

Powered by the Dark

MAGE: the Sorcerers Crusade



This is a PbtA hack for **Mage: the Sorcerers Crusade**. Read Apocalypse World or Monsterhearts for the fundamentals of *World games, particularly the philosophy of how to run them. Short version: be a fan of the PCs, fuck with them relentlessly to keep the story hopping, don't sweat the piddly shit, treat NPCs like stolen cars (you can have fun with them but you can't keep 'em), who really gives all that much of a shit about combat turn order, and when PCs miss a roll, either fuck them with harm or a Condition or give someone an Insight for seeing them screw up, or do something to kick the story into a higher gear. There are more details in Storyteller's section, below.

This isn't a stand-alone product. You need the **Mage: the Sorcerers Crusade** corebook to use this, because it doesn't include information on things like Otherworlds or spirits or the setting in general.

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ROLLING DICE

You only ever roll dice when someone says something to trigger a move. Then you pick up 2d6, roll them, add them together, add an Attribute modifier, and that's your result. If it's 6 or under, it's a miss. 7-9 is a success, but with some kind of complication. 10+, you get what you're after.

Players roll dice. The Storyteller never rolls dice.

Experience

At the end of each session of play, get 2 experience.

When you miss a move, you *fail forward* and get 1 experience: failures suck in the moment, but they push the story forward.

Certain moves can give you experience.

Finally, at the beginning of each session, each player takes the sheet of the player on their left and puts a little mark on an Attribute of their choice, as long as it isn't the character's highest Attribute. Mark an Attribute that you'd like to see that character demonstrate during the coming session. The first time during the session that you make a move with your marked Attribute, get 1 experience and then erase the mark. Erase the mark at the end of the session if it isn't already erased.

When you accumulate 8 experience, you can take an *advance* at the end of the session, and then erase all experience.

Advances

When you take an advance, you can choose one of the following to enhance your character:

- Add +1 to an Attribute. You can only take this advance three times.
- Get a new Background, but only if the story supports it. You can take this advance more than once.
- Get a new move from one of the Spheres. You can take this advance as many times as you want.
- Learn a rote. You can take this advance as many times as you want.
- Gain the insight to *begin a seeking*. Seekings can be used to pursue special *seeking advances*. You can't take this advance as the next advance after attempting a seeking.

Attributes

You have four Attributes, which you combine with the results of 2d6 to find the outcome of rolls.

When you make your mage, pick one Attribute to be rated at +1, two to be rated at +0, and one to be rated at -1. Attributes cannot *ever* be higher than +3.

The Attributes are:

Dynamic: Wisdom lives in the changes the world makes from moment to moment. You live there too. Governs the following moves: *Manipulate someone, run for it, have an epiphany.*

Pattern: There's a truth in the world, for those who see how things fit together. You know those connections. Governs the following moves: *Make something useful, stand your ground, exploit a system*

Primordial: Mystery can only flourish into truth when someone makes room for it to grow. That's what you're about. Governs the following moves: *Fuck them up, shut someone down, do something shady.*

Questing: The middle path is a long road to enlightenment, but it has all the lessons you need along the way. That's your style. Governs the following moves: *Do something athletic, inspire someone, hang tough.*

Modifiers

You can never put a bigger modifier than +3 or -3 on a roll.

When a move says to *carry +1 forward*, that's PbtA slang for "add a +1 bonus to your next move." When it says to *carry +1 forward ongoing* it means to add a +1 bonus until whatever's adding the bonus stops doing that.

STANDARD MOVES

Every character can do all the basic moves.

You *must* use a move whenever the conversation around the table dictates it. What that means is that when the Baron's soldiers are breaking down the door and you say "fuck this, I bail out the window and make a run for it," you are now using the *run for it* move because that's what you've made the story say.

You *can't* use a move if the events in the narrative don't support it. If you're trapped in a burning building and a flaming beam falls across the door, you can't just announce "I *run for it*." You have to establish how you're going to escape first, which at bare minimum means finding a way out to start with.

Dynamic Moves

These moves add your dynamic modifier to their roll.

Manipulate someone

When you manipulate or seduce someone, roll with dynamic. If you succeed, NPCs will do what you ask if you give them a bribe, a threat, or a motive; PCs get a point of experience for doing what you want. On a 10+, you also choose one: you gain an Insight about them; you give them a Condition. On a 7-9, you overplay your hand just a bit and they get an Insight about you.

