



WILL THROUGH POWER

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A Collection of spells, rites and miscellanea

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Bargain and Pact rules by Axel, Some spells by Elementa Chemiae and Yuukale

CHAPTER I: ADDITIONAL SPELLS

MIND

IDIOLECT (MIND •)

Practice: Unveiling

Primary Factor: Duration

Suggested Rote Skills: Politics, Socialize, Streetwise

Culture is just a collection of symbols, combined this way. While under the effects of this spell, the subject becomes capable of intuitively "sensing" the appropriate symbols of a specific local subculture - reduce any penalties to social rolls they suffer due to being an outsider by this spell's Potency.

INVITING KLESHA (MIND •)

Practice: Compelling

Primary Factor: Potency

Withstand: Composure

Suggested Rote Skills: Socialize, Persuasion, Subterfuge

The Mage compels the subject to indulge in his Vice provided he has it readily available and is faced with the opportunity to do so.

+1 Reach: The subject regains two points of Willpower instead of only one for indulging in his Vice.

METHOD MAN (MIND •••)

Practice: Compelling

Primary Factor: Duration

Suggested Rote Skills: Investigation, Athletics, Socialize

It is said that a wise man wins first, and only then enters the battle, and the fool first enters the battle and only then tries to win it. It is also said that no plan survives contact with the enemy.

This spell tries to rectify the latter by bolstering the subject's ability to think on the fly, expanding his mental capacity to allow him to handle small minutiae on the fly, without cutting in the precious attention that is often sorely needed to handle more pressing tasks of the moment.

For the duration of the spell the subject could modify any Plan-type equipment he has as per gear modification rules, treating each significant part of the plan that needs to be changed as a separate "feature" to be added.

+1 Reach: The spell also speeds up the decision-making process considerably, allowing to make changes in the plans at the same time as performing another, separate instant or extended task.

+2 Reach: Perception of the subject is sharpened to a needle point, as the world around slows to a seeming crawl. He can create a whole new plan on the spot rather than modifying an existing one while the spell is in effect at the same time as performing another instant or extended task.

CROWD PSYCHOLOGY / FLASH MOB (MIND •)

Practice: Compelling

Primary Factor: Duration

Suggested Rote Skills: Expression, Socialize, Persuasion

Crowd manipulation is the relatively brief call to action once the seeds of it are sown and the public is organized into a crowd.

For the Duration of the spell, those caught in the Scale of it will feel a desire to imitate or continue the actions that the caster performs and designates as those he is manipulating into the crowd, as long as they can clearly observe said actions.

+1 Reach: The affected targets feel interested and compelled to seek out the Mage or the happening around him if they only caught a glimpse.

EMBERS-GAUGING INTENT ANALYSIS (MIND •)

Practice: Knowing

Primary Factor: Potency

Withstood: Composure

Suggested Rote Skills: Empathy, Occult, Academics

Any conscious action is brought about by a motion of will, and this spell lays the embers of that motion of will bare for the Mage to examine. Whenever an action happens in the Mage's sensory radius, brought about by a sentient creature, the Mage can tell whether it has consciously done that action.

+1 Reach: The Mage can also tell if it has willingly done the action, and if no, roughly gauge the reasons for its behaviour, couched in Supernal symbolism.

+1 Reach: For 1 Mana, this spell can be cast reflexively.

Add Forces • or Matter •: This spell can be used on a Forces-pattern of an action or the item used to perform it, respectively.

LUCID MONOMANIA (MIND ••)

Practice: Ruling

Primary Factor: Duration

Suggested Rote Skills: Expression, Intimidation, Persuasion

Withstood: Composure

A Mage of Mind is the ruler and sovereign of his mind's purpose, and that of others. They assign the amount of attention to any given task in the amount and capacity that they see fit. The opinion of others is irrelevant.

This spell applies the Obsession Condition unto the target with the subject picked by the Mage, except that it is not Persistent.

THUNDER-PERFECT MIND (MIND ••)

Practice: Ruling

Primary Factor: Potency

Suggested Rote Skills: Academics, Medicine, Persuasion

By using this spell, the Mage eliminates doubt and banishes uncertainty, leaving only a clear determination for an action.

The mage's Willpower is enhanced as the slightest traces of doubt are swept away. For the Duration of the spell, the Mage gains extra effect from the next number of Willpower expenditures for mundane tasks equal to Potency. Each point gives five extra dice instead of three on a dice pool, or raises a Resistance Trait by three instead of two.

+1 Reach: The Mage can pick which WP expenditures, up to their limit of (Potency), are enhanced thus.

+1 Reach, 1 Mana: The Mage gains the Steadfast Condition.

+2 Reach: The Willpower expenditures affected thus can be used for spellcasting rolls.

ORDEAL-DRIVEN FUGUE DILIGENCE (MIND ••)

Practice: Ruling

Primary Factor: Duration

Suggested Rote Skills: Medicine, Intimidation, Occult

The mind is a malleable thing, capable to be ordered around by an enlightened will. Sleep is, some say, a part of the Lie, a lattice of soft bars that stop humans from waking. Otherwise, why would the *Sleepers* be called such?

Phantasms and nightmares, sometimes, plague those asleep, and some Mastigoi posit that it is Pandaemonium calling to them across the Ouroboros. Certainly, there is no lack of Scions of the Iron Watchtower that Awoke after a particularly nasty set of recurring night terrors.

This spell seeks to emulate and harness this condition to banish, in a way, the Mage's need for sleep. For the Duration of the spell, the Mage is under the Fugue Condition (as per RAW, but not Permanent), with the triggering event being "going to sleep." Whenever a character would go to sleep, they instead automatically fail their check and resolve this condition, spending a scene under ST control and adhering, more or less, to their Aspirations and Obsessions.

Add Life ••: The caster increases the time between checks for deprivation by Potency.

EMPTY JEWEL MIRROR (MIND ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Academics, Medicine, Occult

The heart and mind of the subject glitters softly in the void of their psyche akin to unfeeling gems.

For the duration of the spell, any mundane attempt to appeal to the Mage's emotions (Sapphire) or reason (Ruby) automatically fails. Mystically-backed ones force a Clash of Wills.

HORRIFYING BEAST WITHIN (MIND ••)

Practice: Ruling

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Athletics, Academics, Animal Ken

Submerging their identity and higher functions in the sea of subconscious, the Mage assumes the war-stance of a ravening, insane beast.

For the Duration of the spell, the Mage is under the effects of the Insane tilt.

+1 Reach: The Mage doesn't drop in the initiative order, and (roughly) knows friend from foe.

+1 Reach: The hatred and savage fury override the body's needs. Under the effect of the Insane tilt, the target doesn't suffer wound penalties.

+2 Reach: The highest peaks of the Mage's consciousness remain unsubmerged. While under the effect of the Insane tilt, the Mage may spend Willpower.

+2 Reach: (Beast-Sage Unity) For the duration of the spell, Wisdom degeneration resulting from hyperviolence inflicted under the effects of the Insane tilt is deferred until the tilt lapses.

SHROUD INHUMANITY (MIND ••)

Practice: Veiling

Primary Factor: Duration

Suggested Rote Skills: Stealth, Intimidation, Occult

For the duration of the spell, the subject, who must be a thing usually unallowable into the Temenos, can go there if it possesses a way to do so, or if the Mage opens up a path to do so.

The subject must not actively interact with their surroundings except for unchallenged getting-around, otherwise the spell fails.

+1 Reach: the subject may scale temenotic walls and obstacles without removing the protections of the spell.

+2 Reach: the subject enjoys the full spectrum of humanlike actions.

ATROCITY WITHOUT WITNESS (MIND ••)

Practice: Veiling

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Larceny, Stealth, Intimidation

The bystander effect, or bystander apathy, is a social psychological phenomenon in which individuals are less likely to offer help to a victim when other people are present. This spell brings it to the forefront of minds, veiling any perception of violence from them. Actions cannot be recognized by minds as harmful or violent under the auspices of this spell.

+1 Reach: Actions against the subjects of this spell do not parse as harmful no matter how detrimental they actually are. The subjects of this spell are Surprised against attacks for the Duration.

+2 Reach: The interplay of spell and atrocity it implies leaves the affected ones disturbed, even if they cannot explain why. Minds affected by the spell gain the Shaken or Spooked condition.

Add Matter •• or Forces ••: Conventional technical means of recording do not detect violence happening either.

SHUN THE SMILING LADY (MIND ••)

Practice: Veiling

Primary Factor: Duration

Withstood: Composure

Love is like an ending, no more keenly felt than when it is gone. This spell strikes a target's name from the rolls of love, veiling any romantic feelings or approaches from his mind.

+2 Reach: The spell forcibly resolves one instance of the Swooning Condition per Potency, granting no beats.

ADAMANT BLOSSOM MIND (MIND ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Academics, Empathy, Intimidation

Enclosing a part of her mind in a lotus forged from the deepest convictions, the Mage shores up her defenses against outside assault.

For the Duration of the spell, one of the target's Anchors (Virtue, Vice, Aspiration or Obsession, or other, more deviant psyche-parts in stranger creatures) per Scale is protected by solidified resolve. Mundane social attacks against it, such as attempts to prove to the target the futility, harmfulness of the Anchor or otherwise to leave it behind, even temporarily, automatically fail. Mystic attempts to change or influence it provoke a Clash of Wills.

+1 Reach: The Mage may define up to (Potency) statements that the target believes in, that can be protected as if they were Anchors.

IDENTITY-DEVOURING MEDITATIVE SOUL (MIND ••)

Practice: Veiling

Primary Factor: Duration

Suggested Rote Skills: Intimidation, Academics, Occult

A person's identity is a part of their ruling mind. By displacing it and partially giving it over to his personal goetia, the willworker completely obscures who he is.

Activating this spell completely removes their identity from their features and confounds any mundane logical attempt to connect this masked individual with the willworker (regardless of clothing, weaponry, etc.) Attempts to discern his identity in mystical ways suffer a Clash of Wills.

DENYING DHYĀNA (MIND ••)

Practice: Ruling

Primary Factor: Potency

Cost: Variable

Withstand: Composure

Suggested Rote Skills: Occult, Empathy, Persuasion

Sometimes you need to push or pull someone from Astral space right *now*.

The mage pays 1 Mana and this spell forces an astral traveller to return to his body with the Soul Shocked condition if he is in the Oneiros layer of the Astral.

+1 Reach: As above, but the mage can pull a traveller from anywhere in the Astral as long as he pays 1 Mana and 1 Reach for each Astral Threshold beyond the Oneiros.

+1 Reach: The Soul Shocked condition is negated.

ALECTO, NAMED BRUTALITY (MIND •••)

Practice: Weaving

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Expression, Weaponry, Occult

Alecto, "she of the implacable, unceasing anger", is one of the Erinyes in Greek mythology. This spell emulates the effects of her presence from the myths.

People find their anger and destructive impulses righteous and justified, as the magic alters the context of anger. For the Duration of the spell, they gain a new Virtue of 'Express righteous fury'.

+1 Reach, 1 Mana: Violence is its own virtue, for it neither needs nor wants any justification – it justifies itself. Those who are affected by this spell gain the Steadfast Condition.

STUBBORN GOD-BEAST INDULGENCE / THE SNAKE WITHIN (MIND •••)

Practice: Perfecting

Primary Factor: Potency

Withstood: Composure

Suggested Rote Skills: Politics, Empathy, Streetwise

The next time during this spell's duration that its subject would recover Willpower from indulging their Vice, they recover a number of points equal to the spell's Potency, instead of the usual one. If this value exceeds their Resolve, they will develop a Condition related to the rush of the experience, such as Addicted, Guilty, or Obsession.

+1 Reach and 1 Mana: The subject may recover Willpower from their Vice under the auspices of this spell even if they have already indulged their Vice in that scene.

GOLDEN YEARS, TARNISHED BLACK (MIND •••)

Practice: Weaving

Primary Factor: Potency

Withstood: Composure

Suggested Rote Skills: Empathy, Intimidate, Occult

Memories are fickle and changeable - exploiting this, the subject has one of their happy memories stripped of all of its positive aspects. They suffer the False Memories Condition with regards to that memory.

+1 Reach: You are no longer restricted to only affecting happy memories. When this spell is used to worsen unhappy memories, the subject suffers the Fugue condition with regards to that memory instead.

+1 Reach: (*Ashen Years, Gilded and Glorious*) You can use this spell to make a memory happier, rather than worsening it. When the False Memories condition caused by this spell is resolved, the subject takes a Condition as if this spell was used to worsen that memory instead.

+1 Reach: (*Glories that Never Were*) The subject gains the Addicted condition in relation to an element of that memory instead of the False Memories condition. Nostalgia can be a bitch.

FALSE MEMORIES

The way you remember things doesn't match up with how they happened. You might remember a son who didn't exist, your alcoholic father abusing you despite being raised an orphan, or never getting married. You believe your memories to be true no matter what; even conclusive proof has a hard time getting through to you. Being faced with proof that your memory is fake is a breaking point for you.

Resolution: Face proof that your memory is false and succeed at the breaking point.

Beat: Your character trusts someone or takes a risky action based on his faked memories alone.

STOKE THE FLAME (MIND •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Academics, Medicine, Survival

Basking in the fires of their Animus and the cool, unstoppable power of their Gnosis, the Mage is reinvigorated. They regain a point of Willpower.

+2 Reach: Drawing deeper, more greedily, the Mage emerges a temporarily more perfect and mentally rarified being. They regain, instead, (Potency) points of Willpower.

REFORGE AMNION (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Academics, Crafts, Occult

The sorcerer focuses their self-image through the lens of Pandaemonium, making it refined and bolstered.

For each point of Potency, increase the general armor the Amnion provides in the Astral by one.

+1 Reach: You move in your solidified egocentrism armor as a fish in water. You do not suffer the penalties usually associated with upkeeping the Amnion.

+2 Reach: You may engage the Build Equipment mechanic in regard to your Amnion, spending scenes in introspection or psychosurgery to achieve new features.

NOBLESSE OBLIGE (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Expression, Empathy, Academics

By improving the mental health of another, the subject improves their own.

For the duration of the spell, the subject gains a new Anchor, which acts like a Vice, of "help allies."

+1 Reach: The Willpower pool of the target increases by Potency, but the additional capacity is initially empty. These additional Willpower points may only be restored through the exercise of the additional Anchor.

+1 Reach and 1 Mana: The subject may recover Willpower from their new Anchor under the auspices of this spell even if they have already indulged that Anchor in that scene.

HYPERFOCUS (MIND •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Academics, Medicine, Survival

The Mage launches their mind into a state of intense concentration, allowing them to keep track of difficult tasks far beyond what is possible for Sleepers. For each level of Potency, the Mage may exceed the normal number of iterations in extended tests by one.

+1 Reach: The heightened focus and clarity, combined with divergent, enhanced thinking, open up thought pathways to quick decisions and better choices. For the Duration, the Mage gains the effects of the Good Time Management merit.

ANALYTICAL MODELLING INTUITION (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Academics, Science, Larceny

Planning is a key factor in any successful endeavour, and a skilled Mind mage can increase its usability to great proportions.

For the duration of the spell, the Mage adds the Potency of this spell to a given Plan-type equipment's bonus, up to a limit of +5.

+1 Reach, 1 Mana: The mage can plan better than mortal men, points and counterpoints of his prognostications impossibly deep. The limit is waived.

+1 Reach, 1 Mana: The Mage gains the Informed Condition with regards to his plan.

SELF-AS-GOAL REDEFINITION (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Withstood: Composure

Language shapes thought, and thought shapes action. Thus does the Mage whisper proper structure into her half-formed mind.

This spell gives the Mage, for the Duration, another Aspiration slot, giving her soul the capacity to encompass more things and particulars of the world.

Add Prime ••: This spell at +1 Reach may give another Obsession slot instead.

INDOMITABLE HEDONISM DRIVE (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Expression, Intimidation, Persuasion

A Mage of Mind allows his mind to cope with the harshness of existence and be thus reinvigorated; the ways for this are defined by the Mage. For the Duration of the spell, the target of the spell enjoys an additional Vice.

+1 Reach: The Willpower pool of the target increases by Potency. These additional Willpower points may only be restored through the exercise of the additional Vice.

PYRETIC WILL-CRUSHING SONG (MIND •••)

Practice: Fraying

Primary Factor: Potency

Withstood: Resolve

Suggested Rote Skills: Expression, Intimidation, Medicine

Twisting a burning multifaceted song into the core of the opponent's mind, the Mage attacks their willpower reserves.

This spell removes a Willpower point from the target entity's pool per Potency.

+1 Reach: The song is sinister and vile. You may apply the Shaken or Spooked condition to the target of the spell.

BOULEVARD OF BROKEN DREAMS (MIND •••)

Practice: Fraying

Primary Factor: Potency

Withstood: Resolve

The target of the spell walks a lonely road, and it seems that it will never end. Their goals seem unmeaningful and dead.

The spell suppresses one of the target's Aspirations per Potency for the Duration of the spell.

Add Prime •••: At +1 Reach, the Mage may suppress an Obsession instead.

SWORD-STOPPING COSMIC ROAR (MIND •••)

Practice: Fraying

Primary Factor: Potency

Withstood: Resolve

Suggested Rote Skills: Brawl, Expression, Intimidation

The Mage roars the true name of violence into the minds of his subjects, a perfect expression of its destructive truth cowing them. For the Duration of the spell those affected take a penalty to any attempt to initiate or further violence equal to Potency, violence here being defined as the willful infliction of an unwanted effect or state unto another or the self.

+1 Reach: If the subjects still persist in their destructive ways before the face of violence's majesty, they take the Guilty condition.

AZURE FURY ENLIGHTENMENT (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Academics, Intimidation, Occult

The rage inside the target's mind runs hot, and then cold, giving way to a terrible and singular clarity of purpose. For the Duration of the spell, the target gains an additional Virtue of "Perform efficient destruction".

+1 Reach: The Mage also gains the Steadfast Condition.

ILLIMITABLE SKILL MASTERY (MIND •••)

Practice: Perfecting

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Expression, Medicine, Occult

Aptitudes and inherent talent are the Mind mage's playthings. With this spell, the Mage grants its subject (Potency) uses of the rote quality on a given skill they possess at least one dot in.

+1 Reach: The uses may be split between two skills, or more, with extra Reach per each skill added.

SPACE

CREATION-CARVING BLOW (SPACE •)

Practice: Knowing

Primary Factor: Potency

Suggested Rote Skills: Athletics, Brawl, Weaponry

Space is more flexible than many believe. By subtly observing the laws of space around her, the Mage allows her blows to come from angles which are devilishly hard to parry.

If employing the 'Specified Targets' rule, she may ignore an amount of attack penalties equal to Potency.

CHECK NAME VALIDITY (SPACE •)

Practice: Knowing

Primary Factor: Potency

Suggested Rote Skills: Investigation, Academics, Occult

The Mage checks for the burnt-in symbols of the target's most potent sympathetic link and resonates a name the subject gave off it, producing a clear or a hollow tone.

This spell checks if a given name is the target's sympathetic one.

CELESTIAL ATLAS (SPACE •)

Practice: Knowing

Primary Factor: Duration

Suggested Rote Skills: Science, Occult, Academics

The Mage is aware of the direction and his relative position to visible celestial bodies.

+1 Reach: The Mage is likewise aware of objects too dim to be seen to the naked eye.

Add Forces •: The spell works even if it is currently day (as if it were night at the same location) or if light pollution interferes.

Add Time •: The Mage can instinctively tell how old the light that would reach him from different sources is.

IRON CHAINS (SPACE ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Socialize, Politics, Empathy

This spell targets a sympathetic connection. As long as the spell endures, this link cannot be altered in strength or quality by mundane events: he'll remain in the friend zone, she'll never Manage to get a divorce, this kid will never get bored of his favorite toy.

+1 Reach: The spell can take two targets not connected by a sympathetic link. It prevents any meaningful relationship to develop, maintaining their sympathy null.

+1 Reach: Even the supernatural can't break the Iron Chain. Any attempt to alter the sympathetic connection provoke a Clash of Wills.

STRIKE WITHOUT THOUGHT (SPACE ••)

Practice: Ruling

Cost: 1 Mana

Suggested Rote Skills: Brawl, Weaponry, Firearms

One who strikes without thinking, lost in the moment and egoless, can cut God. This spell brings the Mage one step closer to such a perfection, as the world itself warps and twists momentarily to guide her strike true.

The next attack the target does, which could physically succeed (e.g. you could reach your opponent with your sword due to having enough physical reach) will automatically succeed. Even if it fails, treat it as if it accrued one success.

+2 Reach: You may cast this spell reflexively at a surcharge of an additional point of Mana.

MOTION LOCK (SPACE ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Science, Brawl, Academics

The Mage shields a thing's position, making it locked relative to a given reference frame, safe from outside interference. Mundane attempts to shift the thing automatically fail, even if it is damaged in the process. Mystical ones provoke a Clash of Wills.

IRON MEETS BLOW (SPACE ••)

Practice: Ruling

Primary Factor: Duration

Suggested Rote Skills: Athletics, Weaponry, Occult

Subtly twisting space so that attacks are inexorably drawn to her weapon, the Mage makes her fencing a thing of predatory, scarring beauty, her path a way of broken angles and impossible weapon-forms.

For the duration of the spell, the Mage may substitute Weaponry or Brawl for Athletics for the purposes of calculations of Defense.

+1 Reach: The Mage makes apparent that bullets will be cleft or crushed. They may use their Defense against firearms.

+2 Reach: This spell may be cast reflexively for a point of Mana.

TUNNEL VISION (SPACE ••)

Practice: Veiling & Ruling

Primary Factor: Duration

Withstood: Composure

The Mage warps the lines of the world around their target, letting them look only in the direction or directions allowed by the Mage. From one to up to (Potency) direction quadrants are allowable for the target to look at, the rest the subject will be unaware of.

+1 Reach: the directions shrink to singular paths, allowing the target view of a single object and nothing else.

+2 Reach: the world is warped inwards for the target, making them unable to observe anything outside of themselves.

TWIST LINK (SPACE •••)

Practice: Weaving

Primary Factor: Potency

Withstood: Sympathy (Connection)

Suggested Rote Skills: Empathy, Politics, Subterfuge

Relationships are fragile, weak things - easily twisted and turned and placed on their head. Twist Link allows the Mage to redefine the context of a sympathetic link; they could redefine a business rivalry as a childhood friendship, or a pair of lovers as a pair of enemies. The Mage only defines the new relationship in general terms - much like creating or destroying a link, this spell doesn't guarantee outcomes or force reactions. This effect is Lasting, but normal interactions can restore the original link context over time. Much like other weaker sympathy-changing magic, Twist Link cannot affect Connected links.

