowed time. The spirits have all the time in the world and then some. If souls are the currency of the damned, then a powerful Awakened soul is priceless. Mages who become more powerful through Abyssal "gifts" merely increase their own value as the acamoth wait for a return on their sinister investments.

Goetia: Inner Demons

Introspective mages don't need to call across vast dimensions to summon infernal allies. More dangerous "inner demons" torture willworkers from within, lurking within a mage's psyche. "Goetic" mages gain insights into horror by contemplating the dark corners of their own identities. They become more powerful by overcoming their own weaknesses and gaining insights into evil by contemplating the flaws within themselves. Some human students of magic have found variations on this practice, but none quite resemble those of a goetic sorcerer.

Mages lacking formal training in this occult art can still remember incidents from their own past in which baser instincts were revealed — moments that elicited feelings of shame, helplessness, or misery. By meditating on the failures of his past, the goetic

Acamoth Investments

An acamoth has a special Numen that can grant a mage the following powers but only in return for being allowed to enter and control his astral journey. A pact might involve multiple Investments; in the case of the same Investment gained more than once, increase the Duration during which the mage can use the power. It costs the acamoth one Essence to impart an Investment.

Regeneration: For the following story, the mage automatically regenerates bashing and lethal damage as an instant action at a rate of one Health point per turn. He can spend one Mana to do so reflexively.

Respite from Aging: The mage does not age for the following year.

Break an Addiction: The mage can free himself from an addictive substance or behavior, such that it has no appeal for him thereafter. This effect is permanent unless the mage chooses to engage in the addiction again.

Attribute Enhancement: The mage gains a +1 dot bonus to a single Attribute for the following story.

Skill Lore: The mage gains a +3 dot bonus to a single Skill, even one for which he has no previous training, for the following story.

Mana: The mage gains his maximum amount of allowable Mana. For example, a mage with Gnosis 3 and the ability to hold 12 Mana gains as many Mana points as are needed to fill his 12-point capacity.

Uncanny Knowledge: The mage gains knowledge of something that is well beyond his ability to know or is permitted to witness a distant scene that currently takes place, has taken place (anytime within history) or that will take place (within the next day).

mage hopes to gain power over forces within that led to breakdowns or incidents of outright abuse. This introspection is not an easy or pleasant practice and is not without risks. When a goetic mage fails to conquer his own weakness, he may unleash his inner demons on the world. His darkest dreams become empowered by his magical acumen, carrying out the impulses he has repressed for so long.

Inner demons represent aspects of the occultist's own identity, not just sin but failings or denied emotions. The simplest ones to understand represent the self-destructive or vainglorious side of a mage's personality, a doppelganger to his civilized self. An inner demon can be empowered by the depression that seizes a mage in the middle of the night, by the jealousy that consumes him when he doubts those who love him or by the shame that surfaces after he fulfills his desires. Before inner demons are given form and power, they are merely repressed thoughts and emotions. When they escape, they resemble the likeness of the mage, twisted by his self-loathing and hatred.

By summoning demons into consciousness through magic (see the "Goetic Struggle" spell, pp. 310-311), a mage learns how to subdue dark aspects of his psyche, whether they are Vices, character Flaws or derangements. If he succeeds, he asserts his own identity and becomes more powerful, gaining Willpower. By confronting the dark corners of his soul, he gains strength.

At higher levels of power, the goetic mage can manifest these inner demons into ephemeral form (see "Goetic Evocation," p. 369). They are not spirits as such. The mage gives physical shape and form to aspects of his psyche. Once given ephemeral form, the demon can bend others to the mage's will, preying on the same weaknesses the goetic mage has mastered. The goetic mage can inflame others to act on their darkest impulses (indulging in the Vice or weakness they both share). By this art, goetic mages gain power, influence the weak and control the soulless. As many paths to power, this practice involves sacrifice . . . and considerable risk.

When manifested, an inner demon only vaguely represents the mage who summons it, perhaps in a form that the mage would assume if he abandoned all morality. The demon might look like a mockery of a loved one — a lover or friend as seen through a mirror darkly — or simply appear as someone the mage would envy or lust after. In the demon's ephemeral form, the inner demon is ready to perform the bidding of the mage who summoned it. From Twilight, the demon can actively escape the notice of ordinary people, clouding their minds and judgment with the dark emotions the summoner has conquered. When the demon chooses to reveal itself, it is an avatar of sin made flesh.

A master of inner demons bends Sleepers to his will by manipulating them with the same dark emotions he knows intimately. A person possessed by a goetic mage's demon often displays the Vice and derangements of the mage who controls the entity. Scientific mages claim that modern techniques of psychotherapy can permanently cure a person who is possessed by a mage's inner demons. Religious ones rely on old-fashioned exorcisms. Physically gifted mages swiftly subdue and restrain the goetic mage's manifested minions. Since goetic magic is an ancient practice, some mages have also discovered Atlantean seals that bind and contain inner demons. Once a goetic's creations have been destroyed or bound, his rivals must find a way to prevent any further summoning from taking place. Only an insightful cabal can trace the inner demon back to the goetic mage who conjured it.