Run for it

When you try to escape from danger, roll with dynamic. On a 10+, you get away and end up in a safe place. On a 7-9, you get away, but choose one: you cause a big scene; the scariest person present gets an Insight about you; you lose something along the way; the storm gathers.

Have an epiphany

When you focus up and wrack your brain for answers, roll with dynamic. You may ask your ST a question that your character might plausibly be able to figure out by pondering it, given the information and intuitive insight at their disposal. On a 10+, the ST answers your question and you choose one: you gain an Insight; you clear a Condition; you carry 1 forward on your next move that is relevant to your epiphany. On a 7-9, the ST answers your question, but choose one: the answer is given in the form of vague hints and clues; the storm gathers.

Pattern Moves

These moves add your pattern modifier to their roll.

Make something useful

Whether forging a sword, preparing a meal, or painting a portrait, when you make something that is of practical or story utility, or which improves the world by existing, you roll with pattern. On a 10+, you successfully create the object, and choose one: it is of exceptional quality, allowing its user to carry +1

forward ongoing for one scene of their choice while using it; you erase a Condition; the storm abates. On a 7-9, you successfully create the object, but choose one: it contains some niggling flaw or imperfection; the storm gathers.

Stand your ground

When you stand your ground in the face of intimidation, hardship, pressure, fear, or overwhelming despair, roll with pattern. On a 10+, you stand your ground and choose one: remove a Condition; carry +1 forward to your next move in the scene. On a 7-9, you remain resolute, but the storm gathers.

Exploit a system

Whether circulating through the court to pick up the latest gossip, working out which palms to grease to set up a meeting with a pirate captain, or calculating the needs of foreign market to set up a mercantile venture, whenever you exploit a complex system you roll with pattern. On a 10+, you achieve your goal, and choose two: you achieve your goal in a timely fashion; you get everything you're after; you carry +1 forward; the storm abates. On a 7-9, you achieve your goal, and choose one from the 10+ list.

Primordial Moves

These moves add your primordial modifier to their roll.

Fuck them up

When you try to hurt or kill someone, roll with primordial. On a 10+, you inflict harm as established, and pick one: the harm is great (add 1 harm); you gain an Insight about your enemy; you inflict a Condition on your enemy. On a 7-9, you harm them but the Storyteller chooses one: they gain an Insight about you; they deal you harm in return; the storm gathers.

Shut someone down

When you attempt to shut someone down, get them to back off their current course of action, or intimidate them, roll with primordial. On a 10+, PCs have to *stand their ground* and NPCs freeze up. Additionally, choose one: give them a Condition; they lose an Insight about you; you gain an Insight about them; the storm abates. On a 7-9, choose one: they have to *stand their ground* (PCs) or freeze up (NPCs); give them a Condition.

Do something shady

Whether stealing a priceless painting, sneaking into a guarded keep, or carving runes into the underside of a dinner table without any of the guests noticing, when you *do something shady*, you roll with primordial. On a 10+, you succeed and choose two: your activity goes completely unnoticed, leaving behind no incriminating traces; you carry +1 forward; the storm abates. On a 7-9, you succeed and choose one: your activity goes completely unnoticed, leaving behind no incriminating traces; the storm doesn't gather.

Questing Moves

These moves add your questing modifier to their roll.

Do something athletic

When you perform some feat of strength, agility, or toughness with serious consequences for failure, roll with questing. On a 10+, you succeed at the action and choose one: clear a Condition; carry +1 forward on your next move. On a 7-9, you succeed, but choose one: You take 1 harm; your success is incomplete or flawed in some way; the storm gathers.

Inspire someone

When you plant the seed of inspiration in someone, roll with questing. On a 10+, choose two: They carry 1 forward to do the thing you've inspired them to do (NPCs gain Advantage); they remove a Condition; if they succeed at the thing you've inspired them to do, the storm abates. On a 7-9, choose one from the 10+ list, and they gain an Insight about you.

Hang tough

When you're facing down physical hardship, like hanging onto a high railing, grabbing a red-hot talisman and keeping hold of it, staying up for two days and nights to keep an uninterrupted ritual chant going, or enduring an ordeal demanded by a spirit, roll with questing. On a 10+, you endure the hardship. On a 7-9, you endure the hardship but the Storyteller chooses one: you suffer 1 harm; the storm gathers.