+1 Reach: Place the Embarrassing Secret condition regarding the original context of the relationship on the link.

+1 Reach: Place the Swooning condition on the link.

SHIELD OF LIGHT-SECONDS (SPACE •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Science, Athletics, Larceny

The Mage pinches space, increasing the distance between him and his target, and his target only, doubling it for each point of Potency. For the Duration of the spell the world acts as if the distance between the targets were larger than it actually is, but all other things behave normally. This is often a fairly disconcerting experience.

ACCURACY WITHOUT DISTANCE (SPACE •••)

Practice: Fraying

Suggested Rote Skills: Athletics, Firearms, Weaponry

Blurring the distinctions between 'far' and 'close', a Mage attacks a target she cannot hope to hit, and impossibly does. For the Duration of the spell a given target is treated as being in point blank range from the Mage. This spell may be combined with the Sympathetic Casting attainment.

+2 Reach: The spell, at this level of exertion, becomes anisotropic — the target is in point blank range from the Mage, but the Mage is in their normal range from the target.

PRISTINE FLOWERS SPLASHED RED (SPACE •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Athletics, Weaponry, Occult

The Mage warps space around their subject into the shape of a sublime lotus. The blade that follows through strikes from a side an enemy could never expect, angles impossibly twisted.

The subject's quarries lose Defense against the melee attacks of the subject for the Duration of the spell.

+1 Reach: As above, but it also applies to ranged attacks.

+1 Reach: The subject may employ the short and medium burst actions in melee, as the world twists so that a single thrust or blade arc meets the flesh of the enemy twice, thrice, or more.

+2 Reach: As above, but the long burst action is, too, available.

REDEFINE POSITIONABILITY (SPACE ••••)

Practice: Patterning or Unravelling

Primary Factor: Duration

Suggested Rote Skills: Science, Occult, Academics

The Mage redefines the “position” quality of a thing, assigning a specific value to it, or excising it from the target’s being. What follows is the target, in principle, not being able to change their position. The phenomenon of “moving”, as in, changing coordinate, or spatial relation to other things, is denied to it.

PRIME

VEIL TRUTH (PRIME ••)

Practice: Veiling

Primary Factor: Duration

Suggested Rote Skills: Crafts, Occult, Subterfuge

By disguising the Truth of something, the Mage may make it seem to be something else.

The subject appears to be something else similar; a person appears to be a different person, an animated statue of Cerberus appears to be an ordinary dog, a ratty old outfit appears to be an expensive outfit, etc. This deception need not make something look more normal or nicer; any of those examples could go the other direction. It is almost always possible to conceal the supernatural nature of a subject even if doing so would necessitate making it appear to be very different; for example: a humanoid creature of living fire could be disguised as a human with a burning flameproof suit. Supernatural senses allow a Clash of Wills against the effect. Additionally, when casting the Spell, the Mage may choose to make the veil so weak that it only deceives sleepers.

+1 Reach: The Mage may veil the subject as something completely different.

+2 Reach: The Mage may veil the subject as nothing at all, concealing it, or veil nothing as something creating an illusion.

INCORRECT VALUE REJECTION (PRIME ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Expression, Academics, Occult

Falsified information only compromises Truth. It *must* be refuted. This spell, in response to any mundane mental influence predicated on a statement that is objectively false, makes it automatically fail. Mystic ones provoke a Clash of Wills.

+1 Reach: The “automatic-failing” quality is extended to any repetition of an argument predicated on the same lie (or a similar one), given that the Mage defended against it once, including mystic ones. Repetition of lies does not avail the enemies of Truth.

+2 Reach: The Mage learns the true state of events, providing her with a perfect parry to the lies she is accosted with. As a reflexive action, the Mage may employ Hard Leverage, forcing Doors against the liar.

UNASSAILABLE TRUTH (PRIME ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Expression, Academics, Occult

Truth is truth and lies shall find no path within.

For the Duration of the spell, the subject of it (which must be an objectively true item of information) can have no deliberate lie added to it. Ink discolors, records fail, pages wither.

(Mystic attempts to achieve this trigger a Clash of Wills, as normal.)

+1 Reach: The subject, instead, cannot have any falsehood added to it.

+2 Reach: The subject need not be truthful. For the duration of the spell, no lie or falsehood in the record can be made true, and no truth can be made false.

FORTRESS OF ARROGANCE (PRIME ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Expression, Intimidation, Occult

The Mage wraps the subject in symbol-planes and unassailable slopes, making incoming magic slide right off or ricochet harmlessly.

Any external Supernal magical effect incoming at the subject provokes a Clash of Wills.

EGO-INFUSED WHOLENESS EMBODIMENT (PRIME ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Athletics, Expression, Occult

It is not the place of the Lie to dictate the identity and structure of Truth. Whenever a fully-Abyssal interference effect attempts to alter a target with this spell active, its integrity reasserts itself like an immune system waging war on a plague.

Any such attempt to shape her against her will, be it by gulmoth-claw, abyssal Numen, or other vile deviance, provokes a Clash of Wills.

+2 Reach: Half-Lying Abyssal interferences (befouled spells and such) are likewise rejected.

FLAMES LIT WITHIN (PRIME ••)

Practice: Ruling

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Academics, Occult, Expression

There is a supreme Truth hidden in a Mage's heart of hearts. They have Awoken to it and it resonates and softly sings throughout their entire existence. Students of Prime learn to sometimes bring this song to a brief crescendo.

As the Mage brings the truth of his Will to the foreground, she is reinvigorated and steadied, energized and resolute, as this spell grants her a blessing.

This blessing can be used the one of two ways:

- Grant the 9-again quality on a number of spellcasting rolls equal to the Potency of the spell for the Duration of it. If used on a chance roll, the subject does not gain the 9-Again quality, but the chance die is treated as a single die instead of as a chance die. With +1 Reach this quality becomes 8-again;
- Grant the Mage the Resolute Willworker or Illuminated Willworker Condition.

RESOLUTE WILLWORKER

Your character is resolute, unwavering in the faith in his own magic. When you've failed a non-chance die spellcasting roll, you may choose to resolve this Condition to instead treat the action as if you'd rolled a single success. If the roll is a chance die, you may choose to resolve this Condition and roll a single regular die instead.

Resolution: Your character's confidence carries him through and the worst is avoided; the Condition is resolved as described above.

Beat: n/a

ILLUMINATED WILLWORKER

Your character is deeply inspired and awed by his command of magic. When your character takes a spellcasting action, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five and you gain a point of Willpower.

Resolution: You push off your illumination to spur yourself to greater magical heights, resolving the Condition as described above.

Beat: n/a

PRISMATIC FIRE (PRIME ••)

Practice: Ruling

Primary Factor: Potency

Suggested Rote Skills: Occult, Science, Expression

The Mage focuses on the multicolored flames of the Aether, burning their inviolate soul as a beacon for greater supernal power.

The Mage gains the Prismatic Fire Condition at the level equal to Potency (maximum five) keyed to Prime.

Add any other Arcanum ••: The Prismatic Fire Condition gained is keyed to the added Arcanum.

PRISMATIC FIRE (ARCANUM) level 1-5 (CONDITION)

The target's soul is burning brightly.

Resolution: Add the Level of the condition to a spellcasting roll of the specified Arcanum.

QUICKSILVER DREAM KATA / BATTLE ROOM (PRIME •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Athletics, Brawl, Computer

This spell creates a zone where Magic is "ghosted" or "simulated". At the Mages' option, they may cast dummy versions of any spell they would otherwise cast. It deals simulated damage, fake Conditions, and so on. Those feel muted, but real, for those in the zone, but immediately cease if they step outside. In effect, this spell allows Mages to unleash their mystic arsenals on each other for training or show without actually hurting their sparring partners, akin to the magics allowing the Duel Arcane. The area of the training zone is dictated by the spell's Scale.

+1 Reach: The effects of the spell achieve enough fidelity that everything feels exactly like the real thing.

Add Forces ••: The area is colored in by an intangible hologram of an environment the caster wants.

Add Matter ••: The area is shaped as to conform with the above hologram roughly (so that a projected staircase is actually tangible enough to stand on.) The spell is Withstood by Durability of the surrounding materials.

AUTOGENOUS DOCTRINE LATTICE (PRIME •••)

Practice: Perfecting

Primary Factor: Duration

Cost: Variable

Suggested Rote Skills: Academics, Science, Crafts, Occult

The Truth encompasses all, its scope theoretically infinite, so it is laughable that a thing may contain less than the totality of it. Yet, we live in a broken world. This spell strives to fix this damage at least in part.

For a target able to contain Mana, the scope of its reserves increases by the spell's Potency (the new capacity is initially empty, but may be refilled as normal for the subject of the spell, or by paying Mana during the casting of this spell.)

+2 Reach: For an object normally incapable to do so, this spell Perfects the inherent state of the item, as a part of the Tellurian, made from the reflections of Truth, granting it a Mana capacity equal to Potency.

PATTERN-REASSERTING TOUCH (PRIME •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Expression, Crafts, Occult

In the Abyss all things exist, indeed, at least in potentia, but are without any possible meaning; for they lack the substratum of spiritual Reality, the *causa causans* that makes things *be*. They are appearances without Law. They are thus Insane Delusions.

These appearances without realness can logically hurt nothing, damage nothing, and mar nothing; even when they appear to, the power of Truth can dispel the illusion of damage by a focused effort of will.

Refracting the light of Truth between the mirrors of reflected symbols, the Mage heals any damage to the Fallen World's structures brought about by purely-Abyssal interference, one point of Structure or two points of bashing damage per Potency.

+1 Reach: The spell may instead heal one point of lethal damage per Potency.

+1 or 2 Reach: The spell may instead suppress one Condition brought about directly by the Abyss per Potency assigned to that, or, with 2 Reach, Lastingly resolve it, granting no beats.

+2 Reach: The spell may heal damage brought about by partially-Abyssal interference (like a befouled Antinomian spell of a Scelestus, or the claws of a Gulmoth-claimed human). Masking themselves with Fallen dross does not avail the enemies of Truth.

MOUNTAINS ARE MOUNTAINS, RIVERS ARE RIVERS (PRIME •••)

Practice: Fraying

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Occult, Persuasion, Expression

'At first, I saw mountains as mountains and rivers as rivers. Then, I saw mountains were not mountains and rivers were not rivers. Finally, I see mountains again as mountains, and rivers again as rivers.'

While things of the Fallen World are reflections of the Supernal, they do possess a measure of ontological inertia and distinct existence. They are their own thing, reflecting onward – and they do not really symbolize anything except what the Mage uses them to semiotically take a shortcut to. This spell reinforces this wisdom, fraying the dharma of material things in the spell's scale to *symbolize* things.

For the Duration of the spell, things are just as they are. Any spellcasting attempt using a Yantra external to the Mage casting it is penalized by the spell's Potency.

+1 Reach: Any mundane attempt to use a thing as a symbol for a greater thing fails in the locality of the spell as well.

CHAMBERS OF THE STARRY HEART (PRIME •••)

Practice: Perfecting

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Academics, Expression, Occult

The Mage is limited by how many symbolic and semiotic shortcuts they can employ on a given casting. They can hold only so many symbols reminiscent of the Supernal in their heart of hearts, lending handholds for their Gnosis to climb up to their Tower.

A student of Prime learns to enhance themselves, adding further chambers to their inner soul, allowing them to attain higher focus of cognizance and mystic might.

For the Duration of the spell, add its Potency to the Mage's Gnosis for the purpose of calculating how many Yantras they can employ during ritual casting. You may not get more than 6 total Yantras this way.

+1 Reach: The heightened Yantra number applies to Instant casting.

+1 Reach: If the previous option was picked, it also applies to Reflexive casting.

+2 Reach, 1 Mana: The Yantra bonus after penalties may exceed 5.

Add Prime ••••: At +2 Reach and 1 Mana, you may exceed the 6 Yantra limit.

AUSPICIOUS PRESENCE / BANEFUL PRESENCE (PRIME •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Intimidation, Athletics, Occult

Reflecting and reinforcing the dancing motes of Supernal Might around them, the Mage intensifies their Nimbus to a frightening strength.

For the Duration of the spell, add the Potency of it to the effective Gnosis possessed by the Mage for the purpose of building and inflicting the Nimbus Tilt.

AETHER LENS (PRIME •••)

Practice: Perfecting

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Occult, Academics, Expression

The phenomenal is defined and brought about through the action of the supernal, yet the Abyss makes this connection tenuous and swathed in the Lie. Lighting the fires of truth -- casting spells -- is hard, their power contested by the dreary unfeeling inertia of the Fallen. This spell brings a section of the world closer to the perfection of the Supernal, letting its laws be expressed easier in it, achieving more resilience, puissance and grace.

For the Duration of the spell, other spells cast in its Area behave as if their Potency were increased by the Potency of this spell, in terms of providing an effect on the world.

This spell does not affect itself.

Add Fate ••: Only some spells are affected thus. You may add up to one criterion per point of Potency of this spell.

DRAW FORTH THE SYMBOL (PRIME •••)

Practice: Perfecting

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Expression, Crafts, Occult

The semiotic keys to the Fallen Kingdom that the Mages use are only a pale, mediocre reflection of their true Supernal selves. A Disciple of Prime may move that glimmer of Truth into focus, stoking it into a furious crescendo.

For the Duration of the spell, the subject of the spell, which must be a physical Yantra, has its bonus increased by Potency, to a maximum of 5.

The fire stoked is unrestrained, so the Mage may only use one Yantra enhanced thus in a spell, otherwise they "drown out" the guttering flames of their other Yantras, or have the terrible fires of different symbols clash and tear the Imago of the spell apart.

Yantras enhanced by this spell cannot be applied to casting itself.

+1 Reach, 1 Mana: The enhancement may pierce the natural Yantra bonus limit, going past 5.

+1 Reach: If the Mage themselves is the subject of the spell, they may apply its benefit to one class of conceptual or action Yantras they can use (Concentration, High Speech, Mudra, etc.)

+2 Reach, 1 Mana: The enhancement allows for up to (Gnosis+1) different enhanced Yantras to be used in the same spell, as the Mage wraps their terrible radiance inside sheathes of protective tass mirrors.

ANIMA BANNER (PRIME ●●●)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Expression, Intimidation, Occult

Twisting the symbolism of their personal Path reflections and bringing them to the foreground, the Mage inflicts their name and magic on the world.

For the Duration of the spell, the Mage's nimbus gains the quality of being a viable persona Yantra based on their nimbus symbolism. The power of the Yantra is equal to the number of build points used to construct the Mage's nimbus tilt, capped at five. The Mage's nimbus is clearly and unmistakably visible to even Peripheral Mage sight while this spell is in effect.

+1 Reach, 1 Mana: Totemic nimbi of elder Mages and those potently connected to the Realms are inflicted in all their glory. The cap is removed.

+1 Reach: The nimbus is only visible to active Mage Sight, as usual; or the nimbus is visible to Sleepers.

WILDFLOWERS OF HEAVEN (PRIME ●●●)

Practice: Perfecting

Primary Factor: Duration

Cost: Mana equal to Potency

Suggested Rote Skills: Expression, Occult, Larceny

It is rarely by our own will that grace comes into our world. It is unasked for. It is unbidden. It is not in response to anything. It's too wild, pure, and mad for that.

Grace invades.

But a seeker on the path of Prime can help it along.

For the Duration of the spell, the target Hallow has its rating increased by the Potency of this spell, capped at ●●●●.

+2 Reach: The cap is removed; for each point above, the ST may nominate a single Mystery or apply a Condition or Tilt to an area from the mystic "basin" of the ley-lines feeding the Hallow, as the Mage is sucking the area dry.

POWER IS POWER (PRIME ●●●●)

Practice: Patterning

Primary Factor: Potency

Suggested Rote Skills: Occult, Athletics, Expression.

By sublimating his perception to the most rarefied state achievable in the Fallen and pushing through, mage disabuses himself from the trappings of the specific symbols, unshackling the power he gathers from its purpose, and allowing it to exist as the definition of itself, terrible and pure in its alien radiance, ready to lend itself to any purpose given.

Grant a dice bonus equal to Potency for a number of spellcasting rolls equal to Potency for the spell's Duration. The mage chooses which spellcasting rolls to affect beforehand.

THE SACRED OUROBOROS / AUTOCANNIBALISM (PRIME ●●●●)

Practice: Patterning

Primary Factor: Potency

Suggested Rote Skills: Medicine, Larceny, Occult

The Mage tears off chunks of his own magical aura, feeding them into the hungry maw of the blazing furnace of Gnosis inside.

The Mage immediately gains a number of Mana points equal to the build-points used to build their Nimbus; they also lose the use of their Immediate Nimbus for a number of months equal to eleven minus their Gnosis, unless they feed a number of Mana points equal to twice what they took into their Pattern via Pattern Restoration. Their Signature Nimbus is still left on things, but it takes on a van, hurt, and bleeding aspect.

LIMIT BREAK (PRIME ●●●●)

Practice: Patterning

Primary Factor: Potency

Suggested Rote Skills: Athletics, Subterfuge, Occult

Cost: 1 Mana

Spreading their mystic stature wide, the mage stokes the Atlantean fire high in their soul. For the Duration of the spell, the Mage affected by it gains an additional mode of spending Reach: as long as all "safe" Reach for a spell they are casting is spent, they may spend further Reach at a 1:1 rate increasing spell factors of it, up to an amount equal to the Potency of this effect.

+2 Reach, 1 Mana: They may spend even safe Reach that way.

MANNA (PRIME ●●●●●)

Practice: Making

Primary Factor: Potency

Suggested Rote Skills: Academics, Larceny, Occult

Bountiful is the Father! Ever burning and ever flowing, he grants slivers of his glory and power to the truly faithful, who have progressed to his utmost miracles, and that is all proof one might need that he has won and his might is infinite in scope.

The Mage gains an amount of Mana points equal to Potency.

FORCES

BINARY SWORD CASTIGATION (FORCES ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Level of energy

Suggested Rote Skills: Weaponry, Expression, Computer

Light and dark. Black and white. Life and death. The Binary Sword holds no middle ground as it turns your opponents OFF, forcing all of their Forces-based appliances and devices in the Scale of the spell to shut down.

+1 Reach: They instead go into a reload or re-format cycle with the greatest possible discomfort and disability to the user. Smartphones drop to factory-clean condition, computers start lengthy, unneeded updates, and so on.

FORCE-TERMINATING GESTURE (FORCES ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Athletics, Brawl, Occult

The Mage wreathes himself in the signs of strength and immunity, allowing the world to try its best shot.

Kinetic-based threats over the spell's Duration cannot deal bashing damage to him at all, and lethal damage is downgraded by Potency. Mystically-backed hazards (usually attacks) provoke a Clash of Wills.

+1 Reach: The Mage chooses another form of energy the spell protects against (fire, electricity, sound, light, heat, radiation and more are viable choices.)

+2 Reach: The Mage is instead immune to bashing and lethal damage from incoming threats, and downgrades aggravated damage by Potency.

(Flames and Swords Moratorium) **Add Matter ••:** The Mage is protected not only from the energies they picked, but also from the material harm coming from their physical carrier. E.g., if a Mage is being pelted by kinetically accelerated globes of acid, she will be protected both from striking damage and from the acid burning.

OVERCLOCK (FORCES •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Computers, Crafts, Intimidation

Making the silicon heart dance to the tune of the divine fire within, the Mage invigorates the calculating power of a given device. For each point of Potency, double the raw processing power of a given processor device based on conventional Forces-principles.

+1 Reach: Add in (Potency) to the equipment bonus of the affected computer, as it responds impossibly fast to your will.

+2 Reach: The spell can affect quantum computers and other calculating things of deviant science and hypertechnology.

WITCH RAZOR (FORCES •••)

Practice: Weaving

Primary Factor: Potency

Suggested Rote Skills: Weaponry, Crafts, Occult

The Mage brings forth a melee weapon of pure telekinetic force. The spell creates a simple weapon with no moving parts made of pure expression of crushing or shearing force, shining softly, sketched out in the air by the Mage's will. Its equipment bonus is equal to Potency (exceeding 5 takes a point of Mana) and it deals bashing damage, because it is too sharp to actually sever – flesh cut just largely recoheres, leaving hair-thin red lines.

+1 Reach: The weapon may contain simple moving parts (e.g. flail or three section staff.)

+1 Reach: If the weapon deals damage to a living target, it applies an instance of the Bleeding Tilt upon the target.

+1 Reach: The weapon ignores the Durability of mundane objects.

+1 Reach: The weapon is invisible and inaudible. If the defender cannot somehow see it (Forces Mage-Sight, a Forces Unveiling spell, or some colorful dust thrown on the blade are all options), they lose Defense against it.

FORM BLAZING SWORD (FORCES •••)

Practice: Weaving

Primary Factor: Potency

Suggested Rote Skills: Athletics, Weaponry, Expression

The Mage shapes and contains a source of energy into a melee weapon of elemental force; a campfire becomes a blade of flame, a concert provides a literal hammer of sound, or the Mage enters a vampire's den armed with a spear of sunlight. The spell maintains the weapon's form and partially contains its energies, though the bearer suffers the full effects of continuous exposure. If the weapon is used to strike, it releases its stored energy into the target, as if they had spent a turn exposed to the source. The Potency of the effect determines how much energy may be contained in the weapon (as per the chart under Transform Energy), and each discharge reduces the remaining Potency of the effect by one, making future strikes less vicious or negating the spell altogether. The user's passive exposure does not reduce the spell's efficacy, however.

+1 Reach: The containment of the weapon is improved, and the user is no longer subject to its effects while bearing it.

+2 Reach: Strikes do not reduce the Potency of the spell.

+1 Reach: The weapon acquires a "core" of kinetic energy that gains heft when swung. If the weapon is used in a Weaponry attack and strikes the target, this buffeting force inflicts bashing damage equal to the attack successes, in addition to the effects of exposure to the stored energy. Armor can reduce this impact damage, but generally does not help against the energy.

+2 Reach: As above, and the core is more refined in shape; the weapon acquires the traits (equipment/initiative modifiers, Size, Strength requirement, etc.) of a weapon with a maximum equipment modifier equal to half the Potency of the spell, rounded up. While it still inflicts only bashing damage (including the weapon's modifier), it is in all other ways treated as the form copied - a flaming chain has the Grapple property, a flaming spear improves Defense and requires two hands to wield, and so on. As an instant action the Mage may, if in range of the weapon, reconfigure it into another form within these limits.

+1 Reach: The weapon may be thrown; it has range bands of (Potency x 10/Potency x 20/Potency x 40) and is aimed with Dexterity + Athletics - the target's Defense. A successful throw inflicts damage as a strike. If the weapon has a kinetic element (as above), a throw inflicts additional bashing damage on a successful hit. The "thrown" energy splits off from the original weapon and dissipates upon impact, leaving the weapon itself still in the user's grasp.