When mages finally hunt down a corrupt goetic mage, they should be careful to make sure his creations are destroyed as well. Killing a goetic mage while his inner demon is at large releases that evil into the world. If the mage who controls the puppet is destroyed, the inner demon needs to answer only to its own desires. It roams freely, looking to corrupt whomever it encounters. Mages who research the goetic mage who created it have a greater chance in finding it, especially if they can sympathize with its hideous desires (for example, they share its Vice). Mages can then use their magic to sense the inner demon's failings, faults, emotions and motivations.

Ghost Mages

Within the realm of the supernatural, all things are possible and all boundaries are shattered, even the boundary between life and death. Necromancers insist that when the soul dies, it loses that vibrant spark that makes Awakened magic possible unless a mage finds a way to circumvent that boundary as well.

Ghosts are driven by passions that sustain them beyond death. Some mages believe that a passion tied to a handful of spells or even an Arcanum of magical influence is strong enough to defy that very limitation. A living mage possesses the strength of will to pursue nearly any form of magic. A ghost capable of performing magic is limited to a handful of rotes and spells, clinging to them like the earthly place it haunts.

Unlike living mages, spectral mages have little or no free will. Instead, they demonstrate a ruthless tendency to protect or oversee the people or places that were important to them in life. These objects or people — the ghost's anchors — are critical to the spectral mage. Normally, the ghost uses the same powers that other restless dead possess (as defined in **Mind's Eye Theatre**, pp. 336–339). When a ghost's anchors are threatened, however, its instinct is to protect them with outright magic. This protection seems like a blessing, but it's ultimately a curse.

A ghostly mage cannot affect its own anchors with magic. It can't transform, alter, destroy or affect them in any way, and it cannot free itself by destroying of these connections. It can, however, use its magic against anyone who tries to affect the things it protects. With Matter, the ghost can manifest and recreate what has been destroyed. With Mind, the ghost can weaken wills, recreate what victims once felt or bring on episodes of insanity. If a ghost has command over Space, the ghost's influence can reach much further than a living occultist might suspect. The ghost's Arcanum dots in life are converted into levels of Influence as a ghost. Legends tell of modern ghosts exploiting advanced technology — televisions, cell phones, cursed videotapes and even the Web — to reach enemies who threaten them, no matter how far away targets flee.

A ghostly mage's anchors are well watched and carefully attended, but its presence has a corrupting influence. When the ghost uses magic to defend what it considers to be a threat to an anchor, any Paradoxes the ghost suffers affect that anchor before it affects the ghost mage. The very people and places it protects risk the same fate as the deceased mage. If the ghostly mage died a violent death, those he protects may suffer a similar demise. When a mage dies through suicide, he might convince others to join him in death. Conflict with the outside world ironically leads the ghostly mage to destroy what it once loved. An undiscovered ghostly mage can work this process more slowly. For all its good intentions, a darker shadow of the ghost's psyche compels it to destroy the very bonds that sustain and anchor it. The corrupting influence of a ghostly mage is far easier for a living mage to notice than it is for an unenlightened seeker of the supernatural, but the same methods that can destroy a ghost work on a ghostly mage.

Spectral mages possess all the qualities (and the same basic traits) that ghosts have, but their magic is detectable by all means that reveal mortal mages. Anyone possessing the same occult knowledge or Arcanum as the ghostly mage can recognize its magic for what it is instead of mistaking it for a ghost's powers. Necromancers using the Death Arcanum can see the ghost's influence on the world, including the people and places to which the ghost is anchored. Mages not only have the insight to detect ghostly mages but the countermagic to oppose them. The existence of such horrors is merely a sign that true magic, just as true evil, is not limited by the reality we know. Death itself cannot necessarily limit the power — or the danger — of magic.

Temple Guardians

Hidden from humanity, Atlantean ruins contain long-lost knowledge and power. Atlantean princes created guardians to watch over their greatest treasures. These protectors were made with immunities to many forms of magic (in game terms, temple guardians have formidable countermagic as one of its Numina). Foolish grave robbers and scholars alike face annihilation — or worse — for approaching Atlantean temples incorrectly. Guardians are capable of altering the minds and souls of intruders, erasing all memory of what is seen, crippling a tomb robber's magical power and eroding sanity.

Temple guardians can assume whatever forms their masters command of them, but most descriptions are surprisingly similar. Tomb raiders tell of perfect marble statues materializing in the shadows around them, animating and advancing. Spiritual explorers disagree, describing guardians as elemental forces, storms of wind and water. Temple guardians often assume shapes relating to their environment, whether it's a shambling mummy in an Egyptian tomb or a monstrous beast in the mountains of Tibet. Those whose minds have been shattered by such confrontations babble of blasphemous forms that defy all reason.

It is said that certain mystical sigils and gestures allow explorers to approach Atlantean ruins safely, but few know these secret signs. Revelations are hidden in lost tomes, disclosed by Atlantean spirits that have escaped the limitations of time or are found when a mage's Awakening takes him past the boundaries of earthly reality.

All temple guardians have both a physical and a magical aspect and must be destroyed both physically and magically if they cannot be tricked. If a temple is overseen by a thundering stone statue, the titan must be reduced to rubble. In time, however, the spirit can re-form its material self, so a powerful mage must also have a means of countering this Matter or Spirit magic.