Special Moves

Every mage can do all the special moves as well, but they're a little more particular or situational than the standard moves.

Make preparations

When you spend time training, practicing, studying, or preparing to do something, define what you're preparing for and gain Prep. You gain 1 Prep for every 2 days spent preparing. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

Use casual magick

When you use magick according to traditional practices of the area you're in—appealing to the divine, calling upon ancient spirits of nature, drawing forth the powers of secret names, pentacles and pentagrams, potions, and so forth—or when you use “imperceptible” sensory effects or spells that seem like an odd coincidence, declare the Sphere moves you're using, then roll at +1 (modified by the *magick effect modifiers* below, so probably not really at +1). On a 10+, you get the effect you want. On a 7-9, the effect happens, but choose one: it's not as powerful or effective as you were hoping for; the storm gathers.

Use vain magick

When you use magick in a way that brazenly violates the understood order of things, such as simply conjuring power with no visible ritual, employing the unfamiliar mysticism of distant lands (such as martial arts, shamanism, etc), utilizing impossible machine-magick, or performing incredible feats out of myth and legend (like summoning an army of skeleton warriors), declare the Sphere moves you're using, then roll at +0 (modified by the *magick effect modifiers* below, so probably not really at +0). On a 10+, you get the effect you want, but you also add +1 to your Scourge modifier and the storm gathers. On a 7-9, the effect happens, you add +1 to your Scourge modifier, the storm gathers, and you must choose one: it's not as powerful or effective as you were hoping for; you add +2 to your Scourge modifier instead of +1.

Use vain magick in front of witnesses

When you use vain magick in front of Sleepers, then roll at -1 (modified by the *magick effect modifiers* below, so probably not really at -1). On a 10+, you get the effect you want, but you also add +2 to your Scourge modifier and the storm gathers. On a 7-9, the effect happens, you add +2 to your Scourge modifier, the storm gathers, and you must choose one: it's not as powerful or effective as you were hoping for; you add +3 to your Scourge modifier instead of +2.

Magick Effect Modifiers

Modify the roll to use magick by all of the factors that apply, below. Remember that your final modifier can't be bigger than +3 or -3.

Common Modifiers

- +1: Using your affinity Sphere.
- +1: Using a personal tool or focus in the casting
- +2: Using a completely unique tool or focus in the casting
- +1: Spending a minute or more casting the effect
- +2: Spending half an hour or more casting the effect
- +3: Spending six hours or more casting the effect
- +4: Spending a day or more casting the effect
- +1: In a Cray, sanctum, Horizon Realm, covenant, or Otherworldly space with resonance appropriate to the effect
- +1: In a Cray, sanctum, Horizon Realm, covenant, or Otherworldly space with resonance appropriate to your paradigm and practice
- 1: "Fast-casting" without even a moment or two to concentrate
- 1: Effect has multiple targets
- 1: For each ongoing effect you're already sustaining
- 1: In a Cray, sanctum, Horizon Realm, covenant, or Otherworldly space with resonance hostile to the effect
- 1: In a Cray, sanctum, Horizon Realm, covenant, or Otherworldly space with resonance hostile to your paradigm and practice
- 1: Working with unfamiliar but not *completely* incompatible tool or focus (a weather-witch using a shamanic rain dance)
- 2: Working with a foreign but not *irreconcilably opposed* practice or paradigm (a weather-witch using a wizard's wand)
- 2: Attempting something outlandishly powerful or wide-reaching, like turning a city invisible.

Special Modifiers

- +1: Attempting to use Spirit magick to pierce the Gauntlet in a Cray, the deep wilderness, or a place of death
- 1: Attempting to use Spirit magick to pierce the Gauntlet in the middle of a busy city street
- 1: Attempting to use Connection magick on something unfamiliar without some sort of link to ground the effect
- 1: Attempting to use Connection magick on something far away (50 miles or more)
- 2: Attempting to use Connection magick on something *very* far away (1,000 miles or more)
- 1: Attempting to use Time magick to reach or see through five years or more
- 2: Attempting to use Time magick to reach or see through 20 years or more

SPECIAL SYSTEMS

If you're playing, you'll need to track the following resources on your record sheet. The Storyteller also needs to track Insights, Conditions, and harm for NPCs.