INCANDESCENT POTENTIAL (FORCES •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Science, Crafts, Occult

The humanity is served by a multitude of powered devices. By honing the energies in such a device, the Mage may grant it advanced capacity to perform its function. So, a power tool becomes able to drill through titanium, and a long-range laser coheres to a level high-impossible with mundane science.

The spell enhances a given tool powered by, or with use predicated on, Forces-principles, adding its Potency to its equipment bonus. If the resultant equipment bonus exceeds five, and the tool is not meant for such wondrous abuse, the tool may take a number of points of structure damage equal to the difference between the effective equipment bonus it has and five, for each action in which it is used.

Enhancing a tool past an effective +5 equipment bonus cost 1 point of Mana.

+1 Reach: Fine-tuned control makes even the flimsiest tools safe.

INTENSIFY HEAT (FORCES ●●●)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Crafts, Science, Occult

By bringing the random accelerations of particles in a given subject closer to the ideals of the Aether, the Mage can increase the temperature of a given object, doubling it per point of Potency.

+1 Reach: The object remains safe to handle for the caster (and one additional target per Scale Targets assigned to this option, if any) for the Duration of the spell.

+1 Reach: The object only heats up in specific parts of it, not being consumed faster than normally, allowing the Mage to, for example, cut a chain fence with a cigarette without it exploding into ash in their fingers.

SOL RING (FORCES ●●●)

Practice: Weaving

Primary Factor: Potency

Suggested Rote Skills: Science, Crafts, Occult

Wringing light into dense, semi-corporeal shapes and turning sound inside out, the Mage wreathes their works in the halo of world-cracking power, building energy matrices holding the glories of the world at their fingertips.

This spell creates an "accumulator", which collects free-standing energy of a given nature (heat, radiant energy, electricity, sound, kinetic...) it is exposed to.

The Potency of this spell signifies its "aperture", that is, the maximum intensity of energy it can consume per turn, as per the "Transform Energy" chart. Its maximum capacity starts at one turn of exposure and is doubled per each point of spell factors assigned to Potency.

Touching the geometrical limits of the energy matrix directly has the same result as the exposure to the held kind of energy under more normal situations.

+1 Reach: The matrix may "soak up" energy, consuming its due at up to its aperture rate even if the energy is not fed to it through the energy imbalance laws of the Fallen world.

+1 Reach: For normally perceptible sorts of energy, the matrix is invisible and inaudible.

+1 Reach: The magic turns the energy onwards and inwards. For the Duration of the spell it gains a "sheathe" of kinetic force which makes it safe to handle and move.

FATE

INVOKE DOOM (FATE •)

Practice: Compelling

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Crafts, Expression, Intimidation

The fates of some individuals recoil and tear before some things, and this spell forces it to happen in a clear manner.

This spell forces a person with Destiny to avoid their Doom even more fastidiously than normal. The Destined must spend a point of Willpower to even come within the area of influence of its Doom (described by the Area factor of the spell), and cannot touch it at all. If the fated person is already within the proscribed area and fails the roll, they must flee immediately.

KENNING ASSIGNMENT EPIPHANY / ANALYZE HYPER-NARRATIVE POSITION (FATE •)

Practice: Knowing

Primary Factor: Potency

Suggested Rote Skills: Academics, Empathy, Expression

The strands of Fate twist and turn, making people influence each other through deed, story, and intent. People on these strands need character and role; and a role needs a name to it to exist. This spell provides such a name.

The Mage learns a 'kenning', generated from the target's position in the overall events they are embroiled in, their relation to the Mage, if any, and their mythopoeic meaningfulness (i.e. the sum of their impact on the world.)

For example, an astrophysicist seeking to learn the true nature of stars would be a "Seeker of Starlight", whereas an old, oft-wounded hunter of the supernatural would be a "Thrice-Broken Hunter".

ANTAGONIST-MARKING BALOR GAZE (FATE •)

Practice: Knowing

Primary Factor: Potency

Withstood: Composure

Suggested Rote Skills: Weaponry, Empathy, Academics

The Mage is the principal driver of his personal hyper-narrative. If his story is interesting, an antagonist must exist. This spell marks the best match in the Area of the spell for someone who antagonizes the Mage, be it a mortal enemy or a simple bad acquaintance, or several, if cast at greater Scales. If there is no one who fits this description, the spell gives the Mage a null response.

+1 Reach: The Mage receives a brief vision of the subject when the spell is successfully cast.

+1 Reach: The Mage can track the subject until the spell's Duration elapses. This doesn't provide knowledge of the subject's location, only of a path to the subject that is sure and swift.

+2 Reach: The Mage can examine his own destiny in such a way, eschewing the need to gaze at the expanses of the world around him.

DECEPTION-SUNDERING WARNING (FATE •)

Practice: Knowing

Primary Factor: Potency

Withstood: Resolve

A girl, a grandmother and a conniving wolf. One of the earliest stories of deception we are introduced to as children. Deception, with or without admixed truth, is a mainstay in stories and myths of the world, and those versed in Fate can feel its touch.

This spell uncovers the intent to deceive the target of the spell, high-lighting the presence of the element of deception and artifice in the local events.

CLICHÉ-DEFYING CONTEMPT AEGIS (FATE ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Academics, Intimidation, Brawl

The Mage exudes disgust at repeated narrative, denying the majesty of recurring themes and utterly ignoring what he finds distasteful.

The Mage may employ the aegis to shield against repetitive actions. The same emotional structure, weapon, or event unfolding again during the Duration of this spell is violently repelled – mundane events of this sort levelled at the target outright fail, whereas mystic ones force a Clash of Wills.

ZULFAGHAR (FATE ••)

Practice: Ruling

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Weaponry, Athletics, Occult

The Mage strikes against Creation, performing a mundane attack, and holding the vision of their ultimate foe in view. In 24 hours or less, by the knock-on effects of his initial attack, a damaging occurrence of similar magnitude and character reaches their foe. Treat this as an attack with all the usual qualifiers, using the initial attack's rolled successes and damage, in case the target is Dodging or otherwise protected.

+1 Reach: This occurs within one hour.

EXCEPTIONAL LUCK (FATE ••)

Practice: Ruling

Primary Factor: Potency

Withstand: Composure

Suggested Rote Skills: Intimidation, Occult, Socialize

The mage blesses the subject's endeavors or curses them with misfortune. Whether good or bad, the subject's luck is truly exceptional. This spell bestows a boon or inflicts a hex on the subject (see p. 134). The subject may Withstand a hex with Composure.

+2 Reach: The boon or hex can affect spellcasting rolls. Take note that "spellcasting rolls" are not Skill rolls, and as such, the boon cannot provide a dice bonus to them.

+2 Reach: Spend a point of Mana. The mage can cast this spell as a reflexive action.

WRATHFUL BLADE METHODOLOGY (FATE ••)

Practice: Ruling

Primary Factor: Potency

Suggested Rote Skills: Athletics, Weaponry, Intimidation

The Mage enhances their weapon, bringing the dharma of a weapon as a tool of brutality to the fore. For the duration of the spell, the user of the subject weapon may ignore up to (Potency) penalties to called shots.

+1 Reach: (*Wrathful Blade Holds Armor in Scorn*): The weapon unerringly seeks out weak spots and blemishes in armor. It gains (Potency) Armor-Piercing.

+1 Reach: (*Wrathful Blade Bites Deep*): The weapon, likewise, unerringly seeks weak spots in bodies of the wielder's opponents. The required damage to inflict Tilts is reduced by (Potency), to a minimum of 1.

+2 Reach: (*Wrathful Blade Cuts Greedily*): The weapon doubles the inflicted Tilts if they have the option to be doubled, by twisting the story of the fight so that both eyes, or hands, or feet were in the way of a given attack.

LEGEND-BENDING ISHVARA EMBODIMENT (FATE •••)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Expression, Intimidation, Occult

Withstood: Resolve

'Ishvara' is the Hindu word for a 'supreme lord', a being with mastery over their fate so profound, and the weight of legend so vast, that lesser beings cannot help but follow, like flotsam rocked and pulled by a great ship's bow wave. With this spell, the Mage brings themselves some measure closer to such a state.

For the Duration of the spell, creatures around the Mage feel compelled to interact with him and follow him if he gives them reason to do so. Potency of the Spell may be assigned to increasing one of the Allies, Contacts, or Status merits that the Mage possesses.

+1 Reach: Another merit may be increased through the honing of destiny allowed by this spell. This reach option may be taken any number of times.

MERELY UNFORESEEN CONSEQUENCES (FATE •••)

Practice: Fraying

Primary Factor: Potency

Withstood: Composure or Durability

Suggested Rote Skills: Expression, Intimidation, Persuasion

The Acanthus Path is known for their carefree, daredevil attitude. While it is often attributed to their ability to know the outcomes before they actually happen, some Acanthoi and students of Arcadian mysteries assume a more direct approach.

When faced by direct harmful consequences brought about by the subject of the spell and not directly driven by an intent other than the Mage's, the user of this spell reduces the magnitude of the harmful occurrence, dividing it by Potency for the Duration.

+2 Reach, 1 Mana: The reduction of consequences, frayed and unwoven, is Lasting.

+1 Reach: The spell works against harmful occurrences driven by the impetus of a will outside the Mage's strand of hyper-narrative, withstood by their Composure.

+1 Reach, 1 Mana: The spell can be cast reflexively.

OTHERWISE-SOUND MANEUVER (FATE •••)

Practice: Perfecting

Primary Factor: Potency

Cost: 1 Mana

Suggested Rote Skills: Politics, Persuasion, Academics

No plan survives contact with the enemy, because small fractures and flaws always worm into the action of intent, due to the damaged state of the Fallen World. The Mage knows this, and adjusts accordingly.

The Mage picks a goal and a flaw in the ways to reach it. For the duration of the spell, Plans and other actions to attain that goal in the Area of the spell gain (Potency) extra dice, as do any counter-actions predicated on exploiting the flaw supplied by the Mage. Counter-actions predicated on exploiting any other flaw, however, automatically fail.

+1 Reach: The Mage gains the Charmed condition in relation to the goal they picked.

INFLECT VIDEOGAME TROPES (FATE •••)

Practice: Weaving

Primary Factor: Duration

Withstood: Composure or Stamina

Suggested Rote Skills: Expression, Computer, Academics

In computer games, doors have keys, poisons have antidotes (and often, one antidote works on all possible poisons), and bosses have exploitable weaknesses. This enforces these narrative conventions onto the spell's Area, marking it as a 'stage' in which these conventions exhibit a measure of reality: the Mage can add one trope to the situation per dot of potency. Inflicting the giant enemy crabs with a weak point one can attack for massive damage is Withstood.

SPOTLIGHT-STEALING METHOD ACTING / DISNEY SONG NUMBER (FATE •••)

Practice: Weaving

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Expression, Academics, Intimidation

The Scions of the Lunargent Thorn are often known for grandstanding theatrics. After all, a good story needs its exposition, and a major character – their introductions and establishing scenes.

For the Duration of the spell, Fate itself conspires to prevent those who would harm or interrupt the Mage's elocution from having significant effect. Their words get drowned out by random noise, their attacks are obviously dodged or parried by random falling masonry, and so on. These occurrences seem to not affect the intended recipients of the spell's benefits (who must be counted amongst its Targets or be inside the Area affected). This spell ends prematurely if the recipient attempts to attack back or otherwise ceases their performance.

+1 Reach: Those who seek to interrupt are not only ineffectual while the grandstanding lasts, but get ironic or comedic payback for their actions. They get hexed, the hex resolving in some ironically appropriate fashion.

+1 Reach: The Mage gains the Charmed Condition.

Add Time •••: For the Duration of the spell, the Mage may talk up to (Potency) times faster without having their speech become muddled or incomprehensible.

ARMOR OF EVENTS (FATE •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Athletics, Larceny, Occult

There are events and actions that reverberate through a person's strand of hyper-narrative. Callbacks to earlier events grant a hero power, flashbacks to a villain's sympathetic past allow them to be redeemed, the lookers-on are inspired by the clash of wills...

There is a certain capacity for events that a single strand can bear under normal circumstances, however, and a Disciple of Fate can bolster it, so it can hold more.

For the Duration of the spell, the character may hold up to (Potency) additional Conditions of the type he already holds. They may still only resolve one Condition of any type per roll.

FORMLESS ROGUE SWORD / EIGHT DIRECTIONS ARROW (FATE •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Weaponry, Athletics, Science

Collapsing their weapon's potential harmful events into a cloud of formless possibility, the Mage makes it extremely hard to predict their next strike. They gain 8-again to the affected weapon's attack pools.

+1 Reach: The weapon ignores Defense if it is not supplemented mystically (otherwise, the spell causes a Clash of Wills.)

+1 Reach, 1 Mana: The weapon gains a pool of (Potency) strikes which may be performed as Rote Actions over the Duration of the spell.

TIME

FUTURE STRIFE STEP (TIME •)

Practice: Compelling

Primary Factor: Potency

Suggested Rote Skills: Athletics, Brawl, Weaponry

The Mage steps forth, dancing on the strings of possibility, and the blades of Tyche are obvious to her. For the fights the Mage starts under the effects of Future Strife Step, she cannot roll a value on the variable part of initiative lower than the Potency of this spell. If she rolls lower, treat her roll as equal to Potency.

+1 Reach: You may cast this spell reflexively for 1 Mana.

KNOW, OH PRINCE... (TIME •)

Practice: Knowing

Primary Factor: Potency

Suggested Rote Skills: Academics, Expression, Occult

...that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the Sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars. The land sleeps now, old and weary, but you can feel the beat of the thrumming blood below, and see the things it was witness to in the scars upon it.

The spell reaches back in time, singing backwards along the silver lines of rock and land and sky, and gives the Mage a dreamlike, metaphorical expression of the nature of the world in the targeted place "in olden times".

+1 Reach: the spell may instead give a similar impression by being cast on an Artifact or a Mage with the Past Lives merit.

+2 Reach: the Mage gains the Informed (Olden Times) condition with regards to the target of the spell, applicable to the relevant research endeavours.

CLOCKWATCHER (TIME •)

Practice: Unveiling

Primary Factor: Duration

Suggested Rote Skills: Athletics, Empathy, Occult

By pulling your perception forward in time for the barest of moments, you are able to cheat fate and act when most would be caught unaware. You gain the equivalent of the Danger Sense merit, except that the bonus it grants is equal to this spell's Potency.

+2 Reach: This spell may be cast reflexively.

TEMPORAL LOGOS COMPARISON (TIME •)

Practice: Knowing

Primary Factor: Potency

Withstood: Composure

While the students and masters of Prime employ direct means of ascertaining whether their peers lie or deceive them, those studying Arcadian Arcana are more circumspect.

This spell compares the words and deeds a person is doing now with those they will do in the future, marking any currently-existing inconsistency as such, without additional detail. As usual with Time magic, futures may shift.

+1 Reach: The spell shows in exact ways how current word and future deed differ.

IRONMAN (TIME ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Computer, Academics, Athletics

For the Duration of the spell, any attempt to move back in time over its Scale is met by a Clash of Wills.

MULTIPLE ORIGINS INTERTWINING (TIME ••)

Practice: Veiling

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Stealth, Larceny, Expression

The past is fixed, more or less, while the future is free, but it need not appear so. For the Duration of the spell, the Mage defines (Potency) "origin stories" for themselves, pasts, however lavish or barebones he might want. Mundane attempts to inquire into his past automatically succeed, but produce the details of one of these fake backstories instead. Mystic attempts to learn his past provoke a Clash of Wills.

LYING CLOCKS (TIME ••)

Practice: Veiling

Primary Factor: Potency

Withstood: Composure

Suggested Rote Skills: Expression, Larceny, Science

This spell twists the subject's sense of time. For the duration, the subject is unable to notice the passage of time except as intended by the Mage and even looking at clocks or other methods to know the time is ineffective.

When casting this spell, the Mage can decide if the subject thinks they have "a lot of free time", "really late" or "just in time" for an event or just as a general feeling.

TIME OUT OF MIND (TIME •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Academics, Subterfuge, Larceny

Sometimes what you most need is a breather and a moment to think. For the Duration of the spell, the subject may perform any purely mental actions she can imagine. Objectively, this thinking is compressed to a singular moment in time, allowing a Mage to come to conclusions extremely fast. Spells cannot be cast in this period of compressed time.

+1 Reach: Extended actions performed under the auspices of this spell have their iteration durations halved.

Add Mind ••: The Mage may employ mental holograms and nirmittas for the subjective duration of the spell, allowing him to manifest in his mental palace the ethereal versions of any mental equipment he might require during his mental toil with equipment bonuses up to Potency.

THOUSAND BUZZING WASPS / OMAE WA MO SHINDEIRU (TIME •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Brawl, Athletics, Weaponry

The Mage's body blurs, his fists impossibly fast. For the duration of the spell, the subject may use the short burst and medium burst manoeuvres in melee against targets in their reach.

+1 Reach: as above, but the subject may also employ the long burst manoeuvre.

+1 Reach: Defense is useful against the hand of the subject only if it could otherwise protect against firearms.

TERRIFYING ARGENT WITCHERY (TIME •••)

Practice: Weaving

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Expression, Intimidation, Occult

The Mage projects an incessant stream of visions of potential bad futures at their target, showing them all ways they and theirs can come to harm, their works crumble, and their ideas die.

The subject of the spell gains the Beaten Down Tilt.

+1 Reach: For the duration of the spell they may not do any actions or spells in the same manner as the spell "Post-cognition".

SINGLE STRIKE ANNIHILATION / IT'S HIGH NOON (TIME •••)

Practice: Perfecting & Weaving

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Weaponry, Firearms, Athletics

The Arcadian Mysteries teach the Mage that everyone is the protagonist of their own story, but the stories are not created equal. Weaving a mantle of solidified time, the Mage enforces this inequality on her timeline, forcing her actions between moments, where her lessers cannot react or follow.

For the Duration of the spell, the Mage may employ Down and Dirty Combat against lesser enemies (hereby defined as entities without supernatural backing or a Supernatural Tolerance Trait.)

BMI 45 (LIFE •)

Practice: Compelling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Persuasion, Medicine, Science

More than a quarter of the adults in USA are obese, partially due to the dutiful toil of the Seer Ministries. A canny Seer or another less-than-scrupulous Mage may employ this fact to their advantage.

Triggering the sloughing off of cholesterol deposits and an exacerbation of conditions prevalent in obese people, the Mage gives them a fairly hard time. They gain the Sick Tilt (moderate).

+1 Reach: The Tilt is now grave.

COMPEL INHERENT WEAKNESS (LIFE •)

Practice: Compelling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Academics, Medicine, Science

Almost everyone bears the scars of their life. For some, these scars are with them for all their existence, obtained due to trauma at birth or shortly after; for others, these chronic pathologies are obtained later in life, legacy of a misspent youth or a grievous accident. For a few unlucky ones, this damage comes *in utero*, even, the mark of ecology and progress writ large on their genomes. But potentially, almost everyone has hurt, and this spell can make them hurt again.

This spell compels an existing flaw in the bodily structure of the target, making it flare up with moderate intensity. A near-sighted person can have the Poor Light (except non-environmental) applied, for example, whereas a chronic smoker would gain the moderate Sick Tilt, and a person with a previously-broken arm would get Arm Wrack.

This spell is only applicable to unobvious flaws if the Mage has a way of perceiving them or otherwise is cognizant of their existence, e.g. through a Life Knowing spell or perusing their target's medical file.

+1 Reach: Where it makes sense, the Tilt is pushed into maximum possible severity (e.g. Blinded instead of Poor Light) or an additional Tilt (like Sick or Stunned) is applied as well, due to the sudden flare-up of pain and (oft long-forgotten) symptoms.

RETICENCE-INDUCING CENSORSHIP / WHAT GOOD IS A PHONE CALL (LIFE ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Expression, Medicine, Subterfuge

The Mage orders the inchoate flesh to be silent, and it is so.

Organs of speech in the subject of this spell run and mix together like putty, making them unable to speak.

+1 Reach: Their fingers and other finely dextrous appendages run together too, into grotesque flippers, making them unable to properly write or type.

+1 Reach: Their organs of breathing mix and warp, blocking air pathways. They begin to suffocate.

MOTHER OF ALL HEADACHES (LIFE ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Expression, Intimidation, Brawl

The Mage grabs mystic hold of the brain's vascular system, and squeezes it shut. The target is overcome by a severe headache, and gains the Stunned Tilt.

+1 Reach: The pain is white and sharp and blurs out the world. The target gains the Blinded Tilt for the Duration.

+2 Reach: The target gains the Insensate Tilt instead.

+2 Reach, 1 Mana: One of the brain parts starts rapidly deteriorating due to lessened blood flow. The target suffers ischemic stroke.

PAIN BY NERVE INDUCTION (LIFE ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Expression, Intimidation, Medicine

The Mage orders the target's pain receptors to transmit, and it is so. The Mage may apply Arm Wrack, Leg Wrack, Blinded or Sick Tilts at their leisure, as well as specify the sort and intensity of the pain the target feels.

+1 Reach: The Mage may apply the Insensate Tilt.

+2 Reach: The Mage may also overload the endorphin pain response, leaving the target Drugged after the spell and pain subside.

HEARTSTOPPER / BE STILL MY BEATING HEART (LIFE ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Expression, Athletics, Medicine

The Mage focusses on the subject's heart, willing it to be still, and it complies. For the Duration of the spell, the subject doesn't enjoy the benefits of blood flow. In most cases (barring body modifications or mystic protections and enhancements) this means they lose consciousness in a turn (as their blood pressure plummets) and they die in about 10 minutes, barring extremely low temperatures.

+2 Reach: The Mage may instead order the unbeating heart to rip off its moorings and swiftly float to his hand, if unobstructed, trailing lines of lengthening and stretching veins and arteries, the ribcage momentarily unfurling to grant it passage. This tends to be fatal whether it reaches the hand or not.

Add Matter ••: The Mage can do the +2 Reach option through heavy clothing or armor.

LESSER PATTERN-TEARING (LIFE •••)

Practice: Fraying

Primary Factor: Potency

Withstood: Stamina

Suggested Rote Skills: Brawl, Athletics, Medicine

The Mage introduces essential tears and rips into the subject's Life-pattern, producing a plethora of violent and harmful effects. Micro-fractures may be introduced into the eye or retinas forced to slough off the eye's bottom,

forcing the subject to become Blinded for the Duration; lungs and liver and kidneys may be torn at and ripped and cut open with lesions and fractures, inflicting onto the subject the Sick Tilt; bone marrow can be made to partially die and the skeletal muscles weaken, making an arm or a leg useless and inflicting the corresponding Wrack, and so on.