Displaying raw magical power is not the only way to defeat a guardian. Entering a temple is a challenge that involves wits as much as Gnosis. A clever mage can trick a guardian into accepting him as an Atlantean emissary if he knows the right symbols, signs, wards and behaviors. A guardian's countermagic may be strong enough to test an archmage, but guile can succeed where magical might fail.

Mages exploit captured signs and sigils to trick or delay temple guardians, but once a temple has been plundered, the spirits have powers for chasing thieves outside their domains. Guardians watch over stolen tomes and artifacts as they curse those who possess them. Nearly all temple guardians are capable of invoking some form of curse (similar to Fate magic) — a tomb raider seeking a fountain of youth, for example, could be condemned to watch as his flesh slowly rots and putrefies over centuries. Legends speak of many such cursed items, but Atlantean artifacts are particularly dangerous since temple spirits continue to watch over them long after they are taken. Knowledge in all forms is not without its price.

Since temple guardians have endured for millennia, many believe they cannot fully be destroyed. If one generation finds a way of overcoming guardians, the protectors may return in a year or 10 or a lifetime. A seeker of knowledge who believes he has destroyed a guardian can encounter it again when it re-forms, particularly if he still possesses the artifact or knowledge he has claimed. And yet the knowledge of the ancients is so valuable that mages are willing to take this risk. Corrupt mages on the path to power rush so swiftly that the gods themselves may not destroy them, but all too often the guardians of violated temples race just as quickly behind.

Ananke

In the time before history, Atlanteans tasked powerful spirits to enact their will in the world, ensuring their beliefs would endure. When prophecies were fulfilled and dangers realized, the fated avatars would emerge. Not all prophets were so altruistic, however; some created these same spirits to ensure that their visions for reality would become true and vainly attempting to shape the future long after death.

The mages of Ancient Greece often interpreted these avatars as the servants of Ananke, goddess and mother of the fates. As agents of prophecy and destiny, ananke

seek out people who have the capacity to change reality and mages who can fulfill oaths long forgotten and visions long obscured. After one of these avatars finds a mage who fulfills its carefully defined criteria (possibly one with the Destiny Merit), the ananke's very presence alters fate around that willworker.

Just as the gods of Greek myth, the ananke can assume human form, often with manifestations of supernatural beauty. Their clothes and demeanor allow them to walk among mortals, but their Twilight state prevents all but the magically enlightened from either sensing their presence or seeing them as they truly are. When ananke speak to a mage they have chosen, their speech can seem anachronistic and prophetic or modern and cynical, depending on their whims. The ananke delivers its warning, reciting the cryptic details of an ancient divination to prepare the listener. If the mage is truly fortunate, the avatar works beside the mage, granting him temporary powers or abilities to avert the catastrophe. An ananke's message could warn of the return of ancient dangers, such as a cult of Timori Banishers, acamoth or the Bound (p. 438). No matter how benevolent the ananke might appear, however, its very presence forces destined events to occur. The best a mage can hope to do is minimize the damage and try to survive it.

Ananke, by their very nature, reshape reality around themselves. An ananke appears to its chosen mage to announce that an event will happen, paying little heed to whether the mage wants it to or not. As heralds and guardians of prophecy, everything and everyone around the mage is caught up in the drama. The mage must serve as a witness so that an enlightened soul can see that the prophecy was fulfilled. Sleepers are oblivious to the workings of this magic, but mages have the awareness and opportunity to react. The ananke's Influence reworks people and places to resolve this course of events.

Avatars of destiny are difficult to affect directly as one would expect. All ananke have an innate resistance to Fate and Spirit magic that would alter their true natures or the manner in which destiny bends around them (in game terms, they often have a Countermagic Numen to negate such effects). Despite this, ruthless mages sometimes attempt to "kill the messenger" — a foolish act that can substitute the mage for another victim in this drama. A vengeful ananke does not need to attack a mage who threatens it with mere violence. Fate, coincidence and destiny itself are far crueler.

A mage who openly uses magic to avert catastrophe finds it easier to do so in the presence of an ananke. An ill-fated mage finds himself at the center of a whirlwind or crushed by that same force if he rejects his role. For all anyone knows, this might be the price a mage pays for reworking the skein of reality. A mage who has spent a lifetime shifting the warp and weave of the world to his personal desires can get caught in those same threads.

Genius Territorialis

A physical place is more than mere matter, at least to a spirit mage or shaman. Whether it's a single site where an atrocity occurred or a vast city with a dramatic history, any physical location can have an aura or spiritual reflection that reveals its true nature and past. Some have been inhabited for so long or defined by such extremes that they slowly rouse into consciousness. "Genius territorialis" is the name for a spirit or consciousness of a place: a house, a neighborhood or even an entire city. It's a collective spirit that represents the souls of the countless people who lived and died there.

The spirit's sense of identity is so strong that the spirit resists any attempt to redefine the spirit by altering its location. When a cabal attempts to change reality in a

large area near a genius territorialis — such as when mages dedicate a Demesne or use Prime magic to create a Hallow — the genius territorialis resists. Its most immediate response is by enacting retribution, recreating past events, summoning spirits, sabotaging structures or rewriting memories. Willworkers aren't the only ones in danger from a genius territorialis. Mysterious events can plague anyone who attempts to drastically change such a place.