Insights

Insights are things you've realized about other characters or groups in the world. Examples of Insights might be *There's a method to Porthos's madness*, *Heyl knows more than he's saying*, or *The Covenant of the Red Branch is consorting with vampires*. When you gain an Insight, you must describe it or ask the Storyteller to describe it, and then write it down; it shouldn't be more than a few words.

In order to spend an Insight, you must describe how you're taking advantage of your knowledge. Not all functions make sense for all Insights; this is up to the Storyteller to determine and the player to justify. Insights can be spent to (choose one):

- Add +1 to your roll.
- Subtract -1 from someone's roll against you. (An NPC can do this against a player, as well.)
- Force an NPC to falter, freeze up, or hesitate.
- Force an NPC to act at Disadvantage.
- Add 1 extra harm to whatever harm you're dealing someone. (NPCs can do this to players, as well.)
- An NPC can spend an Insight to gain Advantage.

Conditions

Characters can gain Conditions over the course of play. Conditions describe something currently significant about the character, such as *happy*, *enraged*, *frightened*, *poisoned*, *exhausted*, *drunk*, *distracted*, *blinded*, or *blinded by greed*.

Conditions describe a thing that *must be true in the story*; nothing can happen if it contradicts a Condition. For example, a character with *broken legs* cannot run, and one who is *terrified* cannot display extravagant courage until they've gotten rid of *terrified*. Likewise, things can happen because Conditions make them possible. If you've been *turned into a parrot*, then you can fly, because that's a thing that parrots can do.

Characters lose a Condition when it makes sense in the story for them to do so, or when a move allows them to. Characters can tag a Condition on themselves or on someone else when they make a move, allowing them to add 1 to their move, but they must describe how they exploit the Condition to their advantage. NPCs can tag a Condition on themselves or someone else to gain Advantage.

If the Storyteller thinks a Condition ought to make something difficult for you but not stop you from doing it altogether, she can tag it against you to give you -1 on your move.

Inflicting Harm

When you hurt someone, you *inflict harm as established by the narrative*. In narrative terms, 1 harm represents transitory but meaningful injury, such as being kicked in the head, slammed through a table, or running full speed through a thorny hedge. 2 harm represents serious injury, like being shot with an arrow, stabbed with a sword, or zapped by a wizard throwing lightning. Most attacks with weapons inflict 2 harm. 3 harm represents likely fatal injury: being hurled into a bonfire, getting tossed off a castle rampart, being crushed under a collapsing tower, that sort of thing.

Suffering Harm

You can suffer up to 4 harm. When you suffer your fourth point of harm, you die. You can choose not to die by:

- Having the storm break immediately and erasing all harm; you can't make this choice if the storm has already broken during this session.
- Erasing all harm and accepting the Condition *badly hurt*; you can't make this choice if you're already *badly hurt*.
- Giving the fate of your character into the hands of the Storyteller, with *carte blanche* to inflict some sort of interesting tragedy or suffering on them, and then erasing all harm. This is guaranteed not to kill your character, or to make them no fun to play, but these are the only guarantees. You can only make this decision if one of the two above it is also potentially possible.

Recovering From Harm

You erase 1 harm at the end of each scene during which you didn't undertake any particularly strenuous activity, or at the end of each session in which you didn't get to erase any harm through scenes of taking it easy. You erase all harm after any period of downtime lasting several days during which your character took it easy. You are no longer *badly injured* after laying up somewhere to rest and recuperate for a few days.

Magick can also erase harm.

THE GATHERING STORM

When you push reality, it may not push back immediately... but it takes note, and a reckoning *will* eventually arrive. Certain events may cause *the storm to gather*, including many of the basic moves. Using vain magick always causes the storm to gather, as well. When the storm gathers, make a mark on your record sheet to indicate it.

Just as the storm can gather, it can also abate: the tension between mage and reality relaxes, the clouds disperse, and the reckoning is postponed, at least for now. A few basic moves can make the storm abate. It also does so at the end of each session. When *the storm abates*, erase one mark indicating that it has gathered.

If the storm gathers five times, then *the storm breaks*: erase all storm-marks, and make a Scourge roll.

The Scourge and Otherworlds

As a general rule of thumb, all mystical approaches to magick are always casual within the Otherworlds, while mechanical magick is always vain save in specific Horizon Realms crafted by the Order of Reason.