INFLAME DISEASE (LIFE •••)

Practice: Perfecting

Primary Factor: Duration

Withstood: Stamina

Suggested Rote Skills: Medicine, Intimidation, Persuasion

The Mage inflames a disease present in the target, making already-existing symptoms crippling and those non-existent flaring.

For the Duration of the spell a given infection culture in the target gains additional severity equal to Potency. If it's an infection-capable culture currently in equilibrium in its host (e.g. E.coli, P.acnes), it instead becomes a disease with severity equal to Potency.

+1 Reach: The infection is immune to mundane antibiotic treatment.

+1 Reach: The infection is rapid-onset, inflicting the moderate level of the Sick Tilt on the target immediately.

+2 Reach: Same as above, but the Tilt is severe.

+2 Reach: The severity of the disease, if brought to indefinite, can be passed on to the next wave of the descendant bacteria, making it Lasting*.

* (as per the Reach option in 'Transform Life')

ASPECT OF THE MONGOOSE (LIFE •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Medicine, Athletics, Occult

The Mage supercharges their responses, twisting their reaction time and yanking it upwards in a dramatic manner.

For the Duration of the spell, the Mage can move in a dramatic stop-start manner, blurring out and back into view. Egregious examples of such motion are likely to trigger Dissonance in onlookers. The Mage can do various sleight-of-hand tricks predicated on extreme bodily speed easily, gaining 8-gain to relevant Larceny and Athletics actions.

+1 Reach: The Mage may add Potency of the spell to their Speed for the Duration.

+1 Reach: The Mage may apply their Defense to firearms-speed attacks.

SPIRIT

ESSENCE FEAST (SPIRIT ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Occult, Survival

The Mage protects a spirit from the mutative power of Essence. For the Duration of the spell the subject spirit will not pick up any new traits from the essence it consumes, neither harmful nor beneficial.

+1 Reach: Beneficial traits inside the spirit's purview and theme are permissible.

ESSENCE FAMINE (SPIRIT ••)

Practice: Veiling

Primary Factor: Duration

Withstood: Rank

Suggested Rote Skills: Occult, Survival, Intimidation

For the Duration of the spell, the afflicted spirit cannot perceive (and thus, willingly consume) sources of Essence external to it and capable of nourishing it.

MAKING GAIA WEEP (SPIRIT •••)

Practice: Weaving & Fraying

Primary Factor: Potency

Withstood: Rank

The Mage curses a spirit with a supernatural malady, applying a potent spiritual toxin to their being. Treat the spirit as if they were poisoned with a toxin with Toxicity equal to Potency which activates every ritual increment over Duration.

+1 Reach: The poison is imperceptible and insidious, the spirit only being able to observe the symptoms and not feel the burning cause within.

+1 Reach: The spirit also gains the moderate Poisoned Tilt.

+2 Reach: The spirit also gains the grave Poisoned Tilt.

THORNWALL (SPIRIT •••/••••)

Practice: Weaving & Fraying

Primary Factor: Potency

Withstood: Gauntlet Strength

The Mage grows sharp blades and thorns on the Gauntlet, or forces screaming gales to traverse its surface. For the Duration of the spell, anything crossing the Gauntlet suffers the Potency of the spell in bashing damage (at Spirit •••) or lethal damage (at Spirit ••••).

+1 Reach: They also get the Stunned Tilt due to the sensory overload of the experience.

MATTER

IMPERFECTION-REVEALING DIAGRAMS (MATTER •)

Practice: Knowing
Primary Factor: Potency
Withstood: Durability
Suggested Rote Skills: Crafts, Occult, Science

The Mage examines a structure or object and gains an understanding of what can damage or destroy it, and how well.

+1 Reach: For the Duration of the spell, attacks exploiting that knowledge performed by the target of the spell ignore the object's Durability levels equal to Potency.

IMPLICIT CONSTRUCTION METHODOLOGY / EXCELLENT IKEA UNDERSTANDING (MATTER •)

Practice: Knowing
Primary Factor: Duration
Suggested Rote Skills: Crafts, Science, Occult

An item being split into parts is no deterrent to one well-versed to Stygian mysteries. Upon gazing unto a disassembled object or device, the Mage learns the ways it could be properly assembled and how.

+1 Reach: The purposes of each possible assembly form are likewise revealed.

Add Space •: The Mage can actualize these schematics without sight of the object, knowing their relative dimensions and locations perfectly.

HOLISTIC OBSERVATION OF ARTIFICE (MATTER •)

Practice: Knowing
Primary Factor: Duration
Suggested Rote Skills: Crafts, Science, Occult

The Wise craftsman soon progresses beyond applying discrete bits of knowledge and skill—every part of him is an extension of his prowess, and intuitive understanding blossoms from every aspect of the world around him. The target perfectly understands how to recreate any object he focuses on. When they fire a bow, they deduce the materials and methods of construction which can be used to make it – and to fletch the arrow fired. When they climb into a car, they know the efficient mundane way of production of each part and the order and method these parts can be assembled in to achieve the result before them. This spell cannot analyze Artifacts.

Add Forces •: The Mage learns the exact details of metallurgy and mysteries of energy used in the item's fabrication.

Add Spirit •: If the method of production included pacting the least spirit-mote of the object to bind it to a task, or a similar effect, the Mage learns of that.

Add Matter •• and +2 Reach: This spell still cannot analyze Artifacts, but it gives the target a vague, but potent inspiration relating to the principal possibility of it. The target gains the Inspired Condition if used in such a way.

Add Time • or ••: The Mage also learns the actual methods used to create the object. •• is required for objects with worse than Unchanged temporal sympathy.

EXCELLENT IMPLEMENTATION OF OBJECTIVES (MATTER •)

Practice: Compelling
Primary Factor: Potency
Suggested Rote Skills: Crafts, Occult, Science

Superb works of magical or mundane craftsmanship can become world-changing tools. With this spell, the Mage makes it apparent that the world simply cannot wait for the object he's putting together. Remove an amount of penalties due to inadequate tools or working arrangement equal to Potency, as the world around the Mage falls and slots neatly in place.

FALLEN-SHAPING SUBLIME VISION (MATTER ••)

Practice: Ruling

Primary Factor: Potency

Cost: 1 Mana

Suggested Rote Skills: Crafts, Occult, Science

The world is a Workshop, and the Mage is the Worker therein. For the duration of the spell, the Mage may select a 'sphere' roughly equivalent to a specialization, relating to the mysteries of matter, its assembly, makeup, and construction.

The Mage gains the Informed Condition in regard to that sphere.

+2 Reach: The Mage gains the Inspired Condition as well.

SHIELD AGAINST DEFORMATION (MATTER ••)

Practice: Shielding

Primary Factor: Duration

Suggested Rote Skills: Crafts, Occult, Science

Plasticity and the ability of an item to be shaped and deformed are in the purview of Matter, and canny sorcerers use this property to achieve marvels of engineering and architecture.

This spell wards a material item against outward attempts to shape it. Mundane attempts to change a material thing's shape fail, whereas mystic ones provoke a Clash of Wills.

+1 Reach: The Mage can specify one way the item can still be changed, making its ability to be deformed one-way or anisotropic, as needed.

DUTIFUL TOOLS OBEY (MATTER ••)

Practice: Ruling

Primary Factor: Potency

Suggested Rote Skills: Crafts, Intimidation, Occult

The good tool obeys its master in all things. It subtly shifts its weight and balance, it is always at hand, and it gives its all to convey its wielder's will into reality.

For the duration of the spell, the target tool gains the Master's Tools Condition at the level equal to potency (max 5).

MASTER'S TOOLS (lv 1-5)

The tool is in its master's grasp and it obeys.

Resolution: Gain a bonus equal to the level of the condition on a roll where the tool's equipment bonus applies.

ALLOTROPIC SHIFT (MATTER ••)

Practice: Ruling

Withstood: Durability

Suggested Rote Skills: Craft, Occult, Science

Allotropy ('allos', meaning 'other', and 'tropos', meaning 'manner, form') is the property of some chemical elements to exist in two or more different forms, in the same physical state, known as allotropes of these elements. Allotropes are different structural modifications of an element.

The Mage forces an expression of an element capable of allotropy to assume another structural shape, changing its outward nature. By means of this spell a Mage can inflict the "tin curse" on tin or change between the colors of elemental phosphorus.

+1 Reach: The Mage may affect changes that are particularly complex (graphite to graphene or buckyballs) or symbolically potent (coal to diamonds).

+1 Reach: The Mage may affect broader polymorphic changes in non-simple compounds.

+2 Reach: the result is Lasting.

IRRITATE (MATTER •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Crafts, Science, Medicine

The Mage affects the air (or another gas), granting it the qualities of a battlefield irritant. The air in the affected area becomes a toxin with Toxicity equal to Potency. People without proper gas masks on suffer the Blinded Tilt while in the area and roll Stamina + Resolve – Toxicity or suffer the Toxicity as a penalty on all actions until they are clear of the area.

+1 Reach: The affected air is supernaturally dense and is not displaced from the area significantly by winds or movement.

+1 Reach: The affected air becomes opaque.

FEAST OF ALL THINGS / ALL-DEVOURING GOURMET METHODOLOGY (MATTER •••)

Practice: Weaving

Primary Factor: Duration

Suggested Rote Skills: Crafts, Science, Expression

The Wise excel at all crafts, even those as seemingly mundane as cooking. Not only can they prepare superb meals, but they can prepare meals from even the most impossible of ingredients. If a scion or chosen of Stygia commands a stone to become his dinner, it will obey; if he commands the desert sands to be as spices, they heed his words. This spell allows a Mage to craft a meal using any ingredients whatsoever. It renders them edible and nutritious, allowing the meal to sustain a character just as any meal made of more conventional ingredients.

+1 Reach: The physical make-up of the meal, while still characteristic of the original material, will not hurt the eater – bread of stone will be chewy and hard, but will not hurt the gums or break the teeth.

(Drinking the Polluted Seas) **+1 Reach:** Any usually-harmful contents are rendered chemically safe and palatable.

GRINDING MACHINE LAUGHTER / DA TING GOES SKRRA (MATTER •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Firearms, Crafts, Occult

The Mage brings forth the inherent power of a material weapon as a tool of slaughter and bloodshed.

For the Duration of this spell, add a value of up to Potency to its damage rating, capped at 5L.

+1 Reach, 1 Mana: The 5L cap is removed.

+1 Reach: If the target of the spell is a firearm or otherwise capable of multiple attacks without replenishing its ammunition, but is not capable of auto-fire, it gains the option for short bursts. Applying this Reach one more time gives it the option for medium bursts, and applying it a third time gives it an option for long bursts.

+1 Reach: Dampening one of the components of the weapon's violence-symbol, the Mage makes it a more painful and less lethal tool. The weapon deals Bashing.

FORGE ADAMANTIUM (MATTER ••••)

Practice: Patterning

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Crafts, Occult, Science

This spell combines several perfected materials into one material high-impervious to injury. Called “adamantium”, it is alloyed from siderite and perfected diamonds with a trace amount of perfected hermium to enable the bonding.

Whereas siderite is almost-indestructible but still capable of bending and stretching like a memory-form metal, adamantium inherits the hardness of perfected diamonds, effectively being the perfected steel to siderite's perfected iron. While it behaves like siderite in most other respects, adamantium cannot be softened by heating or have its shape changed without further Matter magic or other mystical effects. In effect, it's perfectly inelastic and will never change shape regardless of the forces employed to bend or break it.

+1 Reach: The caster may assign potency to Mana capacity. While Adamantium thus charged has Mana, it triggers a Clash of Wills (with the maker's Gnosis + Matter) against any attempt to shape it with mystic force that the wielder does not consciously allow, expending a Mana point each time.

+2 Reach: The resultant alloy is Lasting.

DEATH

PERCEIVE THE END (DEATH •)

Practice: Unveiling

Primary Factor: Duration

Suggested Rote Skills: Weaponry, Medicine, Craft

The Mage sees the easiest way to make material things around him 'end'. Flaws, previous damage, and structural anomalies which could be exploited are laid bare before him.

+1 Reach: This applies to Death-based ephemera too.

+1 Reach: Whenever the Mage tries to actualize that end, she ignores penalties from outside sources equal to Potency.

Add Mind •: This can apply to lines of discussion and debate, as well as Goetia.

Add Space •: This can apply to personal connections.

Add Spirit •: This can apply to Spirit-based ephemera.

Add Life •: The mage also gains knowledge of the nature of the exploitable flaws in living entities.

SENSE DECAY (DEATH •)

Practice: Knowing

Primary Factor: Duration

Suggested Rote Skills: Investigation, Medicine, Occult

The Mage can feel and locate the dead and decaying things in the Scale of the spell.

+1 Reach: The Mage can also feel dying things and those currently being drained of life.

+1 Reach: The Mage can also feel locations where decay would have been natural but is somehow suppressed (e.g. refrigerators).

Add Life •: The Mage can tell the species of the thing that is decaying.

Add Mind •: The Mage can tell when somebody's mental health is decaying, noting progressing insanities.

Add Prime •: The Mage can tell where spells with less than Indefinite Duration are in the area of the spell, as they tick down and slowly decay in the Fallen World.

TONIGHT, WE DINE IN HELL (DEATH ••)

Practice: Veiling

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Intimidation, Persuasion, Expression

Hiding their mortality, the Mage urges the subjects of this spell on to glory.

For the Duration of the spell the subjects cannot comprehend their own mortality. It does not factor into their actions or calculations, neither does any mundane attempt to influence them via fear of death work. Mystical fear of mortality provokes a Clash of Wills.

+1 Reach: The subject likewise mentally ignores any decay or damage possible to them.

GRIM GRINNING GHOST (DEATH •••)

Practice: Perfecting

Primary Factor: Potency

Withstood: Rank (if unwilling)

Suggested Rote Skills: Medicine, Crafts, Brawl

Older and more traumatic ghosts often warp with time, making the corpus-based implements of their death and weapons they possess more prominent and terrifying. Fingers become claws, teeth become fangs, and the reflection of a murdered serial killer's blade becomes vicious and sharp.

This spell mimics and bolsters this facet of the ghost-existence, granting it up to Potency extra points of damage rating for its natural attacks for the Duration of the spell.

+1 Reach: The Mage may choose to grant the new weapon an additional quality tag fitting the character of the ghost: the burly corpus-arms of a dead bouncer gain the Stun tag, whereas the grabby, long arms of a paedophile shade gain Grapple.

+1 Reach: The ghost enjoys 9-again on natural attacks.

LIGHTEN ANCHOR (DEATH •••)

Practice: Perfecting

Primary Factor: Duration

Suggested Rote Skills: Craft, Persuasion, Occult

This spell multiplies the distance a ghost can stray from an Anchor by Potency.

COMBINED-ARCANUM SPELLS

FLAMING CHAINS REVELATION (FORCES ••, SPACE •)

Practice: Ruling

Primary Factor: Duration

Suggested Rote Skills: Empathy, Crafts, Science

The world is connected by hair-thin iron chains, some Mastigoi say. The truth of it, though disputed, is in a manner of speaking revealed by this spell. Parts of the energy in the spell's Area or between the spell's targets twist off and together into beams of cycling energy along the sympathetic links between them. While the objects themselves are mostly unaffected, everyone else touching these threads or in their path is damaged according to the nature and magnitude of the energies in question.

TEMPLE OF THE MIND (PRIME ••, MIND ••)

Practice: Ruling

Primary Factor: Potency

Suggested Rote Skills: Academics, Crafts, Occult

Magic is the act of transforming will to power. A Mage needs no more than that — just the ability to think clearly enough to form an Imago is enough to work magic. But mages are also human, and humans find that the focus necessary to form and maintain all but the simplest Imago at the drop of a hat is elusive at best. Instead, mages do what all humans do: They use semiotic shortcuts. However, there isn't always a possibility to involve massive magical tools or otherwise demarcate the thing going on as truly magical, and sometimes the tools needed are not on hand anyway. For these situations, this spell was devised.

For the Duration of the spell, the Mage may manifest up to (Potency) Yantras that he has a clear memory of or can otherwise clearly imagine into being. They are invisible and intangible dreams of gossamer brought about only by the Mage's will and thus cannot interact with anything except to serve as symbol-objects. A Mage may imagine into being anything from a blazing golden sword to a grand temple circle aligned geomantically as his will otherwise requires, but the grandest size of an object, if it needs to be physically overlaid on reality, is dictated by the Scale of the spell.

+1 Reach: The Yantras are faintly visible ghosts of will and power to the sight of other Mages, Sleepwalkers, and especially perceptive Sleepers.

INSTANTANEOUS DATA-TRANSFER KEY (MIND ••, PRIME ••)

Practice: Ruling

Primary Factor: Potency

Withstood: Composure

Language is thought expressed, and nothing is faster than a thought given direction and purpose. This spell compresses together an attempt of communication by the Mage by up to (Potency) times, into a single, almost-perfect syllable that rings like a bell. Any character who hears her "speak" can comprehend all the information contain within that fractal tone, just as though she had spoken it to them normally. Likewise, the Mage can cast this spell unto a material medium, to instead (for example) write a sight-bending glyph that similarly contains far more information than a single glance should be able to absorb.

Add Forces ••: The spell's effects are not immediately unnatural for any onlookers and cameras present.

TRUE FACE (LIFE ••, PRIME •)

Practice: Ruling

Primary Factor: Duration

Withstood: Stamina

Suggested Rote Skills: Intimidation, Larceny, Occult

It is said that a man once lived nigh-forever, young and beautiful, while his portrait wasted away. This spell aims to clean up such inadequate lies in the face of universal truth.

The face and physical look of a living target of the spell, for the Duration, change to show what the target's natural visage would be at that point of time. All cosmetic alterations, age-concealing magic, and disguises attached physically to the form of the target are swept away as the truth of their form and function assert themselves. Any attempt, furthermore, to change shape on behalf of the target into something unnatural for them provokes a Clash of Wills.

+2 Reach: For a shapeshifter with more than one natural form, the spell twists them and locks them in the form they associate themselves the most with.

Add Death ••: The spell can affect the undead (ghosts, vampires, and other deathly immortals.)

Add Time ••: The spell shows the truth even if the Mage used aging-stopping magic to be less than truly mortal.

ALIEN STARS ORDER (MIND ••, PRIME •)

Practice: Ruling

Cost: 1 Mana

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Larceny, Intimidation, Occult

Releasing (and containing) Paradox is a tangible, conscious choice a Mage does. Teaching how to contain Paradox is one of the foremost priorities in most Order curricula, both for the Pentacle and the Seers.

Ergo, this choice could be affected and blocked from a Mage's consciousness, the skills they developed to combat Paradox dammed off and unusable.

For the Duration of the spell, the affected Mage cannot release Paradox.

+2 Reach: For the Duration of the spell, instead, the affected Mage cannot contain Paradox.

NIRVIKALPA STRUCK AND WOUNDED (PRIME ••, MIND ••)

Practice: Veiling

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Larceny, Intimidation, Brawl

Underneath the rules and strictures of man and god alike lie a fundament of language, of communication. The Mage drags this seemingly solid ground out from under the ground of his peers and lessers, laughing as they struggle to adapt to new ground.

For the Duration of the spell, the targets of the spell are unable to communicate in one language of the caster's choosing per point of Potency, as their utterances fail to register or reach the intended recipients. Voices fail or are misunderstood to be gibberish, and perfect calligraphy resolves to meaningless scribbles.

+1 Reach: Rather than targeting a particular language, the spell can instead suppress the symbols of a particular subculture. In that case, any meaningful communication regarding that subculture is doomed to failure; and, as a side effect, any Yantra rooted in that subculture is unusable within the area.

HONE RESTRICTION (PRIME •••; FATE •)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Academics, Athletics, Occult

There is power to be found in self-restriction. Limitations spark the fires of creativity and truth, and this spell stokes them further. Whenever a Mage gains Mana from the target self-imposed Restriction, for the Duration of the Spell, they gain (Potency) additional Mana.

DEATH-OF-SUNS UNDERSTANDING (DEATH •••; MATTER •)

Practice: Perfecting

Primary Factor: Potency

Suggested Rote Skills: Weaponry, Brawl, Crafts

Moroi realise that this world, at some level, has an expiration date. Humans are future ghosts piloting meat coated skeletons made from stardust through the darkness of the void. The stars will burn, the matter of this world will decay, and the universe may even die. The potential for this death rests in it even now, if one only knows how to look.

Honing the ability to bring around endings of material objects, the Mage grants the target of the spell the ability to wreak terrible pinpoint destruction. The attacks of the target gain the ability to ignore (Potency) Durability for unliving things, as the magic informs them of the ways to strike to actualize the possibility to bring this world one more grain closer to its end.

+1 Reach: In living things, the target ignores (Potency) points of armor.

+1 Reach: The Mage may split the Potency between ignoring Durability and Armor, and dealing additional Damage.

GOLDEN BODY PRANA (LIFE •••, PRIME •••)

Practice: Weaving

Primary Factor: Potency

Cost: 1 Mana

Suggested Rote Skills: Athletics, Medicine, Occult

The parts of the body have long held titanic significance in the occult communities of the world. The eyes are the openings to the soul. Divinity is signified by a dozen extra limbs and the best guardian has a hundred. Hermes dances with his swift feet on the strings of possibility, gliding swiftly through the golden web of the Internet. The Mage, at least for a while, reinforces this inside their target, combining mystic understanding with white-hot zeal.

For the Duration of the spell, a given Physical Attribute of the target becomes a Tool Yantra with a bonus equal to the attribute or the spell's potency, whichever is lower, and capped at 5. To use it, the target needs to perform a successful symbolic instant action characteristic of the spell to be attempted, which is using that Attribute.

+1 Reach: The Mage can symbolically anoint an additional attribute, splitting Potency between them. This Reach can be taken multiple times.

+1 Reach: Thought and action blend together, as the barest tensing of the muscles is required to bring the magic to bear. The action to employ the Yantra may be done reflexively, if it is the reflexive Yantra used in casting of the spell.

Add Mind •••: The Mage may anoint Mental and Social attributes, doing a mental or social action instead of the physical one to unlock their Imago.

CELERITOUS ROYAL STEP / MOVING AT THE SPEED OF THOUGHT (MIND ●●●)

Practice: Weaving

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Athletics, Academics, Occult

Information travels nigh-instantaneously between minds, a miraculous, fleeting achievement of understanding which breaks the laws of speed in the material world.

With this spell, a Mage makes an astral projection or a goetia become as a story told, a thought expressed. For the duration of the spell, the subject of it may travel into the presence of any creature capable of understanding or perceiving it, inside the lunar sphere, as an instant action.