Offending a genius territorialis or attempting to change its true nature forces it to use its Numina to recreate its former identity. A haunted house is a classical example, recreating horrible events and human suffering long after its inhabitants have gone. The sentient location uses Numina to summon up fears, create illusions and well up blood on its walls. Opposing this evil is more than a classic confrontation with a single ghost. A mage who wants to end the evil doesn't just change the spirits inhabiting the house or the house itself. He must change the very nature of reality around the house.

Any location that has a strong and vibrant identity has the potential to become a genius territorialis. A holy site or sacred ground can create miraculous events that convince mages that the deities or powers it represents are true because petitioners and worshippers once reaffirmed that belief in countless ceremonies. A historical site where an important event took place could recreate aspects of that event. Genius territorialis with the proper Numina can convince those who threaten it that they actually are in its prime (or most horrific) era.

Some historical sites are even capable of manifesting avatars that embody their bygone eras. While Sleepers might not notice these spirits as anachronisms, mages are more likely to realize that a person to whom they speak represents, say, a type of tourist who visited that place thousands of times, a fanatic who protected it, a deviant who committed an atrocity there or a victim who died there. A supernatural investigator can dispatch these phantoms, thinking he's purged some ghostly presence, but the avatar is merely a puppet controlled for the benefit of the genius behind it. It is said that entire cities can contain a slumbering genius territorialis, which awakens when titanic threats to reality emerge. In such cases, an avatar may appear as humble as a minor mage but be empowered by the belief and strength of the millions of souls that lived and died there.

In game terms, a genius territorialis does not really need physical statistics to represent its structure. A genus territorialis behaves more as a spirit bound to a geographical location. A genus territorialis's most vital statistics are the Numina it can work along with the tactics it commonly employs when threatened. The location cannot truly be "killed," only redefined so that it's sympathetic to a different atmosphere, feel or style of magic. When this happens, the location loses its consciousness, and the phenomena stop. Some moralists argue that this transition is akin to murder since they believe the genius possesses a soul (from their point of view). Others rationalize the dedication of a genius territorialis as survival, self-defense or merely part of their larger campaign for reality.

Mortals

Although some mages view humans as sheep or cattle, more than a few of them can surprise even the most cynical of mages. Mortals are all around. Most of them are Sleepers, but some are Sleepwalkers capable of witnessing and even remembering magic.

Mortal Thralls

Supernatural creatures, Awakened mages and strong-willed people all have an impact on the world. They have a strong resistance to those would use supernatural powers to manipulate or control them. A rare few mortals have other defenses against magic and the supernatural as well, such as a medium's insight, a ghost hunter's instincts or the gifts of a magical inheritance (as well as the Unseen Sense and Danger Sense Merits).

Just as there are mortals who are naturally resistant to magic, others have a weakness to it. Legends and theories struggle to explain why these weaker souls exist. Perhaps it's because their lives are empty and desperately need meaning. Maybe it's because long ago their ancestors were a servant class obeying a debased Atlantean order. Or possibly, as some fear, they are soulless ones among humanity who masquerade as human beings. Whatever the reason, some people have a weakness to magic and are easily enthralled by Mind and Fate spells. They become particularly useful pawns in conflicts between mystical orders as long as mages have no moral quandaries with exploiting them.

Supernatural evils that require human hosts are drawn to thralls or possess powers for finding them. Acamoth, goetic mages and even ananke have use for thralls. The Seers of the Throne are particularly adept at controlling thralls. When the Exarchs must directly intervene in our world, it is said, they begin by exploiting the suggestible and weak-willed. Radical mages rationalize such control by claiming that some humans do not possess full souls or that only a person who has Awakened has a complete soul. Thus, a thrall's safety or survival is less important than the schemes of the worthy. Circles of Seers and supernatural forces can coordinate large groups of thralls, revealing themselves only once their complex preparations are complete. If a mage is paranoid, she may suspect any person passed on the street to secretly work for unseen powers. Fearful of conspiracies, sorcerers look for patterns in unusual human behavior, hopeful that they can unravel a potential network of thralls before enemies strike. Thralls can act as the eyes and ears of secret masters, searching for suspicious activity as they go through their daily lives.

Tracking the actions of one thrall is enough to elicit caution, but a cult's cryptic actions can really make sense only if the greater pattern of the collective is revealed. Seemingly disparate events fulfill a carefully planned deception. A random stranger could puncture the tires on a mage's car one minute, and another could approach offering help in the next minute. While the mage is distracted, a third thrall opens the car door and steals the leather-bound tome on the front seat or leaves a threatening message on a flier under the windshield wiper. When confronted, thralls never really understand why they do the things they do and often return to their normal consciousness when mages confront them or scrutinize them. Physical assault or intimidation can detain them, but also make a mage's sanity appear suspect in the eyes of ordinary people.