+1 Reach: The subject becomes like the sound of the tree falling in a forest with no one to hear it. The requirement for perception is waived.

+2 Reach: The subject may travel beyond the step of the Warden Moon, at their own peril.

Add Life, Death, Matter or Spirit ●●●: The entities and phenomena under the requisite **Arcanum** may be affected by this spell as well.

BINARY INSTRUCTION IMPLEMENTATION (PRIME ●●; MIND ● OR FATE ●)

Practice: Veiling

Primary Factor: Duration

Suggested Rote Skills: Larceny, Stealth, Academics

Meaning should reach out only to the appropriate recipients. Those who are not part of the pattern have neither the ability nor the right to comprehend it.

The Mage enchants the meaning of a given letter, missive, or other carrier of information, making it perceptible only to those she intends to let it be seen to. Mundane inspection reveals empty missives, whereas a mystical one forces a Clash of Wills.

Add Forces ●: The spell is applicable to recordings of sound or patterns of energy (like missives on a USB drive, for example.)

EMERALD-TINTED CRYSTAL GLASSES (MIND ●●; PRIME ●●)

Practice: Shielding

Primary Factor: Duration

Withstood: Composure

Suggested Rote Skills: Subterfuge, Expression, Stealth

Everyone in the Emerald City is made to wear green-tinted eyeglasses; this is explained as an effort to protect their eyes from the "brightness and glory" of the city. Emulating the lessons inherent in this short parable from a children's story the Mage shields the Integrity of their mortal target from damage.

The target still generates Quiescence and Dissonance; however, the mystical and abhorrent events they perceive trigger a Clash of Wills before they can threaten the protected target's Integrity. Mundane atrocity doesn't faze them.

SPIN UNTO MYTH (MIND ●●●●, MATTER ●●●●)

Practice: Patterning

Primary Factor: Duration

Withstood: Resolve

Suggested Rote Skills: Academics, Craft, Occult

The Mage desires that the personal story of the subject of the spell be laid bare before them, and it is so. For the duration of the spell the mind of the target is catatonic, as her memory and thought processes are transformed into a book with design of the Mage's choosing.

+1 Reach: The experience is wildly disconcerting for the subject. They gain the Broken Condition when this spell ends.

+2 Reach: For the Duration of the spell the Mage may make one substantive edit to the book per Potency assigned, moving one skill dot, changing an Aspiration or an Anchor, and such, as per Psychic Reprogramming.

+2 Reach: If the subject's body is killed during the spell's Duration, the book becomes mundane and Lasting.

AETHERIZE (LIFE ••••, PRIME ••••)

Practice: Patterning

Primary Factor: Duration

Withstood: Stamina

Suggested Rote Skills: Intimidation, Craft, Occult

The Mage transforms their subject's physical form into a tass-statue of themselves for the Duration, constituting one point her health level they have remaining. The statue is immobile and mindless for the Duration.

+2 Reach: The statue is not 'dead' for the duration of the spell and can move and act.

ACQUIRE (MIND •••, PRIME •)

Practice: Weaving

Primary Factor: Potency

Withstood: Resolve

Cost: 1 Mana

Suggested Rote Skills: Academics, Craft, Subterfuge

The Mage rips a single rote's worth of knowledge out of the head of her subject per point of Potency, who must know them. For the Duration of the spell, she may cast those rites as if she possessed a Grimoire with them. She may also write them down using Scribe Grimoire or a similar effect.

TANGLING IRON AND SILVER (SPACE •••, TIME •••)

Practice: Weaving

Primary Factor: Duration

Withstood: Sympathy

Suggested Rote Skills: Brawl, Larceny, Occult

Sweeping their hands through the sympathies of their subject, the Mage mixes the two into a white-black mess of twisted strands.

For the Duration of the spell, the (Potency) most powerful spatial sympathies of the subject act as temporal sympathies to the pasts of the things they connect to the subject, or (Potency) most powerful temporal sympathies of the subject act as spatial sympathies to the places where the events defining those sympathies transpired.

+1 Reach: You can split potency between the two effects.

CONSTELLATION-GRASPING PALM / THE STARS ARE RIGHT (SPACE •••)

Practice: Weaving

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Academics, Science, Occult

Some Magic requires a specific time or conjugation of celestial bodies to appear for it to work properly. These might take untold aeons to achieve naturally, and few Wise have this sort of time for their ambition.

This spell weaves onto the locality of the spell the quality of ‘the stars being right’, for whatever definition of naturally achievable ‘right’ the mage requires, as they warp the spatial pathways to the stars necessary for them to achieve the proper conjugation for the Mage’s purposes.

+1 Reach: The Mage may achieve stranger sympathies, creating virtual constellations impossible by normal celestial mechanics.

Add Time ●●●: The Mage also weaves onto the locality the quality of the date being ‘proper’, although no time travel actually occurs – instead, for example, the Mage weaves onto the 15th of May the quality of ‘it being the winter solstice’.

Add Prime ●●●: The Mage can also change the local leylines so that they are auspicious for the magic they want to attempt.

CRYSTAL MINDFIRE FRAMEWORK (MIND ●●●, PRIME ●●●)

Practice: Weaving

Primary Factor: Duration

Cost: Special (1 Mana and several points of Willpower)

Suggested Rote Skills: Crafts, Occult, Expression

Spells unguided by an Awakened Will lose a big share of their cohesion and world-changing, staying power. Relinquishing a spell makes it harder for a Mage to force it to stay cohered when pitted against other mystic forces; and this spell seeks to alleviate this, at least in part.

With this spell, the mage captures pure expressions of magic — spells — at the moment they enter the Fallen World, binding them into a grid of crystal fire and mental energy, forming a buffer against aggravation. The net may hold up to its Potency in spells (which need to be specifically built for this spell, Imago-wise, and spend a point of Mana at casting) and up to Potency points in Willpower, which it uses automatically to augment the Clash of Wills action whenever one is triggered against one of the spells bound into it.

The Mage may fill it with her own Willpower when casting and, while the grid lasts, refill it with a Mind 3 Weaving effect.

Add Fate ●●: Conditions under which the spells should be bolstered can be specified.

CHIMERIC IMMOLATION (MIND ●●●●, MATTER ●●●●)

Practice: Unravelling

Primary Factor: Potency

Withstood: Durability

Suggested Rote Skills: Larceny, Crafts, Occult

Some canny psychonauts bring with them from the noosphere items, both dream stuff and solid thing, which the Wise call ‘chimeric.’ This spell was developed with the desire to destroy one such item, but turned out to be somewhat more useful.

The Mage converts a number of Structure points of the target item equal to Potency straight to Willpower points which she may use to refill her Willpower reserves or to just dissipate into the local material and astral worlds.

SPINNING SEVEN THREADS (LIFE ••••, TIME ••••)

Practice: Patterning

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Athletics, Crafts, Occult

The Mage splits apart into a thousand streams of possibility, transforming their body and subsuming the future in the scale area of the spell for its Duration.

The Mage's physical body ceases to exist for the duration, his flesh becoming the Time to unfurl.

This does not grant him a particular insight into the future that might have otherwise happened, because he supplants it. Locating magic returns all of the spell's area as the Mage's location, they still count as alive, and this effect by default affects only the material world of flesh.

+1 Reach: For the Duration of the spell, the Mage may as an instant action change the order of up to (Potency) of events in his patch of time that have already transpired, the same way as she might shift the position of her legs or arms. Likewise, the resultant position needs to make logical sense.

+1 Reach: Same as above, but it no longer does need make sense, akin to the mage using the magic to shift the position of their shoulders on their body.

Add Mind, Spirit, Death ••: the spell affects the relevant Twilight too.

SEETHING SONG (MIND ••••; PRIME ••••)

Practice: Patterning

Primary Factor: Potency

Suggested Rote Skills: Academics, Medicine, Occult

The Mage plumbs the unfathomable depths of her conviction, expelling mystic strength from within to without.

Erase a given Aspiration. For the Duration of the spell it may not be restored by mundane means. In return, the Mage gains (Potency) Mana, as they convert the raw reality of their conviction into tools to be used.

+1 Reach: The Mage goes beyond the form, applying the same principles to the formless drive guiding their overall existence. Instead of the above, convert (Potency) points of Willpower into points of Mana. All Mana in excess of capacity needs to be either harvested that same turn or is lost.

FORGE CALAMITA (MATTER ••••, FATE ••••)

Practice: Patterning

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Crafts, Occult, Science

Calamita is a platonic alloy combining the enhanced Arcadian resonances of lunargent and the purified magnetic properties of siderite. Bonded by a trace amount of hermium, it transubstantiates through the stygian mysteries into a bluish-silver metal that behaves, materially, akin to siderite.

But the most important function of Calamita is that it acts its magnetic properties on events around the holder. Whenever someone spends more than (Gnosis, minimum 1) hours with a piece of Calamita in their possession, they gain a number of Destiny dots equal to the Potency achieved on its forging. Typically, the Destiny is to be "The Eye of the Storm", attracting various misadventures, events of calamity (from which the alloy gets its name), and otherwise interesting times. These benefits cease the moment it is wielded consciously by someone else.

+1 Reach: Potency can be allocated to mana capacity. As long as the piece of calamita has mana, it can counteract external effects trying to countermand the Destiny it is granting by performing a Clash of Wills with its maker's Gnosis + Matter against the incoming effect. This is a reflexive effect that consumes 1 Mana from its mana capacity.

+1 Reach: The calamita is shaped, form following function following destiny. The destiny it is granting may be split between the original mode and a Destiny reflecting the form of the object, as long as both have at least 1 dot assigned. For example, a calamita scepter can have a granted Destiny of "Rulership".

+2 Reach: The alloy is made Lasting.

FORGE CAVORITE (MATTER ●●●●, FORCES ●●)

Practice: Patterning

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Crafts, Occult, Science

Cavorite is a platonic alloy combining perfected lead, aluminum and hermium. It is a silvery-grey metal which is as soft as lead and as light as aluminum, and which blocks out some of the gravity that would otherwise affect things through it.

Cavorite varies in purity and "alignment": it blocks 10% of gravity per point of Potency invested in the casting, but even the strongest sorceries can only negate it at best.

Add Forces ●●●●: With an additional 1 Reach and 1 Mana expended, adding perfected brass and molten perfected quartz to the ingredients (or a measure of already complete cavorite) yields black cavorite, or apergium. It is notable in that it reflects gravity, being repulsed from massive objects rather than being attracted to them. Each point of Potency invested into apergium makes it generate an amount of "apergy", that is, repulsive anti-gravity, equal to 10% of its nominal mass (above and beyond making it weightless by itself).

+2 Reach: the resultant alloy is Lasting.

FORGE CRYONIUM (MATTER ●●●●, FORCES ●●●●)

Practice: Patterning

Primary Factor: Duration

Cost: 1 Mana

Suggested Rote Skills: Crafts, Occult, Science

Combining the knowledge of Matter's profound secrets as well as the wonders of control over energy, the Mage moulds this wondrous alloy out of perfected lead and silver with trace amounts of hermium to enable the bonding.

The resultant material is cryonium, an electrically-blue metal which perfectly absorbs heat while staying at a fixed temperature of absolute zero (- 273, 15 °C). Left to its own devices, the metal will eventually create an area of cold-based Extreme Environment around itself, so cryonium is stored in heat-retaining shielding when not in use.

+2 Reach: the resultant alloy is Lasting.

CHAPTER II: EXTRA LEGACIES

CRYPTOLOGOI

DESCRIPTION

Parentage: Obrimos/Mastigos; Free Council
Background/Appearance: See "Free Council"

DOCTRINE

Prerequisites:

- Mind 2 or Prime 2
- Academics 2 and one of the following additional Skills at 2 dots or higher: Science, Expression, Empathy, Medicine.

Initiation & Theory: The Cryptologos count Libertines, Mystagogues, and even Seers among their society, but all share a fascination with language and the Mysteries of High Speech. Members learn to discern the truth behind the words of others, translate intent instead of simply meaning, and are acclaimed for their skill with High Speech in spellcasting.

SORCERY

Ruling Arcanum: Prime or Mind (whichever is not ruling for the Mage. If neither is, choose at entering the Legacy. The second one becomes the "optional" Arcanum, granting "optional" Attainment effects.)

Additional Arcanum: Mind/Prime

Legacy Yantras:

Talking to several people at once (+1)

- Using nootropics, holotropic breathing, or other methods of obtaining heightened focus and cognizance (+1 or +2 if it carries the risk of an adverse Condition)
- Analyzing a person by studying them, their bearing and speech, for a scene (+2)
- Using Hard Leverage (+2) or Soft Leverage (+1)
- Reciting poetry (+1)
- Translating between languages (+1)

FIRST ATTAINMENT: FACTUAL DETERMINATION ANALYSIS (GNOSIS 2, INITIATION)

Prime 1: Learning to analyze the intent and hidden meaning in the glimmers of Truth inherent to the phenomenal languages of the Lie, the Cryptologos may discern when they are being misled. This attainment acts as the 'Pierce Deception' spell that works on direct attempts to convey meaning which can be construed as a 'language'.

Mind 1: Cryptologoi often learn a startling amount of slight psycholinguistic cues, allowing them to catch small changes in inflection and trace them back to their source. This Attainment duplicates the "Know Nature" spell, and automatically determines a target's Virtue, Vice, Mental and Social Attributes, and Aspirations and Obsessions as an Instant action, except it also works on speech recorded with sufficient fidelity.

SECOND ATTAINMENT: CONSTRUCTIVE EXPRESSION OF PRINCIPLES (GNOSIS 2; ACADEMICS 3)

Prime 2: Cryptologoi learn to express the language of the Fallen Tower through their soul, making their intent and clarity of their words obvious to any. This Attainment emulates the “Words of Truth” spell (usually with additional ranks assigned to Potency.)

Mind 2: A will rightly expressed none may gainsay and stay the same. This Attainment emulates the “Psychic Domination” spell, except for the Cryptologos only needs to (and requires) to speak her commands to her target(s) with enough fidelity to be clearly heard and understood.

NEW MERIT: UNSHATTERED TONGUE MASTERY (•):

Prerequisites: Cryptologos 2nd attainment or other sources up to ST

The Cryptologos study and master High Speech, gaining such facility they can invoke words of power with ease. When using the Mantra Yantra option for spellcasting, a Cryptologos can choose to forgo the normal +2 dice bonus for using words of power in hopes of achieving a “truer” speaking of the words, tapping directly into a primal power: the Mage rolls Wits as a dice pool, with each success counting as a +1 Yantra bonus. However, it’s possible for the Mage to get only a +1-die bonus, or no bonus at all in this manner, due to a slip or mispronunciation from the more traditional formulae.

THIRD ATTAINMENT: VOICE LIKE CRYSTAL FACETS

Prerequisites: Gnosis 4, Academics 3, one more skill at 3 or two at 2

Prime 3: The Mage speaks, and the world splits under the gravity of what they say. A character with this Attainment may split her dialogue between a number of characters according to Scale for one scene. She does not seem to speak in two voices at once; rather, as the Truth of her Speech splits and splinters, each target hears a customized dialogue, allowing the Mage to deny certain members of an audience the chance to hear her arguments. Characters who are not specifically targeted by the Mage hear a pleasant humming of diamond sighs and glass whispers rather than what she is saying. This attainment can only be performed when speaking in High Speech or with the same constraints that would make a statement legal for the ‘Words of Truth’ spell.

Mind 3: The Wordsmith with this level of Attainment has such a deep understanding of language as to understand root concepts in any language. The Mage has the benefit of the “Universal Language” spell.

FOURTH ATTAINMENT: HEURISTIC LOGOS VECTOR

Prerequisites: Gnosis 6, Academics 4 and skill requirements of the previous attainment

Prime 4: Each syllable of the High Speech encodes the birth or unraveling of the universe, a weapon of sublime perfection and reason. By superimposing a syllable of that word over the pattern of the world, the Cryptologos ties together perfect crystal geometries of truth and force.

The Mage’s words are supreme and holy, they burn away lesser truths, chasing them from signs and text even as they supplant them. The Mage may re-pattern the words of the Lie as they see fit, twisting and changing the truths and lies as long as they speak forth the change. In addition, the Mage may make her words hang in the air like flowers made of stellar flame, twinkling and echoing for a few minutes, or bend the awful external weight of their words in on themselves, turning them into fractal flowers of diamond and white fire - things that exist because they exist, self-supporting and perfectly circular. They glitter through the air, beautiful and cold and endless, echoing on forever and ever. They lack the terrible power that the Wordsmith’s other words do, but they may last long after she has faded back into the void.

Mechanically, this attainment emulates the ‘Platonic Form’ spell, with Reach assigned to complex devices, except that the Cryptologos needs to define, in speech, the details and definitions of the item to be brought forth, and the Platonic Form is Lasting.

Mind 4: Cryptologos gain such a facility with High Speech that they can speak it fluently, or at least well enough to express more detailed and rarified concepts. In particular, they can speak the ur-language in such a fashion that Sleeper listeners actually *understand* it on a deep, root level (although still not on a conscious level).

A Wordsmith can use this Attainment to speak in language terribly mutating and compelling to listeners, as the “Psychic Reprogramming” spell, except for that the Mage must be heard.

FIFTH ATTAINMENT: ORTHODOXY RIGHTLY ASSUMED (GNOSIS 8)

Prime 5: The words of an elder Cryptologos are a pure abstraction. They are the restless stones of desire cast into the pond of the phenomenal world, the shining blades of want that cut their will into the world’s shape, and the world *must* give them being.

With this crown Attainment, a Cryptologos may speak forth words so painfully and starkly real that the world conforms to their weight. Their lies become false, their truths become real. The influence of their speech doesn’t spread much farther than their unaided voice; and the effects rarely last for far longer than the action itself, but for a time the Mage’s statements have more weight than reality.

Mechanically, this is a Prime 5 Making effect which brings forth a Truth into being, enforcing it with the might of the Aether and the Mage’s enlightened will. For the Duration of the effect over its Scale the repeated statement is True, and acting against it mundanely automatically fails. Any mystical attempts to redefine that Truth are subject to a Clash of Wills and are breaking points against Falling Wisdom. The results when the Trueness of the statement cedes are Lasting, or not, at the ST’s discretion, but any fallout is ultimately mundane, with only vague glimmers of erstwhile force in it, if that.

Mind 5: Creation reflects the glorious order embodied by the High Speech, from the movement of the constellations, to mathematics, counting itself in the void, the closed circle of life and death. Taking up the least expression of this perfect motion, the Mage forces unto the world a reflection of this truth.

Circular reasoning and Lie-shattering logic give rise to a mind that counts and reasons and speaks where there was none, and a Goetia is born into being.

Mechanically, this is an emulation of the ‘Psychic Genesis’ spell, with Reach assigned to making the Goetia a Sleepwalker equivalent, except for that the Mage must, over a scene, describe the newborn mind in excruciating detail, and the resultant astral spirit is Lasting. The Mage may freely define their capacities, Traits, and available Numina and Manifestations as befits a Rank 1 Goetia.

TRANSHUMAN ENGINEERS

SORCERY

Ruling Arcanum: Matter

Initiation Requirements: Matter 2; Science 2 and any one of Crafts, Academics, Larceny, Medicine or Drive at 2; a specialization in Engineering or other appropriate field.

Attainments:

FIRST: READ THE MANUAL (INITIATION)

Matter 1: It’s tough to even get started on a project if you don’t know what your tools can even do. Luckily, every Engineer can instantly and intuitively understand how any tool works simply by picking it up and handling it for some time while using this Attainment. This Attainment mimics the effects of the Craftsman’s Eye spell with reach assigned to Advanced Duration.

Optional Forces 1: While greater Fallen tools are bread and butter of the Legacy, no Engineer needs readouts or clunky screen interfaces save for organs of control, or in strenuous conditions. This Attainments mimics the ‘Tune In’ spell with reach assigned to Advanced Duration.

SECOND: ACTIVATION (SCIENCE 3 OR CRAFTS 3)

Matter 2: The handiest of tools have hands of their own able to reach into tiny places the Spark cannot, or pick up large objects. With an hour of tinkering a Transhuman Engineer can add the ability to be remotely controlled to a machine; often a modern robot or robotic limb, but occasionally a clockwork automaton or even simple toy; so long as it is in sensory range. This Attainment emulates the “*Remote Control*” spell with Reach assigned to Advanced Duration and Complex tasks.

Optional Forces 2: Transhuman Engineers often can be found in extremely harsh environments, from the hard radiation of outer space, to the reflective white sands of the Sahara, to the insides of a working nuclear reactor. Luckily, with some preparation, they come protected. This attainment mimics the protection granted by the spell “*Environmental Shield*”, with Reach assigned to Advanced Duration.

THIRD: EXPLOITATION (SCIENCE 3 OR CRAFTS 3, ANOTHER TWO SKILLS AT 3 OR ONE AT 3 AND TWO AT 2)

Matter 3: Often, even the best minds are stumped by the inadequacy of finite tools. In those cases, the Engineers fashion their own from what they have. This Attainment mimics the spell ‘*Wondrous Machine*’, with a Reach assigned to Advanced Duration, except that with an expenditure of a point of Mana, the assembly becomes Lasting.

Optional Forces 3: Even the best minds are better together. This attainment is the manifestation of the drive of the Transhuman Engineers for the Singularity. It is the emulation of the “*Transmission*” spell, with Reach assigned to Advanced Duration and Instant Cast. If someone attempts to hijack it mystically, the Engineer enjoys a number of successes on the Clash of Wills equal to his Forces.

FOURTH: CRUCIBLE OF ATOMOS (GNOSIS 6, CRAFTS OR SCIENCE 4, AND THE PREREQUISITES FOR 3RD)

Matter 4: Emulating the best atomic transformation technologies and reflecting them inside their souls, the Engineers at the penultimate step of the achievements of their legacy have perfected this technique. It is the equivalent of the spell “*Transubstantiation*”, except it requires a ritual interval and has Advanced Scale. With a point of Mana, the transformation becomes Lasting.

Optional Forces 4: Understanding of quantum effects, tunnelling, and the mysteries of technology allowing for transformation of energies, reflected through the Engineer’s enlightened understanding, allows them to emulate the spell ‘*Transform Energy*’ as an instant-cast Attainment. With a point of Mana, the transformation, likewise, becomes Lasting.

FIFTH: TRUTH-STOKED SINGULARITY SOUL (GNOSIS 8)

Matter 5: The ultimate expression of the Engineer craft, tapping into the glimmers of the Singularity itself, allows the Mage to manifest any rare or nigh impossible materials for her studies. Bose-Einstein condensate, hyperfluid helium, and others are all possibilities.

Forces 5: The burning understanding of the Singularity pours forth from the Mage, making him a walking perpetual impetus engine.