Thralls are dangerous weapons since they are manipulated by magic but are never truly aware of how it works. In fact, just any Sleeper, thralls can interfere with magic merely by witnessing it. When the Exarchs or their minions suspect that magic is at work, moving one or two thralls into position as witnesses can interfere with a mage's spells. If the supernatural forces inhabiting a thrall are particularly powerful, they may lend supernatural strength or speed to the subject. This usually burns out the thrall, subjecting him to such a brutal display of magical control that his own Disbelief unravels the spells keeping him in bondage, but not before he's attempted something suicidal in pursuit of his master's agenda.

Sleepwalkers

Sleepwalkers — sometimes called Proximi (singular Proximus) — are gifted mortals who are dimly aware that magic is real and enough so to witness open acts of magic. Unable to fully cope with the modern world, these people are distracted by dreams they do not fully understand. Mages find Sleepwalkers from time to time, and recruit them into plans and schemes (they can count as Allies or Contacts in game terms or serve as Sleepwalker Retainers). Recruited Sleepwalkers often work to maintain sanctums, hopeful for answers about their dreams, for protection from unseen forces and for opportunities to learn about the supernatural. Given sufficient training, they have the potential to see true magic for what it really is.

Even if Sleepwalkers aren't recruited and taught by mages, these mortals are drawn to supernatural events since they naturally want to understand the hidden world that has only marginally accepted them. Many insist on instruction or explanations from mages (when Sleepwalkers can identify willworkers), although Sleepwalkers do not possess the ability to work magic. Even an untrained Sleepwalker may be able to recognize a mage as mystically significant — the type of attention that can make a sorcerer's life complicated. On rare occasions, a Sleepwalker can actually Awaken, but magic is rarely able to predict if and when this might occur. In all other respects, Sleepwalkers are ordinary people. They are as much a resource as an obligation, often demanding help in exchange for what they find and the services they render.

A few rare specimens have enchantment coursing through their very DNA, which is passed down to their descendants, perhaps having a relatively undiluted lineage dating back to Atlantis. Some mages (such as those of the Silver Ladder) only apply the term "Proximi" to such generational Sleepwalkers, but most Awakened use the terms interchangeably. When discovered, such Proximi are watched carefully by magical orders, just in case these mortals' gifts are passed on to another generation.

New Merit: Sleepwalker (••• or ••••)

Prerequisite: Mortal (non-supernatural)

Effects: Your character is not completely asleep; the Quiescence does not affect him fully, and he is not susceptible to Disbelief. He can witness improbable or vulgar magic without increasing the chances of a Paradox. At four dots, the Sleepwalker also has a mage's Unseen Senses (see p. 175).

Only mortal, mundane characters can possess this Merit. The pivotal moment of becoming or being changed into a being with supernatural capabilities eliminates it.

If a Sleepwalker Awakens in your chronicle (a common way for new players to learn the game before playing full-fledged mages), you can choose to award the player a compensating amount of experience points for the Sleepwalker Merit before she applies the Mage template to the character.

Witch Hunters

Human nature compels us to fear what we do not understand. Since the time of the Inquisition, mages have learned the consequence of indiscretion, keeping their true nature hidden from ordinary people who would not understand. Sleeper Disbelief

works to obscure open acts of magic, but sometimes fearful people see things they cannot comprehend. When that fear is strong enough, they fight back.

True witch hunters are rare — after all, the cold-blooded act of hunting down and killing a human being is not an enterprise to be taken lightly. A witch hunter doesn't have to kill his quarry, however. Threats and intimidation are a lot easier to carry out than acts of violence. Sabotaging someone's car or home should suffice to drive away anyone who is "different." If that doesn't work, a confrontation can escalate to violence.

The very fact that a witch hunter watches a mage closely increases the chance that he'll witness an act of magic or that a defensive mage is willing to use one. Those who are oblivious to the existence of magic find other reasons to hate people including the usual stereotypes of race, gender, ethnicity, politics and origin. The most dangerous witch hunters get organized, finding allies through religious groups, websites, study groups, classes or even minor militias. If one fanatic can convince other like-minded people to side with him, the threat of exposure can be almost as dangerous as the threat of violence.

When someone encounters the supernatural repeatedly, hatred can turn to obsession. Many people who appoint themselves witch hunters have the instincts to shadow and observe someone, but preparing for outright violence takes considerably more will. At first, a witch hunter finds simple weapons: a crowbar, baseball bat or another object that feels heavy in his hand. This weapon suffices until he's ready to obtain more lethal weapons, practice on a firing range or get into shape for a confrontation. Most witch hunters have basic training in combat, and only truly obsessive individuals manage to piece together enough occult knowledge to understand what they face. Over time, training and obsession make them progressively more dangerous.

Other Threats

Danger doesn't just come in the form of beings of flesh or spirit. Things and places can also prove to be troublesome or even murderous. These are perhaps the least expected types of threat; however, Mage Sight can alert a sorcerer to the looming danger of a place, but maybe not to that of a cursed item.

Cursed Items

Just as a magical item can be enhanced by helpful spells, it can be damned by an undying curse. Cursed items are either inhabited by spirits or tainted by magical spells (usually cast with Fate and Time). They trigger dangerous or harmful events when they are used improperly or even used at all. A cursed item is powerful, but its power demands a price. An unusually keen blade demands a sacrifice of innocent blood to stay sharp. A sacred item from a place of healing infects anyone who steals it with a supernatural disease. A dress that makes a woman incredibly beautiful enslaves those whom she loves.

Ordinary people can possess and use cursed items. In fact, they're more likely to fall into such traps than mages are. The innocent discover the powers granted, the sinful are tempted to use them repeatedly and the damned are oblivious to the magic that destroys them. Even Sleepers know the legend of the Monkey's Paw, a cursed item that could grant wishes but always twisted them around to make the person who possessed it suffer.

Cursed items work best when their powers are not blatantly obvious. Those that work magic openly plague their bearers even more, subjecting them to Paradoxes (if they're

wielded by mages) and the effects of Disbelief. Mages are wise to avoid these traps, but many cursed items actually have one or two useful abilities that encourage a sorcerer to use them. In this way, the true agenda of their creators is fulfilled. A cursed item looks and feels like any other magical object until it is used for the first time.

In game terms, a magically cursed item is either an imbued item (see pp. 74-75) or an Artifact (see pp. 68-69). The item usually has a trigger that the user inadvertently sets off or which requires a terrible deed or sacrifice to set off on purpose. Curses are not limited to the Fate Arcanum. Cursed items can wound, infect or weaken with the Life Arcanum and cause complex chains of events to occur with Time or affect the sanity of users with Mind. A spiritually cursed item is either a fetish inhabited by a malevolent spirit that can use its Numina whenever it wants or it is the fetter for a Twilight spirit that harasses whomever uses the item — a mage can use Spirit magic to free, exorcise, or weaken the entity, but when the item is presented to innocents who are unaware of the existence of the spirit world, the curse can do its work without fear of discovery.

Every cursed item has an origin. Mad mages create them to carry out plans should the willworkers depart this world. Demons and outsiders lure potential victims with powerful Artifacts so that they can gather the allies and strength they need to trap an unwilling mage. Spiritually cursed items are often possessed because they were at the scene of a tragic or violent event. Instead of fleeing back into Twilight, summoned spirits bind themselves to physical objects in our realm. Malevolent mages from bygone eras can reach out across time itself if a willing victim can find one of the poisoned relics left behind. Evil takes many forms, and many evils slumber within cursed items.

Verges

Far from the watchful eyes of humanity, there are places where the Gauntlet between worlds is thin or nonexistent. These places are "on the verge" of the Shadow. Verges are places where otherworldly spirits from the Shadow Realm can find their way into our world, if only for short periods of time.

Verges aren't always permanent or continuous. Their weakening of the Gauntlet might occur only for a short time at certain times of the year, under certain weather conditions or at specific times of day. If a mortal stumbles across a Verge during this ill-fated period, he might well encounter a manifested spirit. In some Verges, spirits manifest in forms unique to that strange locale rather than in their regular forms. Only one type of spirit might manifest, or the area may be ideal for a host of spirits to coexist.

People struggle to find explanations for what they find at a Verge. Those places that are not created by Awakened magic do not invoke Disbelief. Not all encounters, however, are horrific or hideous. In places of great beauty or tranquility, children speak of meeting faeries or sprites, using the only words they can find to describe supernatural beauty or capricious danger. Adults might think they encounter ghosts or the undead, even if apparitions are full of life. Urban legends strain to find evidence of missing time or alien abductions. When a remote location is rumored to be the site of a supernatural event, obsessed individuals travel to the Verge, interpreting whatever they find to confirm their own beliefs.

Mage Sight reveals these manifestations for what they are, but that doesn't always mean they're easily explained. It might be obvious why a spirit is misinterpreted as an alien, faerie, angel or monster, but many possess unpredictable powers. Spiritual Numina can recreate any supernatural power of myth or legend but are not limited by what humans

have experienced. Spirit magic can temporarily "heal" the rift that exists within the Verge's Gauntlet, but unless mages are vigilant, the gateway between dimensions may open again, attracting unknown entities... and ordinary people obsessed with the unknown.

Cryptids

Despite the best efforts of modern scientists, the natural world contains creatures that are not easily classified, categorized, defined or detected. For every modern legend of a yeti, Sasquatch, lake serpent or pygmy primitive, many more creatures hide in the shadows. Some possess powers that border on the supernatural while others lurk at the fringes of perception, becoming the stuff of legend. Just as the world hides entire tribes and bloodlines of supernatural creatures, it also contains rare and unique species that are only barely explained by the pseudo-science of cryptozoology. A few mages encounter these beings, hunt them, stalk them and name them. Collectively, these monsters and beasties are known as cryptids.

Reasons for seeking cryptids are as varied as cryptids themselves. As magical anachronisms, certain intelligent creatures might know the secret names of entities, spirits, paths and gateways. Seekers of knowledge insist that each one encountered is no doubt part of a larger taxonomy or pattern, which will help explain the mysteries of magic. Alchemists and magical craftsmen seek the severed body parts of imaginary creatures for rare rituals. Mentors may even insist that initiates track and find an elusive cryptid as a test of dedication and resourcefulness.