The predominant application is that any device near to the Mage (as long as its elements of energy consumption are in the Area of the Attainment) needs no power source other than the Mage to operate. A cell phone clipped to her belt never needs a battery. All the appliances in a room receive power just from her presence. And any devices implanted in her body (whether a microchip or a pacemaker) can go forever, theoretically. Even items that require alternate sources of power are fueled by the mage’s presence. A car need both gas and electricity to run, but the Mage generates enough raw potential to keep any vehicle going without ever needing to stop for gas or replace a battery.

The Engineers have long been cradling plans to power massive, paradigm-shifting installations with this Attainment, but the Mages at this level of achievement are few, if any, and far between.

TAMERS OF WINDS

DESCRIPTION

Parentage: Acanthus, Free Council or Mysterium

Background/Appearance: See "Legacies: The Ancient"

DOCTRINE

Prerequisites: Forces 2; Science 2 and one of the following additional Skills at 2 dots or higher: Academics, Expression, Occult, Medicine, Computer.

Initiation & Theory: [to be added]

SORCERY

Ruling Arcanum: Forces

Optional Arcanum: Mind

Legacy Yantras:

- Casting above fifteen metres above ground in an open place (+1) or in the highest available open space in the city or otherwise accessible area (+2)
- Casting in prolonged freefall (+2-3 or higher, for, e.g. edge of stratosphere jumps)
- Wind-chimes (+1)
- Singing, shouting, or using wind instruments (+1)
- Developing or using mnemonics during the sorcery (+2)
- Using nootropics, holotropic breathing, or other methods of obtaining heightened focus and cognizance (+1 or +2 if it carries the risk of an adverse Condition)
- Meditating on the transient nature of Truth (+1)
- Reciting facts or poetry aloud (+1)
- Casting in an area with a Heavy Rain, Heavy Winds or similar tilt present (+1~+5, bonus equal to wind severity)

FIRST ATTAINMENT: FEEL THE WIND

Forces 1: Voices carry on the wind. The Tamer of Winds reaches out with his soul and manipulates the air, letting it wash over him and through him. This effect is functionally identical to the Receiver spell, allowing the Mage to perceive infra- and ultrasound, and, more importantly, parse each sound source separately. Add the Mage's Forces dots as automatic successes to relevant rolls (such as avoiding an ambush or appraising a major orchestra's performance.)

Mind 1: The Aeolian's growing enlightenment first sees him become erratic and divergent, emulating the principles half-whispered in the interplay of the wind-chimes. The Mage enjoys the permanent benefit of the One Mind, Two Thoughts spell as her consciousness stirs and shifts, breaking into semi-independent thought-streams.

SECOND ATTAINMENT: INHALE LIGHTNING, EXHALE THUNDER

Prerequisites: Gnosis 2; Expression or Science 3

Forces 2: The Tamer of the Wind has now transcended drifting upon the winds surrounding him and can exhale his own stream into the world. The Aeolian may breathe out thunder, bellowing as if she were using a megaphone, or whisper truths to carry upon the wind. This effectively serves as the Forces •• Control Sound spell as applied to voice or other methods of conveying information. In addition, if the Aeolian can be heard, she will be heard as long as there is sufficient line of effect along air from her to her target. If a supernatural effect would contest this, add (Forces) automatic successes to the contesting roll.

Mind 2: The Tamer is now kin to those subtle winds that rake at humanity's subconscious, channeling Air's own memory and coming closer to the Aeolian ideal of "perfected cognizance". The Mage gains the Eidetic Memory merit and may add (Mind) automatic successes on resisting any effect that would make her forget.

THIRD ATTAINMENT: THUNDER-PERFECT MIND

Prerequisites: Gnosis 4, Expression 3, Science 3, one more skill at 3

Forces 3: The Tamer of Winds can now grab hold of the air with his mind, compressing it and pushing to such an extent that it can lift and manipulate objects. This works just as the Forces ••• Telekinesis spell, except the Mage may spend (Forces+1) in any combination on Strength and Dexterity of his telekinetic effect.

In addition, the Mage is now sufficiently in tune with the Mysteries of Air and its role as the medium of transmitting information, that she may add in the effect of the Forces • Tune In spell to her first Forces attainment. Her perception widens even more, encompassing not only airflows, but airwaves and electromagnetic phenomena as well.

Mind 3: Her Mind thunderous as a summer rainstorm one moment and clear as the midday skies the next, the Aeolian may as an instant action suppress a mental Tilt or Condition, as per Mind ••• Clear Thoughts spell. She may have up to (Mind) such suppressions active at any one time.

Fourth and Fifth Attainments TBD.

'You never understood why we did this. The audience knows the truth: the world is simple. It's miserable, solid all the way through. But if you could fool them, even for a second, then you can make them wonder, and then you... then you got to see something really special. You really don't know? It was... it was the look on their faces.' - Robert Angier, *Prestige*

He smiled to his audience once again. Little theater was a place of mystery and awe he made with his previous acts. Now it comes to final moment - they will see his greatest trick, breaking a Lie for them. A true magic of his Art.

WORLD IS A STAGE

Illusions are part of humans society as long as stretch humanity's history. From street magicians to hypnotists, showbiz is filled with man and women faking magic for the applause of the public. Even modern salesman could be said to be 'magicians of commerce'. They all root to the teaching as old as the Fallen World itself - if the reality don't want Truth on Supernal Laws terms, magicians will just hide it in the plain sight, under tricks of mind and body. Awakened that practice this way of Art are called *Illusionists of Truth*. And they would love you to come to see their show - they don't want anything more than to stir the souls of Sleepers from the Lie with their acts and lead them finally to Awakening.

Illusionists say their tradition were old in ancient times, but with a very loose structure as Legacy take and habit of members to exaggerate as part of their craft - it can't be really confirmed. Stories points to Darshanas cults that later created both Guardians of the Veil and Silver Ladder, with both Labirynths and Cryptopolies of those. First concrete proofs of Legacy are Daimonomikons of the group started to circle with those books of Sleeper magicians circa 1590, being often encoded in them. Before, knowledge of this particular branch of Art was passed from teacher to student on countless generations, but reinventing itself with each. In modern times members look far and wide for perspective students - but the shows of few best of them are also transmitted worldwide, on TV and Internet. With each new generation of magicians they acts change, even the fields of their craft - in XIX popular were mediums and mentalists. In 1920s and 30s most members practiced hypnosis and precognition. But nowadays shocking tricks of pain and gruesome more often talk to the hearts of audience. It's okay, great magician will do anything the public need. Especially if it's needed on the war for their souls.

Illusionists are split over their loyalty to Orders and goal their set themselves to make with them. Those that are from Silver Ladder make their acts to stir as much Sleepers as they can, freeing their souls from Lie. Sadly, there are some rapports of this activity to create Banishers instead of permanent Sleepwalkers if something disturbing cross they path in delicate state after show and tearchs do not watch over new prospects. Guardians faction still free souls from the Lie with their performance - only in singular instance, when Illusionist knows candidate is worthy of real Mysteries and will not reveal those secrets after his tests in Labirynt. They invites prospect in secure location, on personal act, freeing him from Quiescence and letting him back go deeper in to Labirynt. Guardian Illusionists are also said to follow something they call as 'The Eye' - stories tell it's secret alliance of Eopts that have 'special missions' for talented magicians. Only those outside of Legacy that hear this points out that 'Eye' is also name for one of Exarchs...

ORIGINS

Parentage: Mastigos, Guardians of Veil or Silver Ladder

Background: Illusionists come mostly from their Sleeper brethren in a field - but to Legacy it's unimportant if you practice on stage by making daring tricks of impossible, in your parlor reading cards and minds or on the streets, creating gruesome awe. What is needed is that you try to 'fool' your audience with your acts, passing your magic under guise of tricks.

Appearance: No matter how they're dressed, smart or scruffy, Illusionists often develop taste for grandiose and uplifting they own position beyond they true rank. Probably it's connected to their stage name personas like "Great

Danton" or "Ehrich, Prince of Air" which often becomes their Shadow Names in Awakened circles, even if connected with Fame in Sleepers society.

Doctrine

Prerequisites: Gnosis 2, Prime 2, Subterfuge 2, one of the following Skills at two dots or higher (Crafts, Occult, Larceny, Expression)

Initiation: A potential Illusionist need to stir one viewer to permanent Sleepwalker status by his act and watch him for one week after. If prospect cannot cast Prime 3 'Stealing Fire' himself, his mentor need to do for him in time of candidates performance.

Organization: Illusionists don't follow any formal hierarchy, though many work for years under they tutors. They join sometimes Sleepers clubs or societies of magicians, but Legacy as large don't restrict itself to any organization and formal structures. It means that members can meet under a terms of Sleeper conventions or just on the shared stage.

Theory: There were always pieces of Truth in Great Lie, even when Exarchs wanted to douse them. Illusionists make the same with their magic, opening humans to Supernal by 'fooling' at first glance with tricks. Small lies lead to grand Truth. Show enough of those and you can even free human from Quiescence. With opening their eyes to Supernal maybe they would even Awaken.

SORCERY

Ruling Arcanum: Prime

Yantras: Showing a 'trick' (+1); 'Faking' occult stuff (+1); Invoking ones Shadow Name persona (+2).

Oblations: Preparing new act; Watching possible Sleepwalker; Finding out falsehood.

ATTAINMENTS

'Every great magic trick consists of three parts or acts. The first part is called "The Pledge". The magician shows you something ordinary: a deck of cards, a bird or a man. He shows you this object. Perhaps he asks you to inspect it to see if it is indeed real, unaltered, normal. But of course,... it probably isn't. The second act is called "The Turn". The magician takes the ordinary something and makes it do something extraordinary. Now you're looking for the secret... but you won't find it, because of course you're not really looking. You don't really want to know. You want to be fooled. But you wouldn't clap yet. Because making something disappear isn't enough; you have to bring it back. That's why every magic trick has a third act, the hardest part, the part we call "The Prestige".' - Cutter, Prestige

Illusionists powers are many times based on their acts and build up. When Attainment is marked as performed in 'ritual time', he can weave it in his show, in front of his audience. It will *never* induce Paradox in them this way.

1ST ATTAINMENT: NOW I SEE YOU

Prerequisites: Initiation

To master falsehood, one must understand it. This power works as '*Pierce Deception*', constantly turned on Illusionist. You cannot con the con man.

Optional: Mind 1

Most tricks need very good memory to remember cards place, long numbers or just where the secret lever is on the stage. Even most novice Illusionist can get them on spot. He can anytime use '*Perfect Recall*' for this.

2ND ATTAINMENT: THE PLEDGE

Prerequisites: Prime 2, Subterfuge 3

To start great act, one need to convince audience that it understands the situation, knows all elements. By pointing to a true facts about his stage or act, Illusionist make his audience believe him. This works as '*Word of Truth*' the magician speaks to his viewers – and it works on anyone seeing his act, no matter how far. Reach has been assigned to sensory range, but still he need to use it by talking about this performance.

Optional: Mind 2

One of basic tricks for Illusionist is 'telepathy'. He can 'feel' his audience and just by asking right question guess his

target thoughts. It works as *'Mental Scan'* on the target he engage conversation with. Reach has been assigned to instant use and reading surface thoughts option.

3RD ATTAINMENT: THE TURN

Prerequisites: Prime 3, Second Skill at three dots or a Third Skill at two dots

Now Illusionist need to show his audience something really extraordinary to make his act – and he shows. This works as *'Display of Power'*, in what magician can make any normal spell into part of his act, not needing to actually cast it – if spell would makes 'logical' continuation of performance. Works on whole audience when cast in ritual time.

Optional: Mind 3

True daring acts need almost impossible level of skill and experience. Illusionist can just 'burrow' them for his performance. This works as *'Enhance Skill'* for Duration of his Mind dots, with Reach assigned to instant use.

4TH ATTAINMENT: THE PRESTIGE

Prerequisites: Prime 4, Subterfuge 4

Now comes time for final part of great act – viewer need to be changed by what he seen. It works as *'Stealing Fire'*, only as cast in ritual time with Advanced Duration based on magician Prime dots. Illusionist can point this way up to Prime dots of targets In his audience – if he will not, Attainment will choose randomly targets for this power. Viewers of the act performance are assumed to choose to not Withstand this effect, as they are unaware of it. If target becomes aware in the act – he can use his Withstand to resist effect.

Optional: Mind 4

At this level, Illusionist is almost master of human perception manipulation. He can make people believe in things that he even do not show them. It works as *'Hallucination'* cast in ritual time with his act. Viewers of the act performance are assumed to choose to not Withstand this effect, as they are unaware of it. If target becomes aware in the act – he can use his Withstand to resist effect.

5TH ATTAINMENT: NOW YOU SEE ME

Prerequisites: Prime 5, Second Skill at four dots or Third Skill at three dots or a Fourth Skill at two dots

Ultimate ending is to uncover to secrets of Mysteries for audience – and let them see by their own Mage Sight. It works as *'Apocalypse'*, only as cast in ritual time with Advanced Duration based of magicians Prime dots. Illusionist can point this way up to Prime dots of targets in his audience – if he will not, Attainment will choose randomly targets for this power. Viewers of the act performance are assumed to choose to not Withstand this effect, as they are unaware of it. If target becomes aware in the act – he can use his Withstand to resist effect. Storyteller can agree to Awaken character that was both under Prestige and this Attainment – but he should also mark some of targets in to Banishers if Illusionist is not careful.

Optional: Mind 5

Illusionist's acts are life changing events – and they leave mark on their watchers. They create tight clique on those touched by his performance, connecting both him and his viewers. It works as *'Social Networking'*, with his Mind dots as Potency. It can be invoked on anyone that once watched his act, simple by making them remember the show.

STORM KEEPERS

Parentage: Acanthus

Prerequisites: Forces 2, two of the following Skills at 2 dots or higher: Academics, Occult, Science, or Survival

Ruling Arcanum: Forces

Yantras: Succeeding on an Academics/Occult/Science/Survival roll relevant to the spell (+2), predicting the weather in front of witnesses (+1), formally recording the weather using scientific and/or traditional techniques (+2), being outside in a weather-based Condition or Tilt without magical protection (+1, or +2 if the Mage takes damage)

Oblations: Weather-watching (maintaining a survey of changing weather over the course of a day, a week or a month); predicting the weather (a practice which must be done in front of witnesses who need not be aware of the magical purpose of the prediction); experiencing extreme weather conditions (such as walking in a blizzard or driving through heavy rains); participating in a ceremonial rain dance as part of a tribal cultural meet; chanting or making offerings to ancient weather gods.

SORCERY

FIRST: SHADING THE PATTERN

Prerequisites: Initiation

While others must rely on Doppler radar and networks of sophisticated temperature sensors coupled with complex models run by computers to predict the weather, you can simply glance outside and see the energy patterns (or feel them in your bones). This Attainment allows you to instantly predict what the weather will be like for a number of hours equal to your dots in Forces. The assessment is based on current conditions - if current or future magic is altering the baseline weather patterns your prediction might be off. If magic is currently altering the weather you can predict what the natural weather state will be like with a successful Clash of Wills.

Optional: Time 1

The Mage knows whether her own manipulation of the weather will prove helpful or harmful in the near future, emulating "Momentary Flux."

SECOND: STORM SHELTER

Prerequisites: Forces 2, one of the two Initiation Skills at 3 dots

The Mage is not harmed by the weather. After spending an hour outdoors, the Mage activates an "Environmental Shield" with Advanced Duration on herself and anyone she is touching.

Optional: Time 2

The Mage may ask more detailed questions about the impact of her weather manipulation, or predict the weather closely. This Attainment emulates "Divination" with Reach spent on instant casting and detailed questions.

THIRD: WEATHER MAKING

Prerequisites: Forces 3, the second Initiation Skill at 3 dots OR a third Initiation Skill at 2 dots

The greatest trick of the Weather Witches is, of course, manipulating the weather directly. After spending an hour outdoors, which may be done at the same time as Storm Shelter, the Mage may emulate "Control Weather" with Reach spent on Advanced Duration and, if she wishes, making the change over hours rather than minutes. If she wishes to make the change more quickly, she may instead choose to emulate "Control Weather" with instant casting and Advanced Duration.

Optional: Time 3

The Weather Witch may call up the old storms or restore yesterday's calm. If she possesses at least a Representational sympathetic Yantra of a weather pattern that was previously on her current location, such as a preserved hailstone or a photo of a clear day, she may spend an hour outdoors to restore that weather pattern within minutes. This emulates "Temporal Summoning" with a Forces 2 component to affect the weather, with Reach spent on Advanced Duration.

FOURTH: DIRECT STORMS

Prerequisites: Forces 4, one of the two Initiation Skills at 4 dots

Nothing embodies the power of storms like lightning. This Attainment emulates "Call Lightning" with Reach spent on sensory range. As usual, this Attainment requires stormy skies, either naturally or through an Attainment or spell.

Optional: Time 4

The Mage may ask complex, conditional questions about the long-term impact of her weather manipulation on a region or the effects of future weather patterns. This Attainment emulates "Prophecy" as an instant action.

FIFTH: AEOLIAN BAG

Prerequisites: Forces 5, the second Initiation Skill at 4 dots OR the third Initiation Skill at 3 dots OR the fourth Initiation Skill at 2 dots

Summoning and dismissing tornadoes and monsoons is within the Weather Witch's power. After spending an hour outdoors, which may be done at the same time as Storm Shelter, the Mage may emulate "Adverse Weather" with Reach spent on Advanced Duration.

Optional: Time 5

Rain, rain, go away, come again another day. If previous Attainments reveal that dismissing a weather pattern entirely would be even more damaging, or she wants to hold a region hostage with a storm in a bottle, or she simply wishes to preserve a beautiful day for later, the Mage may emulate "Temporal Stutter" with a Forces 2 component to affect the weather, with Reach spent on Advanced Duration. The Mage may cancel the Attainment to bring the captured weather back in a matter of moments.

Parentage: Mastigos

Prerequisites: Mind 2, two of the following Skills at 2 dots or higher: Investigate, Empathy, Academics, Occult

Ruling Arcanum: Mind

Yantras: Incorporating several viewpoints into their magic (+1), going along with a trend (+1), disguising themselves (+1-2), instruction of others (+1), encoding of beliefs into the social fabric (+2)

Oblations: Impersonating others, such as pretending to be a police officer and issuing tickets, or a stock-boy at the local convenience store; teaching others (the Subtle One could hold a real teaching position or pretend to be a substitute teacher); watching multiple television broadcasts at once to gain a sense of the social zeitgeist; practicing the art of camouflage by successfully hiding from another Mage while within his vicinity)

SORCERY

FIRST: THE SUBTLE DANCE (INITIATION)

Mind 1: The Mage reads from her special vantage clues in the artifacts of human culture — advertising, fashion — and the unconscious behavior of others. These clues hint at opportunities and openings for effecting major changes in society through minor deeds.

This attainment emulates the Mind 1 spell ‘Idiolect’ with Reach towards instant casting.

Optional Fate 1: The Mage sees those who go against the prevalent trend for what they are. Oathbreakers, firebrands and others are laid bare before her sight if she focuses enough. With an hour of observation, a Mage employing this attainment may detect the presence of those that would go against the status quo as ripples in that status; this spell emulates the Fate 1 spell ‘Interconnections’ except that it highlights everyone who has gone against the prevalent trend of the locality as well as magical oathbreakers, requires an hour of observation, and has Scale as the primary factor.

SECOND: WALK UNSEEN, SEE EVERYTHING (INVESTIGATE 3)

Mind 2: The Mage assumes the posture of the unseen presence, veiling their existence from being perceived. With an hour’s preparation, they Veil their presence from the minds of those around them, making their presence and actions imperceptible.

This effect uses Duration as the primary factor, and has Reach assigned to advanced Duration.

Optional Fate 2: The Mage can guess the trends and signs of the locality even if she has no reasonable way to have known. She can infer the number of the person she needs to call from the subtle dance of autumn leaves and advertising, or guess the coordinates of the enemies’ hideout from the banners on her Google Maps page. This attainment mimics the Fate 2 ‘Lucky Number’ spell with Reach to instant casting.

THIRD: QUTUB AL-QAF (INVESTIGATE 4 OR 2 OTHER SKILLS AT 3)

Mind 3: The Mage makes progress towards understanding the All-Point from which all human trends and minds come, and her meditations reflect this. She understands the subtle interplay of symbol and word, allowing for greater understanding where there was none. With some focus, she can understand any language or other means of transference of meaning at least partially based in human interaction. This emulates the Mind 3 ‘Universal Language’ spell with Advanced Duration and Instant casting, but it will not translate wholly inhuman languages (e.g. languages of the Abyss, Deep Shadow or other alien creatures.)

Optional Fate 3: The Subtle One is an unseen presence tugging sharply at the world. She is a massive thing with her own pull, a gravitational well in society that stretches trends and meaning to accommodate her as she desires.

As long as the Subtle One is unseen, impersonating someone else, or it is unclear who they truly are, they may use this attainment to enhance their social standing as per the Fate 3 spell 'Apologue-Bending Ishvara Embodiment' with Reach assigned to instant casting and Advanced Duration.

FOURTH: GOLDEN BUTTERFLY FLAPS WINGS

Mind 4: The Mage is no longer limited to working with what she has. By talking at some length to the object of her attention, she may install new inspirations and obsessions into him, throw a burning coal of change into his soul, to mould him as she needs.

This Attainment mimics the Mind 4 spell 'Psychic Reprogramming' with Reach towards Advanced Duration and shifting Attributes, except that the Mage can also apply the Obsessed Condition by assigning a point of potency to it. Spending a point of Mana makes the changes Lasting.

Optional Fate 4: Master of esoteric thinking, the Mage may now subtly pull at the world to perform vast changes of high-disproportional magnitude. By changing something symbolic in the scene and waiting for an hour, a Mage employing this attainment brings about massive events.

This Attainment emulates the Fate 4 spell 'Chaos Mastery' with reach towards Advanced Scale.

FIFTH: PRINCIPLES OF ORDERED SOCIETY

Mind 5: The Mage may, with some fiddling, bring about new societies and trends where there were none.

This attainment emulates the Mind 5 spell 'Social Networking' with Reach towards scale and advanced duration. Spending a point of Mana after establishing the new society makes the result Lasting.

Optional Fate 5: The control of order and connections in the world deepens for this Mage, allowing him to bring about utterly fortaean occurrences. This attainment emulates the Fate 5 spell 'Swarm of Locusts' with Reach towards instant use.

CHAPTER III: ADDITIONAL MERITS

SYMBOLICALLY APT (•••)

Prerequisites: Awakened, Wits ••, a skill at ••+

Effect: You are more savvy in weaving the symbols of the Supernal resonating in the phenomenal world of the Lie into your magic than the typical Mage. Your limit of Yantras applicable to one spell is increased to your Gnosis cap + half the dots in the skill taken as prerequisite for this Merit, as long as you do the sort of magic where the symbols from the chosen skill's penumbra would be applicable. This merit can be taken more than once, choosing a different skill each time.

HIGH RITUAL (• - •••••, STYLE)

Prerequisites: Awakened

- : Double the Yantra bonuses of Environment Yantras.
- : You can make a place an environment Yantra with a relevant skill check and a time equal to a ritual interval.
- : Extended skill check (base iteration equal to ritual interval) gives an extra point of Environment Yantra per two successes on the check (usually Int + Occult), applicable to ritual magic, or instant magic at +1 Reach
- : Add half the merit value, rounded up, to your Yantra cap for ritual magic.
- : You may double your ritual interval and bonus.

AWAKENED ALCHEMY (• - •••••, STYLE)

Prerequisites: Awakened, Gnosis 2, Matter 3, Occult or Science 3 with an Alchemy specialty or similar

Petty Alchemy (•): You may use the skill with your alchemy specialty bonus as an order rote skill for Matter spells, as long as you perform spells which learn about, manipulate, change, or transform matter, and you cast those spells at ritual duration.

Laboratory (••): You establish a laboratory. The equipment rating of your laboratory, divided by half and rounded up, can be used as an Environment or Tool Yantra on any spell conforming to the same restrictions as above.

Sacred Space (•••): Your laboratory Yantra counts as a Dedicated Tool, combined with any actual Dedicated tools you might use.

Sacred Marriage (••••): Add half this merit rounded up to your effective Gnosis for the purposes of calculation of the availability of Combined spells, as long as at least one of the spells to be combined is a Matter spell conforming to the restrictions above.

Magnum Opus (•••••): You may make Matter spells which result in wholly mundane phenomena Lasting at +1 Reach and a point of Mana, as long as you have cast them in ritual time assisted by your alchemical laboratory and you have brought them up to Indefinite duration.

For Matter spells which are not wholly mundane (Hone the Perfected Form, swords of solid air, and so on), this cost rises to +2 Reach and (10-Matter) points of Mana.

ADAMANT HAND (• - •••••, STYLE)

Prerequisite: Adamantine Arrow Status •, Athletics, Brawl, Firearms or Weaponry at •••

Effect: Your character has studied extensively in the Adamantine Arrow martial arts. This allows her to use combat techniques as Yantras. When taking this Merit, choose Athletics, Weaponry, or Brawl, which your character must have three or more dots in. You may purchase additional skills as two-dot Merits.

Practical Training (•): Your character may use her chosen Skill in combat as a reflexive Yantra, adding dice to a spell cast on subsequent turns.

Muscle Memory (••): Your character may use her chosen skill as a reflexive Yantra on any spell cast reflexively in the same turn as the combat action.

Specialist Training (•••): If your character possesses an applicable specialty in their chosen skill, the Yantra bonus it provides increases from +1 to +2.

Unity (••••): The Mage's skill and mystic power become truly one.

At this level of proficiency, she may, by spending a point of Willpower and two Reach, reflexively cast spells to enhance an action undertaken with her chosen skill, even if that spell would not normally be reflexive. Effectively, she may lash out with body and magic as one, performing an instant action that combines a mundane attack and a spell action. Normally, the spells that qualify for this enhance the Arrow or harm the target of the mundane attack in some way.

The Adamant Way (•••••): Internalizing the lessons of the Bladeless Sword, the masters of the Adamantine Hand become deceptively outwardly complacent. By spending a point of both Mana and Willpower before attacking, a master of Adamantine Hand may make any attack (including harmful spells) they want to employ mundanely imperceptible.

For the world at large (and more importantly, for the Abyssal shard inside Sleeper onlookers) the harm appears to occur suddenly and without apparent cause, obviating the automatic +2 Paradox dice from Sleeper onlookers.

Active Mage Sight and similar powers let one see such an attack normally.

THUNDER (••)

Prerequisites: Adamant Hand •

The meditations of the Thunderous Mind gird the novice's Wisdom against aggravation. The Mage may add her Adamantine Hand dots to any check for Wisdom degeneration resulting from violence inflicted in line of duty, upholding of her Oaths, or ordered by her superiors in the order.

In addition, her chosen skill counts as a Dedicated Tool, stacking with any actual dedicated tool she uses.

DIAMOND (••)

Prerequisites: Adamant Hand ••

Effect: Employing the lessons of the Diamond Fist, the initiate gains skill to pierce defences born of mystic understanding.

The Mage may subtract her Adamantine Hand score from effective Arcana ratings of Mage Armor she confronts with her mundane attacks. For those Arcana where the effect is not reliant on the numerical value of the Arcanum, this ability instead allows to have an amount of lethal damage equal to the practitioner's Adamantine Hand dots to pass through undeterred. Applying the same effect to other inherent defensive abilities may be allowed at ST's discretion.

STAR (•••)

Prerequisites: Adamant Hand •••

Effect: An Adamantine Hand practitioner is inherently lord and master of mortal ways of dealing harm, his enlightened skill impossibly broad.

By reflexively spending a point of Mana, the Adamantine Hand journeyman may become able to employ any one maneuver with a dot rating equal or lower to their Adamantine Hand score of any combat style allowed in the chronicle, for the use of which she otherwise qualifies. This effect lasts until the end of the scene.

TECHNE (•-•••••, STYLE)

Prerequisites: Free Council Status •

Effect: Your character uses Libertine practices to use cultural magical styles, sciences, and art forms as magical tools.

Area of Interest (•): Pick an Art, you may use that sort of art as an Order Yantra.

Group Project (••): You may treat the presence of Sleepers engaging in the Art as a separate Yantra, as long as the spell is not obvious. Sleeper assistants apply their Paradox modifier as a bonus to the spell. A small group provides 9 again, a crowd 8-again, and a significant congregation grants the Rote quality.

Think Tank (•••): The Yantra bonus provided by Sleepers now counts as a dedicated Foci, reducing Paradox by two (and by an additional one point for each congregation of Sleepers past the first.)

Interdisciplinary Studies (••••): Groups of Techne practitioners may come together, combining their congregations into new arts. The Arts needn't be identical, but must resonate with at least one other style in the working — For Example, Chemistry to Alchemy to Hermeticism to Astrology. Each additional group of sleeper assistants increase the overall Yantra bonus to the spell by +1.

Gestalt (•••••): Sleepers participating in your ritual are considered sleepwalkers with regards to all spells they help you cast. The limit on non-obvious spells is also removed.

EX MACHINA (••)

Prerequisite: Techne •

Effect: You have poured your heart and soul into your craft, making it a core part of your magical identity and style. As long as you have worked with and on a specific expression of your Art for at least a story, you can use it as an Order Yantra with a value equal to its Equipment bonus divided by two (up to +5.)

PAGE MASTER (••)

Prerequisite: Awakened, Grimoire •+

Effect: You have familiarized yourself with a Grimoire in your possession, not enough to have internalized all its rites, but enough that you need only a quick reference to replicate them. When using this Grimoire to cast a Rote, you may spend Reach to cast it as an Instant action.

RUNECRAFT (• TO •••••)

Prerequisites: Awakened

Effect: You have learned how to use Runes as more than just conduits for power and anchors for your spells. For each dot in this Merit, pick Duration, Potency, Area, Range, or Scale. You may apply Advanced Spell Factors to one or more of the chosen qualities without having to spend Reach, so long as it incorporates Runes as a Yantra.

Drawback: Each benefit granted by this Merit is considered a separate Yantra, counted to your limit based on Gnosis.

SUMMONER'S SOUL (•, •••, OR •••••)

Prerequisite: Awakened

Effect: A minority of Awakened have a latent connection to the Supernal World which, if developed, shows itself as an inherent talent for summoning beings native to them. On a level far below conscious thought, such Mages have an instinct for the rules that govern other realities. Scholars refer to this gift (or curse, if you like) as a Summoner's Soul. When summoning Supernal Entities to the Fallen World, a Mage gains a number of benefits based on which version of the Merit she has.

The one-dot version strengthens her ability to sanctify the location of a summoning against Abyssal intrusion. Whenever she adds successes to the target number, each grants her an additional number of extra rolls equal to half her dots in this Merit, rounded up.

The three-dot version shores up the summoner's connection to her Path Realm, extending her ability to call down more powerful entities within shorter spans of time. She starts with a base number of five successes. Furthermore, she adds only three successes to the target number for each Rank of the desired entity above 1.

The five-dot version further intensifies the Mage's connection to the entity's Realm. This allows her to not only filter out the resonance of both the Lie and the other Realms, but also draw upon the presence of those who walk her Path. She only adds successes to the target number for every number of Sleepers equal to her Gnosis, or every few Mages of different Paths equal to half that amount, rounded up. Furthermore, she may subtract successes for each Mage present who shares her Path. This cannot reduce successes below the base number, however.

HARVESTER (• TO •••••)

Prerequisite: Awakened

Effect: You are especially practiced at sacrificing living beings, and can draw greater amounts of Mana from the act whenever it is performed. Each dot in this Merit translates to an additional point of Mana received from a successful Blood Sacrifice. In addition, you may add your dots in Harvester to any Wisdom degeneration roll stemming from Blood Sacrifice. If the sacrifice was not performed on a human (or an otherwise majorly sentient creature), your Wisdom degeneration pool has the rote action quality.

VOID-SCOURGED (••)

Prerequisite: Awakened

Effect: Perhaps your initial journey to the Watchtower was beset by terrible spirits, or maybe you had one too many close calls with beings of the Abyss in pursuit of your own Obsessions. Either way, you have learned to harness the power of the marks that the Void leaves seared into your soul. You are immediately aware of the presence of Acamoth, Gulmoth, and other Abyssal intrusions whenever their abilities would trigger your Peripheral Mage Sight.

Drawback: The same resonance which heightens your sensitivity to Abyssal entities also increases the risk of drawing their attention while reaching out to denizens of the Realms Supernal. When the Storyteller rolls for Abyssal intrusion during a Mage's summoning, he benefits from the 8-again rule.

SUMMONER'S CONTRACT (•• OR ••••)

Prerequisite: Awakened

Effect: You have forged a sympathetic link with another Supernal Realm besides your own. While not as strong as your ties to your Path's Realm, it is potent enough for you to attempt a summoning of other manifest or recondite beings. Upon purchasing this Merit, choose another Supernal Realm. For two dots, you may summon a specific being of that Supernal Realm as if you were of the appropriate path. For three, you may pick either recondite or manifest. As long

as you possess the required Arcanum at 3 dots, you may summon those beings. Doing so requires spending a Willpower point in addition to the normal costs, and the beings might be a lot more exacting.

SYNTERGENE ENGINEER (•••••)

Prerequisites: Intelligence, Wits, or Manipulation 4; A syntergene-making skill at 5 and a specialty in it

You are one of the best meme-makers on the forefront of the field of psychological science, demagoguery, and the art of affecting the public consciousness. You can make syntergenes even if you do not possess the requirements to do so.

At the ST's discretion such extents of prowess could be considered partially otherworldly, making this Merit to be counted as Supernatural.

WARDEN OF MEANING (•)

Prerequisites: Awakened, Obrimos or Prime ••

Effect: You are inherently a beacon of Truth in the Fallen. Perhaps you are a scientist holding the axioms and laws of the world around you particularly close to heart, or one of the hidden righteous ones of the Jewish faith, or you just love books with all of your mighty, blazing heart — whatever it is, no true word in your presence can be erased fully by mundane means. It always persists at least in ashes and traces that could be reconstructed.

CHAPTER IV: INTRODUCTION TO SYNTERGENES

The mind is an amazingly powerful thing, running in unpredictable ways on the titanically complex substrate of the physical body. What makes, then, some ideas inherently and viscerally more appealing than others, to people? What makes songs in languages you do not understand popular? What makes abstract art — art?

The only logical answer is that there are traits in information beyond the pure consciousness and meaning poured into it, additional features that are possibly extraneous to the conveyance of meaning, but serve to make the idea be appealing and drive it to be understood and internalized — akin to teeth of a key slotting into the lock of the mind.

The mind, as anything else Fallen, is a flawed and incomplete thing. It also logically follows that these flaws can be learnt and exploited by those sufficiently savvy. In fact, one can argue that it is those people that often are left in the annals of history as the writers of speeches, poems, and other ground-breaking ideas taking humanity by storm and mutating all the while.

People have been creating syntergenes as long as there's been language. Any time someone presents a durable idea—anything from the recipe for bread, to the fashion of wearing tie-dyed shirts, to democracy—it's a syntergene that may die off, explode across the mindscape, or simply find a niche where it remains stable.

Syntergenic engineering implies elements of deliberation and intent that are absent from the randomly generated concepts falling from culture as unconsidered by-blows. A syntergenic engineer has an idea which he presents in a very specific fashion. It has a tailored effect. It is intended to survive and to spread.

The closest analogue is an ad campaign. It's meant to change your behaviour (a little), it's got a (vague) idea of who it's aimed at and it (hopefully) stays in your mind long enough to influence you. A well-engineered syntergene can change behaviour drastically, be focussed on a tiny segment of the public, and suck in your attention to the point of obsession.

The Wise (and other canny creatures) can exploit those flaws to achieve remarkable results beyond any mortal scientist or demagogue.

REQUIREMENTS

The techniques of syntergenic engineering are beyond normal people. They can come close, but to achieve true tailored intent one must possess a superhuman level of raw ability, enough that they are able to observe their work “from the side” and install the behaviour-altering methods they desire into it.

Thus, it follows that in the Chronicles of Darkness, only a sufficiently thin sliver, even of legitimately supernatural entities, is capable of it. To be able to do it, a character requires a rating of 6 or more in one of the following skills: Expression, Persuasion, Politics, Academics, Medicine, Subterfuge, Science or Intimidation — this largely limits it to those enhanced by mental magics or elder representatives of their kind, so deeply drawing on their respective sources of power that their erstwhile human limits cease to apply. (Mechanically that requires that they have their power stat at 6 or higher, which usually allows them to purchase their skill high enough.)

Professional Training does apply to syntergene-making, but those without the inherent ability to make one act as secondary actors at -3 and no 10-again when attempting teamwork actions, and there could be no effective helpers more than what the primary actor's relevant skill rating is.

SYSTEMS

There are three characteristics to a syntergene: breadth, length, and depth.

- **Breadth** of a syntergene indicates how many people it has the potential to effect (or infect). For instance, a syntergene written in Tamil won't affect someone who doesn't understand Tamil. A syntergene that makes perfect sense to elderly white male American racists might be perfect gibberish to young black female

American racists. It is possible to create synergenes that are independent of all language, but they're much more difficult. But by the same token, nonverbal synergenes can be incredibly fast-acting.

- **Length** means the same thing for a synergene as it does for any other cultural information packet: How much time does it take the average receiver to digest it? Whether you want to persuade someone to volunteer at the Red Cross or go on a murderous rampage, it's a lot easier to do it if you have 200 pages of dense text to make your case. That's not to say it's impossible to make drastic changes quickly. It's just a lot harder.
- The **depth** of a synergene indicates the profundity of the changes it makes when it takes effect. It measures the payload. A shallow synergene would be something like "turn your pants pocket inside out on the left side and leave it hanging out, it's cool!" A deep synergene would be "Forget your native language."

The process of developing a synergene is an extended test of one of the skills outlined in 'Requirements' above; it is usually paired up with Intelligence, Wits or Manipulation, depending on the exact nature of what is to be designed.

Creation of a synergene is a hefty, extremely hard affair. As such, it has a base difficulty of one hundred successes, nigh-unattainable.

BREADTH

Conventional weapons are indiscriminate. You drop a hand grenade in a town hall meeting, you can't decide who it hurts and who it doesn't. Synergenes are just the opposite. The more specific the target, the easier it is to make an idea comprehensible, then acceptable, then inexorable.

Thus, if you target your synergene at one person and one person only, it has a base difficulty of twenty successes. If you want everyone on the globe to be susceptible, regardless of gender, race and education, you have your work cut out for you. Some factors that can reduce the base difficulty are listed below, but they're by no means exhaustive. E.g. if someone wants a synergene that only works on left-handed people, that's worth -5 successes.

Constraint	Rationale	Successes removed
Species	Does it affect only humans? It's an easy one, but picking this will make your synergene completely void of effect against anything the mind of which was changed by the touch of a higher power, or things that were never human in the first place.	5
Language	A big one. Even if one makes a wordless image intended to affect, say, speakers of Hindi, understanding how the language works and shapes conscious thought helps immensely.	10
Gender and self-identification	One's from Mars, one's from Venus. Or so I've been told. Both society and biology contribute to differences in perception and cognition, subtle or obvious. Women have more color receptors in their eyes on average, a factor to consider when creating a synergenic image. Men are hopped up on the mind-altering effects of testosterone. Genderfluid people vacillate between different points of their self-image due to internal and external motions of their mind. And so on.	10
Religion	The underlying images that can grab a Sunni Muslim's attention include some that would mean little to an agnostic. Similarly, some images that might appeal to the average agnostic might repel that Sunni (or a Christian, or a Jain).	10
Age Range	Not only does brain chemistry change over the decades, the references and opinions sculpted by current events can't be fully exchanged between age groups. For the purposes of these rules, the age groups are: 2-6 years old; 7-12	5

	years old; 13-17 years old; 18-26 years old; 27-40 years old; 41-60 years old; and 61+ years old.	
Mentality	Easy enough. Syntergenes can be targeted to any specific Mental rating ("Resolve 2 only"), or any adjoining group ("Intelligence 3-5 only") or can use a level as a cutoff, either above or below ("Wits 4 and below only").	5 per criterion
Education	As with Mentality, only using specific mental skills as a rough gauge of how much studying has been done.	5 per skill
Mass culture exposure	The age of "movies everyone has seen" and "songs everyone has heard" is only starting to cross the horizon in 1961. Using a particular novel, song or movie as a key to unlock a syntergene's development can be a very handy constraint. Thus there can be syntergenes that only work on those who've seen Cool Hand Luke or heard the Carpenters' "Close to You."	5 per criterion
Aesthetic Taste	Similar to Mass Culture Exposure, but depending more on what the targets enjoy and identify with. Thus, instead of all people who've heard Elvis sing "Suspicious Minds" (whatever they thought of it) a syntergene could dial in on people who like rock 'n' roll, or people who hate foreign films, or people who enjoy romance novels.	5 per criterion
Social Class	Generally, this fragments along a continuum that runs "destitute," "third-world poverty," "developed-world poverty," "lower-class," "middle-class," "upper-class," "global elite."	10
Personal beliefs	Republican, Democrat, or simply a belief that "all people are really good at heart"—this sort of credo can single one out for a syntergene just as easily as an ethnic or national identity.	5
Professional background	The thoughts of a bricklayer are differently shaped from the thoughts of a dental hygienist, and understanding those differences can help a syntergene-maker tailor their appeal.	5
Traditional background	There are many elements to a culture beyond race and religion, of course, and a white Christian male who grew up in New Orleans is still likely to have a very different view of things than a white Christian male who grew up in Alice Springs, Australia.	5
Location	This is quite specific, to within five miles. Climate, geography and local history inform opinions and sculpt how one understands one's immediate place in the world	10

LENGTH

Consider a thought-form as if it were a medicine. Is it fast acting, something that's taking effect as soon as the plunger pushes down the needle? Or is it slow, like a regimen of pills that only show effect after months? It's largely the same with syntergenes. Some hit like a punch. Some take a long time to sink in. Length is influenced by carrier, and by carrier here is meant the technique by which the information travels. The most common syntergene carrier is written text, like the one you're reading right now.

But they can be released through music, through images, even through interpretive dance. But no matter how the information gets in, it takes time, and the more time it takes the easier the syntergene is to create. This is Managed through dice pool penalties. The quicker the syntergene acts, the more dice get knocked out of your pool before you roll to create it.

Descriptor		Modifier
Glacial	25 hours of exposure, 1000 pages of text, or equivalent.	+2
Leaden	16 hours of exposure, a long novel, a whole season of a TV series.	+1
Slow	10 total hours of exposure, a novel, or massive arthouse film	+0
Average	Five-hour speech marathon, five one-hour exposures, 1-cour anime	-1
Reasonable	One hour, operetta, one-act play, hundred-page manifesto	-2
Fast	Five-minute lecture, four-page document, YouTube video	-3
Rapid	One minute, one page of text, gif image	-4
Instant	One round of exposure is enough for the syntergene to take hold	-5

DEPTH

Depth measures the good stuff: What the syntergene inclines its hapless victims to do. Making someone want to do something they initially don't give a rip about is simple. Urging someone towards actions they abhor or ideas that violate the core of their identity? You can expect a little more push-back.

Abject Loathing - Hatred - Dislike - Indifference - Favor - Love - Passionate Identification

Most syntergenes move people affected one or more steps along this line. To affect someone, the syntergene needs to pierce their Doors, acting akin to a more efficient attempt at forcing them via Hard Leverage.

- For every step of the way of change in regards to the syntergene's subject matter add 3 successes to your total.
- For every Door you wish your syntergene to be able to pierce, add 3 successes to your total.
- If you want your syntergene to create a moderate Condition like Inspired or Swooning in the target, add 5 successes to your total.
- If you want your syntergene to inflict a Tilt explainable by biofeedback and neural reprogramming, add 10 successes to your total.
- If you want your syntergene to inflict immediate suicidal impulse or lust for death of those important to the affected, or perform changes of similar-scale magnitude, add 15 to 20 successes to yo-1ur total.
- If you want to force someone to adapt to another ethos or set of values, add 10 successes to your total.
- Consider discussing any other options that might be considered feasible to effect in such a way with your ST.

ITERATIONS

- Days: Only an option for the most brilliant. Add 10 successes to your total.
- Weeks: The usual period of work over such a a thing. Remove 10 successes from your total.
- Months: For those who prefer to take their time and arrive at an immaculately polished memetic diamond. Remove 30 successes from your total.
- Years: Fruit of major paradigm-shifting programs, such syntergenes are utterly horrifying in scope and potency. Remove 50 successes from your total.

EXAMPLES

A syntergene that affects human (-5) white (-10) male (-10) Christians (-10) that speak English (-10), that pierces up to 4 Doors (+12) and affects only educated (Academics 1+, -5) and fairly clever (Intelligence 3+, -5) people, that moves their opinion on immigrants two steps up the relation chart (+6), is constructed over the time of weeks (-10) would

have a total base difficulty of $100-45+12-10+6-10 = 53$ successes. If you want to make your case in a hundred-page manifesto detailing your views, that would penalize your pool by two.