Cryptids are impossible creatures. Many are unusually stealthy, possessing supernatural abilities that cloak them from mortal eyes. Strange phenomena can occur in areas claimed by cryptids, perhaps as the world's way to distract innocents or as warnings for them to stay away. Cryptids are drawn to places such as Verges, but a few are masters of their own realities, hiding in "pocket realms" that can be entered only by mages who have the right Arcana for crossing magical wards and barriers. Legendary creatures are either immortal or timeless and unaffected by the passage of time or the crude necessities of survival.

Some cryptids might be a fusion of animal and spirit, their physical forms resembling a physical creature (if only vaguely) or a hybrid of several creatures. Their physical traits are based on this form but enhanced by Numina and other supernatural capabilities. For all their supernatural aspects, cryptids are capable of fighting and dying just as mundane animals are. Although reclusive, they defend themselves if cornered, stalked or simply sighted. The area around them is unusually tolerant of magic (since it tolerates them), but that makes it easier for cryptids to protect themselves. A creature's environment treats any magic that resembles its own powers as covert. Nearly all would rather flee than fight to the death, but when mages use magic in cryptids' presence, they are capable of using their own powers in response. (In game terms, cryptids are built like manifested spirits, using the spirit rules. Cryptids can feed on Mana, converting it through their consumption into Essence they can use.)

Wise mages prefer to approach beasts reverently, offering gifts and attempting to communicate (usually with the Spirit Arcanum). A legendary cryptid can have a weakness for a particular gift as presented by a petitioner who is unusually talented, beautiful, virginal, glib or cunning depending on the creature. Cryptids respond not with words but by manipulating the world around them. A willworker could follow a cryptid to a clearing where a hundred dead bodies are piled around a funeral mound, to a field of

flowers where impossibly beautiful faeries sing in sunlight or to a moonlit plain where mists form into human shapes.

Cryptids cannot endure capture or confinement since they are dedicated to the magical places that sustain them — take the beast out of its habitat and the beast starves. Many are fragile outside their domains, so the act of killing one is a crime that many sorcerers do not easily forgive. Predicting what will happen to a slain cryptid is not always easy — some softly and silently fade away while others rapidly age and decompose as time catches up with them.

Curiosity shops often contain displays of masterful taxidermy, wherein disparate body parts are sewn together to make new forms. Some mages insist that these remnants were once part of living, breathing cryptids, reduced to mundane components. Others quickly dismiss such tales as fraud. Visionaries claim to have encountered cryptids in dreams and prophecies as though rare species of these beasts have fled to the depths of the Dreamtime. This is impossible, of course, which encourages optimistic mages to insist such accounts are true. Every rumor, sighting, and legend encourages idealists and fools to seek out fragile and fanciful bygone creatures. Seeking meaning and wonder in the world, mages look for impossible cryptids and the cryptic messages they relate.

The Bound

Legends tell of ancient mages who fought mythical monsters whose powers rivaled all reason. Sleepers have told their own variants of these stories. Hercules had his hydra to slay, Beowulf challenged Grendel, Fomorians rose from the sea and dragons lie sleeping deep underground. The greatest and most terrible of these beings were never really destroyed, only delayed until the time when they would rise again. They are the Bound.

When magic was openly used in the world, the Atlanteans banished evils they could not destroy. Records of their binding places are rare, and those spots are largely unknown. Some have inspired misperceived monsters detailed in ancient bestiaries — chimerae, basilisks and other terrors. Others are the stuff of nightmares with creatures so hideous that the very sight of them can drive a man mad.

The Bound must devour magic to survive. They can sense whenever Mana is near and are driven by urges to destroy and consume. The Bound can detect the strength of a mage's soul instinctively, pausing only briefly to notice the magical energy flowing through the veins of other impossible creatures nearby. If one of the Bound can destroy a source of magic, it can then consume the Mana within. This is simply a matter of survival. Each dawn, one of the Bound weakens (losing one point of Mana). The beings are driven to hunt down magic and consume it. If they do not, they slowly fade away until their Mana is gone, forcing them back into slumber.

The Bound are unusually resistant to physical, magical and spiritual damage. When a beast's Health, Willpower or Mana is reduced to zero, the beast is lost again, returning to its supernatural prison to re-form. In ages past, mighty mages knew rituals for binding these ancient evils, but that knowledge has since been lost. When one of the Bound is forced back into slumber, wise guardians watch over its resting place, making sure the events that released it never pass again. Innocents may mistake the Bound for forces of nature or catastrophes. The monsters are the antithesis to all Awakened and magical people, places and creatures of the world. With the change of ages, they will rise again.

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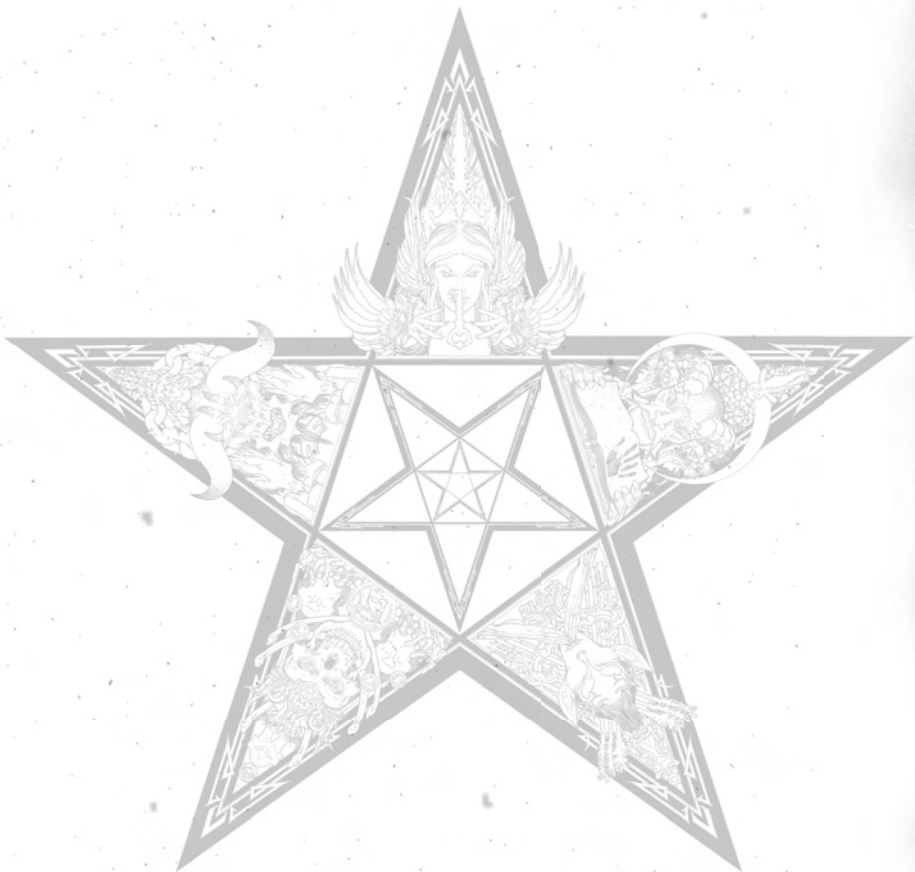
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Mind's Eye Theatre

THE AWAKENING

Shadow Name: _____

Player: _____

Virtue: _____

Vice: _____

Path: _____

Order: _____

Legacy: _____

ATTRIBUTES

Intelligence	●OOOO
Wits	●OOOO
Resolve	●OOOO
Strength	●OOOO
Dexterity	●OOOO
Stamina	●OOOO
Presence	●OOOO
Manipulation	●OOOO
Composure	●OOOO

MERITS

_____ OOOOO

_____ OOOOO

_____ OOOOO

_____ OOOOO

_____ OOOOO

FLAWS

_____

_____

EQUIPMENT

_____

_____

_____

Size: _____

Speed (acting/running): ____ / ____

Defense: _____ Armor: _____

Initiative Modifier: _____

MENTAL SKILLS (-3 unskilled)

Rote Skill		
☐	Academics	OOOOO
☐	Computer	OOOOO
☐	Crafts	OOOOO
☐	Investigation	OOOOO
☐	Medicine	OOOOO
☐	Occult	OOOOO
☐	Politics	OOOOO
☐	Science	OOOOO

PHYSICAL SKILLS (-1 unskilled)

Rote Skill		
☐	Athletics	OOOOO
☐	Brawl	OOOOO
☐	Drive	OOOOO
☐	Firearms	OOOOO
☐	Larceny	OOOOO
☐	Stealth	OOOOO
☐	Survival	OOOOO
☐	Weaponry	OOOOO

SOCIAL SKILLS (-1 unskilled)

Rote Skill		
☐	Animal Ken	OOOOO
☐	Empathy	OOOOO
☐	Expression	OOOOO
☐	Intimidation	OOOOO
☐	Persuasion	OOOOO
☐	Socialize	OOOOO
☐	Streetwise	OOOOO
☐	Subterfuge	OOOOO

HEALTH

O O O O O O O O O O O O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

O O O O O O O O O O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

GNOSIS

● O O O O O O O O O

Ritual Time Per Draw _____

MANA

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Points Per Turn _____

WISDOM

O O O O O O O O O O

DERANGEMENTS

_____

_____

ARCANA

Death	OOOOO
Fate	OOOOO
Forces	OOOOO
Life	OOOOO
Matter	OOOOO
Mind	OOOOO
Prime	OOOOO
Space	OOOOO
Spirit	OOOOO
Time	OOOOO

RULING ARCANA

_____

_____

_____

INFERIOR ARCANUM

_____

ACTIVE SPELLS

_____

_____

_____

ACTIVE SPELL LIMIT

(Max = Gnosis + 3)_____

SPELLS CAST UPON SELF

_____

_____

_____

SPELL TOLERANCE

(Umodified Stamina, -1 per extra spell)

_____

PARADOX MARKS

_____

_____

PARADOX TEST (Gnosis)_____

ROTES

Name Arcanum Pool

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

_____ (_____) = ☐

(CONT/RES by _____)

Notes_____

NIMBUS

_____

_____

SANCTUM

_____

_____

DEDICATED MAGIC TOOL

_____

Arcana Based Tools_____

_____

EXPERIENCE_____

ARCANE EXPERIENCE_____

NOTES

_____

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