Alternatively, a synergetic advertisement jingle that targets 18-26 (-5) human (-5) black (-10) female (-10) Feminists (-5) who speak English (-10), of the “developed-world poverty” social class to shift their opinion on a product up one step (+3) and make them Inspired (+5), affecting those of mediocre resolve (Resolve 1-3, -5) and piercing up to three Doors (+9), that have already heard the two previous iterations of the advertising campaigns done by the same company (-5 *2) built over the period of months (-30) would have its difficulty be whittled down to $100-75+5+3+9-10=32$ successes. Making that a 60-second advertisement cuts your pool by 4.

PERTINENT DETAILS

- Demons are not inherently immune to synergenes, but they can at any moment suppress any effect they might have on a given Cover, which might or might not warrant a check for Compromise, depending on the context and situation. Similarly, synergenes fail to work on agents and angels of the God-Machine if their effect would conflict with a Mission.
- Noticing a synergene in action is possible if you know such things exist, by making a reflexive Wits + Composure check while exposed. Noticing a synergene’s effect by the affected after exposure is complete is impossible, the ideological payload is a part of the affected mind.
- The Unfleshed bestowment of Prometheans makes most synergenes ineffectual.
- Creators are always immune to their own synergenes.
- A given synergene can affect a given target no more than once. Once it has moved the subject’s ethos and mentality in a given way, that’s how far a given ideological payload goes. Repeated exposure does nothing.
- A person who’s aware they have been synergenically infected may burn a dot of Willpower to rid themselves of the effect.
- Deprogramming a synergene is possible. Barring a counter-synergene, therapy and social manipulation might help partially or fully. The exact details and extent of the work to be done are up to the Storyteller, but it is extremely unlikely to be easy.
- Imperfect transmission adds to the effective number of Doors the exposed subject has. Minor damage adds one Door, significant adds two, major adds three.
- Blocking synergenes are possible, which do not have an effect by themselves, but “gobble” a number of steps up or down on the chart equal to what was installed in their Depth, when confronted by other synergenes. Memetic inoculations and similar methods work this way.

CHAPTER V: CONSTRUCTING YOUR OWN WISDOM

TAROT AND SOPHIA

STEP 1: PICK YOUR CORE TRUTHS

The first core Truth is the *Truth of the Tower*, and it is determined by your Path. It answers the question of “*What did you learn?*”

Sample Truths:

Acanthus	“Things Happen Because Of Important Reasons”; “There Is No Fate Except What We Make”; “Future Is Malleable”
Thysrus	“Life Preys On Life”; “Pain Is Temporary”
Obrimos	“The World Is Ordered”, “The World Exists For A Reason”, “You Can Be More”

Mastigos	"Pain Is Enlightening"; "Things Are Divided"; "Things Are Connected"
Moros	"Death Is A Changer"; "Things Die"; "There Is No Impetus In Base Matter To Act"

The Truths of the Tower are also known as Lessons (of the Thorn, Stone, Key, Gauntlet and Coin respectively.) The second core Truth is the *Truth of the Self*, and it is defined by both who you were and who you are now. It is a wide, important descriptor, and should not change barring extremes like soul surgery or massive mystically charged events.

Sample Truths:

Acanthus	"Agent of Change"; "Scribe of Ages"; "Rails-Against-Fate"; "Time-Displaced Amnesiac"
Thysrus	"Hunter"; "Healer"; "He-she who intercedes"
Obrimos	"Ruler", "Commander", "Lighter of Fires"
Mastigos	"Traveler"; "Endurer"; "Scholar of the One-Point"
Moros	"Alchemist"; "Speaker for the Dead"; "Creator of New Things"; "Destroyer of Old Things"

The third core Truth is the *Truth of the Path*; and it embodies what you wish to achieve. Your vision for your future and that of others, your wishes, your noble (or not) impulse. Your Awakening has shown you that what you wish for is fundamentally possible.

Sample Truths:

Acanthus	"Make world make sense"
Thysrus	"Heal the rift between body and mind"
Obrimos	"Enlighten Sleepers"
Mastigos	"Transcend suffering"
Moros	"Bridge the Abyss through artifice"

STEP 2: DESCRIBE YOUR COMMON TRUTHS AND LIES

Draw five Tarot cards at random. For each of these, write out a "common" Truth based on its connotations and symbolism and link it to one of your core Truths.

Then draw three Tarot cards at random, put them into the inverted position, and write out a Lie based on each of them. These are the Lies your enlightened being is most railing against.

The default dice pool for a Wisdom degeneration check is equal to the mage's Wisdom, penalised for however many Truths she transgresses against or for however many Lies she gives into.

For each core Truth she symbolically denies by her actions, her dice pool gains a -3 penalty. For each common Truth she denies, and for each Lie she gives in to, her dice pool gains a -1 penalty.

At Wisdom 8-10 a degeneration check may be triggered by giving in to a Lie; at Wisdom 4-7 it may be triggered by denying a common Truth; at Wisdom 3 or less it may be triggered by only denying a core Truth of the Mage's being.

UNIVERSAL TRUTHS

There are also the five "universal" Truths, which may act as common or core Truths at the ST's discretion:

- The Truth of Gold: Souls are sacrosanct and should be treated with due respect

- The Truth of Copper: Killing without reason is abhorrent
- The Truth of Iron: Free will is path to enlightenment
- The Truth of Silver: Enlightenment should not be denied
- The Truth of Lead: Death is not the end, and thus should not be feared, but respected

CHAPTER VI: PACTS: BONDS WITH OUTER POWERS

The world is replete with tales of those desperate and knowledgeable enough striking bargains with inhuman beings from beyond the material realm. Be they the incarnate forms of natural forces, the souls of the ancient dead, the things which lurk in the deepest dreams, or the very gods on whose principles the world is built, these entities have their own agendas and will frequently grant their boons to those who will serve them.

This rules update is intended to allow for the structuring and forming of these pacts, and to encourage player and ST alike to bring such flavourful additions to their games.

STRIKING THE BARGAIN

The first step in every Pact is seeking out a being of appropriate nature and power. Not every being is capable of granting every ability listed here. As a general rule, the more powerful the entity, the more it will grant (and the more it will demand in return), but every entity has a limited sphere of influence within which it is mighty and it is from this which its blessings may come.

As a general rule, a simple Intelligence + Occult roll should be enough for a character to have a rough idea of where to look for the sort of being they're trying to contact, modified by the nature of the Pact they're trying to form.

Example Modifiers: Character has a Familiar from a realm relevant to the Pact's nature (+Familiar's Rank); highest feature of the Pact is a minor boon (-1); highest feature of the Pact is a medial boon (-3), highest feature of the Pact is a major boon (-5)

Once the character has figured out where to look, it's up to them to find it. For relatively minor Pacts, this may be something covered in the abstract, but larger ones may be the subject of an entire Chronicle if of interest to the group at large. Depending on the nature of your game and cabal, don't feel pressured to play out the journey if the more interesting part is what your players will *do* with the power, instead of the extent they will go to get it. The point here is to make an interesting story and, while some players will be totally on-board for the cabal packing up to go traveling to the High Arctic to strike a bargain with the North Winds or descending into the depths of ancient catacombs to barter for the venom of the Mother-of-Serpents, it's not everyone's hat. At least, not at that moment.

DEVILS IN THE DETAILS - REQUESTS, COSTS, TERMS, AND FORFEITURES

Every Pact is a bargain, sometimes one written in blood. These bargains have terms (and Terms) that outline just what the empowering entity is giving to the seeker and just what it is gaining in exchange. Every Pact, therefore, is devised by determining its Requests, Costs, Terms, and Forfeitures.

All Pact feature has a value of Least, Medial, or Greater, each valued at one, two, or three points of debt respectively. Requests and Terms increase debt, Costs and Forfeitures remove it. A Pact's final debt value must be 0 or lower to activate.

REQUESTS

Requests are things that the seeker is requesting from the providing entity. They are, by far, the most important part of the bargain, and come in four categories: **Gifts**, **Magical Tools**, **Blessings**, and **Arcane Knowledge**.

Gifts are powers borrowed from the granting entity. Though they are modelled as attainments, these abilities emanate from the granting entity and not the Mage themselves. Thus, they rely on the entity in question for their power. The strength of a Gift (and thus its cost) is tied to the equivalent Arcana dots required to build it.

Least Gifts are those which only require 1-2 dots in the primary Arcanum to build. *Medial* Gifts are those that require 3-4 dots in the primary Arcanum to build. *Greater* Gifts are those that require 5 dots in the primary Arcanum to build.

Gifts cannot grant the powers of Archmastery, but they can bestow extra Reach to enhance the versatility of Greater Gifts at a cost of one extra point of debt per additional Reach. This can be hefty, but as Gifts are not Arcana, and thus less vulnerable to the vagaries of Awakened magic, the price can sometimes be worth it.

Magical Tools are boons that enhance the Mage's magic. These include Artifacts (which are typically only drawn from Supernal entities), rites, Patron Yantras, and specialized sacraments. While rites and sacraments are typically given as direct rewards, Artifacts are frequently merely loaned, and Patron Yantras may be withdrawn if the Mage continuously works against their patron's interests.

Least Magical Tools include most +2 die sacraments and weaker Artifacts. *Medial* Magical Tools include Patron Yantras, rites, and +3 die sacraments. *Greater* Magical Tools include supremely rare +5 die sacraments, powerful Artifacts, and the creation of specialized magical environs, such as Demesnes or Verges.

The Magical Tools Request can also be used to ask for Mana, with 2 points a day for a Lesser, 4 per day for a Medial, and 6 per day for a Greater. This Mana arrives in the form of edible Tass appropriate to the granting entity.

Blessings are direct services or material aid granted by the entity in question. This includes most things which can be modelled as Merits, such as Resources, Allies, Contacts, Retainer, Staff, and so on. These may take the form of causing someone to fall in love with the character (True Friend merit), the service of bestial agents (Retainer), or an ever-filling chest of faerie gold (Resources). However, it *also* includes direct action on the part of the entity in question.

Lesser Blessings can grant two dots in a Merit of the character's choice. *Medial* Blessings grant three dots in a Merit of the character's choice *or* two dots in two Merits of the character's choice. *Greater* Blessings grant five dots in a Merit of the character's choice, *or* two dots in three Merits of the character's choice.

In addition to these, the character may request the entity perform an act on their behalf. The price of the act depends on how high a sin it would most likely be on the Acts of Hubris scale. A sin against Enlightened Wisdom, such as the theft of a priceless but dangerous artifact without recompense from an unoffending party, would be a Least Blessing. A sin against Understanding Wisdom, such as the murder of a rival, would be a Medial Blessing. A sin against Falling Wisdom, such as the annihilation of a rival's soul and the ruin of all they love, would be a Greater Blessing.

Arcane Knowledge is something all Mages crave. Unfortunately, entities that possess it are rarely willing to give it freely. Thus, lore is replete with Awakened swearing allegiance to fell beings - and more benign ones - in exchange for tutelage in their strange ways.

While there are forms of practical knowledge that are desirable - what is the secret weakness of this powerful being; where is the nearest Ruin of the Time Before, etc. - such things are the exception, not the norm, for a given story. Most of the time, esoteric knowledge may take the form of training regimens, guided meditations, vision quests, or simply access to occult texts and treatises. For players, though, without direct reward, such training may have limited desirability. To that end, the simple solution offered here is to allow players to bargain for Arcane Beats.

A Lesser Arcane Knowledge boon grants one Arcane Beat. A Medial Arcane Knowledge boon grants three Arcane Beats. A Greater Arcane Knowledge boon grants one full Arcane Experience. With the ST's approval, some entities may, under very limited circumstances, grant standard Beats if the knowledge they give is appropriate (such as studying how computers work under an electronics spirit), provided the Beats are used to fund an appropriate expenditure.

A character may only have one Arcane Knowledge boon grant A-Beats per Chronicle.

Can Murder Be That Easy?

Can murdering your rivals be that easy? Yes. Yes, it can. Truth is, if players are at the point where killing a rival is an interesting option to them, odds are good they're going to Manage to do it anyway; it's just a question of how much drama you can wring out of it in the process. If you think it'd be fun and interesting to have them fight their opponent to the death the old-fashioned way, talk with your players. There's plenty of reasons why the kind of entity that will straight-up kill people on request - even for a price - isn't the sort of being they want to bargain with.

On the other hand, if you're eager to see the shockwaves sent through Mage society by a cabal bargaining with dark powers to kill their rivals - even enemies like Seers or Banishers - then don't be afraid to include it. That's where the drama comes from.

And, for the record, if you're wondering "But what about NPCs using this on PCs?", don't worry about it. These rules and their certainty of result are for PCs only. If you want your players to get attacked by a demon sent by a rival cabal, then by all means, but for them, the outcome isn't certain; they get to actually fight back.

COSTS

While Pacts are powerful and tempting, none comes without a Cost. Costs are the price used to incentivize the entity and power the Bargain. Indeed, many lesser entities outright cannot complete the terms of a Pact without the payment of a Cost to fuel it. This is why many Mages even bother to bargain with lesser entities that they could otherwise easily make to kneel with their magic.

Costs are usually paid up-front, with the boons being granted on completion. If they aren't, the entity usually demands assurances (see Forfeitures). The time required to complete the Cost do not count against the Pact's duration (see Terms).

Costs come in the forms of **Offering, Services, Burdens, and Threats**. A Pact must have at least one Cost equal to the highest Request (that is, a Pact with a Greater Request must have at least one Greater Cost).

Offerings are gifts given to the entity by the seeker, usually consumed or ritually destroyed in the process. While these items are often materially valuable in some way or another, it is not directly the material value that makes these things enticing; rather, it is the appropriate resonances with the entity in question that gives them their weight. In other words, a dusty and worn teddy bear, much loved and owned by a child, given freely to save their mother's life, may be worth far more than a pile of gold that reaches the ceiling.

Least Offerings cost the character the use of a Merit for a scene; the magical equivalent of blowing all the cash in your wallet, as you request your Allies to perform a small ritual prayer or spend your non-essential cash for the week on burnt offerings.

Medial Offerings cost the character the use of a Merit for an entire Chapter, as they expend significant resources or endure a magical curse in exchange for their prize.

Greater Offerings cost the use of a Merit for an entire Chronicle. If the character desires, this may represent an irreparable loss, such as liquidating all their assets to buy an entire herd of cows for blood sacrifice. In this case, the character may swap out the Merit, as per Sanctity of Merits.

Alternatively, a character may commit an act that lets someone else pay the price, at the cost of a Wisdom risk. These are Wisdom sins at their respective levels (Enlightened, Understanding, Falling; Least, Medial, Greater), which a character must roll for regardless of their current Wisdom.

Services are actions the character takes on the entity's behalf. These can range from something relatively mundane, like finding a loving home for a homeless dog, to the grand and esoteric, such as founding a cult in the entity's honour. All Services either complicate the character's life or put them at risk.

Least Services are those that take a Scene to complete. *Medial Services* are those that will probably take a whole Chapter to complete. *Greater Services* require an entire Chronicle to complete.

Alternatively, the character may complete a Service "off-screen", in exchange for taking a Condition whose severity is determined by the strength of the Service. A Least Service may require the character to commit an action that might be potentially embarrassing if discovered, applying the Embarrassing Secret Condition. A Medial Service may require the character to commit acts that, if discovered, would be considered a crime by mortal authorities or a seriously distressing act by their magical peers, applying the Compromised Condition. A Greater Service is a serious sign of dedication, which may be remarked upon as criminal or even treasonous by magical peers, and is almost certainly Left-Handed, acquiring the Nephandus Condition.

Games have a flow and aesthetic. Tragic though it is, sometimes, bargaining like this can break that flow, even if it's an interesting solution to the problem. If, in the middle of your investigation to find who killed the Hierarch, you decide you need a bit of magical power to take on your foes, you don't want to put that investigation on hold to go burn down an old gas station for a fire spirit's boons. Sure, it's neat, but it takes time away from the investigation story everyone's invested and interested in. For that reason, there's rules here for doing that kind of thing off-screen to make things easier on flow.

Likewise, while it's really engaging to go all the way to the far end of the world as a part of a Chronicle to find some ancient, slumbering spirit, it's not so engaging for it to then say "Okay, go and do another entirely separate quest just for the boon you worked all this time to get". It can just feel exhausting, particularly if there were major moments of drama and tension in the story itself. For that reason, if the characters worked particularly hard here, feel free to count actions retroactively for the purposes of Pact Cost. Perhaps the very tests they faced getting there empowered the entity in some way?

Burdens are a sort of self-inflicted curse. Rather than agreeing to undertake some effort or burn some offering, the seeker becomes a bodily vessel for a fragment of the entity, giving it more purchase in the world. This manifests a weakness in the seeker, even as it empowers the entity who holds the Pact.

All Burdens manifest as a Condition which bestows a Bane or Ban, as the ephemeral entity trait. The Burden's rating determines its value. *Least* Burdens last one scene. *Medial* Burdens last two scenes. *Greater* Burdens last three scenes.

These scenes need not be consecutive; only a scene in which the Burden comes up counts towards these totals. Most entities will not agree to a Burden that isn't likely to complete itself during the Term of the Pact.

Threats are a surprising sort of Cost, where the character agrees *not* to do something instead of doing it. A sufficiently powerful Mage may, through grandiose displays of power, convince an entity to assist them in exchange for not harming them.

The value of a Threat is determined by how serious a danger the Mage represents to the entity in question. *Least* Threats are those in which the Mage may destroy something of import to the entity or deny access to it, such as thickening the Gauntlet around a favoured feeding ground. *Medial* Threats are those which threaten serious injury to the entity, such as attacking it with a bane or binding it to a given location for a prolonged period. For entities that may restore themselves after death, this includes reversible deaths. *Greater* Threats are reserved for the ability to absolutely destroy the entity.

Naturally, most entities do not respond well to Threats; many powerful entities will outright try to kill a summoner just for trying. However, even if the summoner can effectively protect themselves from the entity in a direct manner, many weaker entities will choose to make merry havoc for the seeker whenever they can. For this reason, the character takes a penalty equal to the Rank of the bound entity on all rolls within the Nature of that being for one scene (Least), one Chapter (Medial), or one Chronicle (Greater), and other entities in the area are likely to start with a lower Impression of the seeker in future.

TERMS

While some Pacts yield instant rewards, such as the death of an enemy or the resurrection of a loved one, some grant mighty supernatural abilities that require constant investment to maintain. For that reason, these gifts are often time-limited.

Terms are required for any Pact including Gifts, Blessings that grant access to a Merit, Artifacts, Patron Yantras, Mana, or magical locations. The boons last until the end of the Terms, though the parties involved may include some feature of the deal that allows them to renew the Pact with the same costs and benefits.

Least Terms are those which last for a day or one Scene. *Medial* Terms are those which last for up to a month or one Chapter. *Greater* Terms are those which last for a year or one Chronicle.

The narrative times here are for boons which will have direct mechanical impacts on gameplay - that is, things like attainments, Artifacts, and so forth. These time limits activate the first time the object of their desire is *narratively useful*, not from the time of the Pact. In other words, if a Mage bargains with a fire spirit for the power to destroy their foes, the Term may only see it last for a scene, but the scene which it lasts for is the one in which they finally use it to actually try and destroy their enemies, not the conversation they have on the boat back from the spirit's lair with their cabal-mate.

Blessings that grant Merits, Mana, and intangibles (such as a youth and remit from aging) are exempt from this, and use the literal time instead. Many entities include one or more clauses in the Pact for how the bargain may be renewed, but many are loathe to include *too* many; as most Mages who seek Pacts tend to have enemies, many enemies like to see breaking their rival's Pacts as a way to get an edge on them. If they can disrupt a singular renewal, they're much less likely to go seeking to destroy the entity than if opportunities to renew the Pact are numerous.

Terms may also include a termination point. If a character has taken on a Burden as a part of their Pact, they may wish it to end sooner than the Terms allow. As such, the character may, when forging a Pact, determine a circumstance of completion upon which the Pact is dissolved. The example listed above, of a Mage needing firepower to defeat an enemy, is one such circumstance, where defeating their foe causes them to lose their newfound power but also their bane of cold temperatures as well.

For Pacts where no Terms are necessary, such as an entity agreeing to kill a foe, treat it as a Least Term.

Characters who receive Blessings may spend Experiences to buy the Merits granted by the Blessing, so as to maintain the benefits when the magic wears off. How this manifests in play is up to the player, be it mortal (working to turn a magically-charged romantic relationship into a real one), magical (using occult tattoos to bind bestial servants to them), or simply having it be the case (turns out the bottomless well full of faerie gold doesn't empty at the end of the Pact).

FORFEITURE

Generally, Pacts require payment up-front: Services are given, rewards given in return. However, not everyone has time to pay the Cost, and so a Forfeiture is offered up instead; magical collateral to prove the sorcerer's dedication to honouring their vow.

Forfeitures come in the forms of **Curses**, **Sacrifices**, and **Hostages**. All Forfeitures may be lifted by the bestowing entity, but they usually require a Cost equal to it just to lift it.

Curses are inversions of the good fortune guaranteed by a boon. Should a character violate the terms of their Pact or otherwise upset the entity in question, not only do their Requests vanish, but some may also invert and become leveled back at them.

Least Curses may include inflicting a -1 penalty on rolls related to either the nature of the boon or to the goal the Pact was set towards. *Medial* Curses are as Least, but inflict a -3 penalty. *Greater* Curses are as Least, but inflict a -5 penalty.

Sacrifices are where the character offers a piece of their body or soul to the entity as vouchsafing for their word. Should the character renege, the entity instantly claims what is rightly its own; payment drawn from the character's own body.

Least Sacrifices inflict one level of Resistant Aggravated damage at a time of the entity's choosing. This clearly supernatural violence typically manifests right when the Pact is broken, but not always. *Medial* Sacrifices inflict three levels of Resistant Aggravated damage *or* a Persistent Condition similar to the Arm Wrack or Leg Wrack Tilt as a piece of the character's Pattern is consumed. Alternately, the character may suffer a Persistent Condition modeled off a Bane or Ban of the entity in question. *Greater* Sacrifices inflict five levels of Resistant Aggravated damage *or* a double dose of Arm Wrack, Leg Wrack, Blinded, or Deafened, as the entity claims something dear.

Hostages are when someone else offers themselves up to vouchsafe the Mage's good conduct. This person must either be present and willing to make the Pact (coercion with magic renders the Forfeiture pointless) *or* have Strong sympathy with the character that is framed positively (such as a beloved child or spouse). Those in the latter category do not need to consent.

Least Hostages suffer the effects of a Medial Sacrifice in place of the Mage, should they fail to pay the Cost of the Pact. *Medial* Hostages suffer the effects of a Greater Sacrifice. *Greater* Hostages are killed outright; devoured, body and soul, to feed the entity that accepted the bargain.