THE SCOURGE

If you're Awakened, there's always a Scourge roll in your future.

The Scourge Modifier

Mages accumulate Scourge by performing vain magick, or sometimes by missing on attempts to *use magick*. When you gain Scourge, add it to your *Scourge modifier*. At the beginning of the game, your Scourge modifier is -3. Each time you gain Scourge, this modifier rises by the indicated amount, to a maximum of +3. If you should gain Scourge but it would take you above +3, then gain the Condition *severe Scourging* instead. This Condition persists until your next Scourge roll.

The Scourge Roll

When the storm breaks, roll with your Scourge modifier.

On a miss, *if your modifier is -1 or less*, nothing happens. The storm disperses harmlessly.

On a miss, *if your modifier is +0 or higher*, you experience a minor boon or bane.

On a 7-9, the Storyteller chooses one: You experience a modest boon or bane; an already-ongoing Quiet becomes more severe.

On a 10+, the Storyteller chooses one: You experience a severe boon or bane; a Scourgeling appears; you slip into minor Quiet; an ongoing Quiet becomes more severe.

If you have the *severe Scourging* condition, things are a bit more extreme:

On a miss, the Storyteller chooses one: You experience a modest boon or bane; you experience a minor devil's brand; you suffer a witchwalk for a scene or two; an ongoing Quiet becomes more severe.

On a 7-9, the Storyteller chooses one: You experience a severe boon or bane; you experience a modest devil's brand; you suffer a witchwalk for a session or so; a Scourgeling appears; you slip into minor Quiet; an ongoing Quiet becomes more severe.

On a 10+, the Storyteller chooses one: You experience a severe devil's brand; you suffer a witchwalk for a story or so; a powerful Scourgeling appears; you are imprisoned in an Otherworldly realm; you slip into serious Quiet; an ongoing Quiet becomes more severe.

Fortune Fair or Foul

When the Scourge manifests, none can predict whether it will lavish a boon upon you, or strike you down with fortune's malice. When you make your Scourge roll, *note whether the final result is an odd or even number*. On an odd result, the Scourge punishes you. On an even result, the Scourge rewards you.

Losing Scourge

After a Scourge roll resolves, subtract -4 from the modifier.

You also subtract -2 from the modifier at the end of each session in which you don't *use magick*.

Your Scourge modifier can never get lower than -3. Ignore any subtractions that would drop it lower.

Boons and Banes

By far the most common manifestation of the Scourge comes in the form of *boons* (positive manifestations) and *banes* (negative manifestations) based on the virtue or vice you most closely embodied when you most recently performed magick, or which most dominantly rules your personality. Virtues *normally* express as boons, and vices *usually* as banes, but on occasion fate punishes the virtuous and rewards the wicked. All of the manifestations detailed below are *examples*; you can make up your own, and should never grant a useless boon ("erase a Condition" when the player has none) or harmless bane ("a thief steals your possessions" when the mage is an ascetic monk with nothing but a walking stick).

Boons

Courage: *Minor:* Carry +1 forward. *Modest:* You and your allies carry +1 forward. *Severe:* A spirit or angel appears to help you in your darkest hour.

Faith: *Minor:* Erase a Condition. *Modest:* Those around you gain inspiration from you and thus Advantage to help you. *Severe:* You gain brief divine aid—a totem companion, a blast of light.

Generosity: *Minor:* Your luck is good for the next day. *Modest:* You come into possession of something valuable. *Severe:* Your generosity brings you a favor from someone powerful when you most need it.

Hope: *Minor:* Someone else erases a Condition of hopelessness or despair. *Modest:* You convert a miss into a 7-9 result. *Severe:* You bounce back from certain death without having to pay the piper in any way (giving your fate into the hands of the Storyteller, but without tragedy, essentially).

Justice: *Minor:* Those who might have judged you harshly reconsider. *Modest:* You can tell truth from lies for a scene. *Severe:* You are granted an angelic weapon capable of inflicting 3 harm to the wicked for a scene.

Love: *Minor:* Some small source of happiness comes to those around you. *Modest:* Convert a 7-9 into a 10 in the name of love. *Severe:* A hardened heart opens up to you.

Prudence: *Minor:* A minor exercise in wisdom yields great rewards. *Modest:* The Storyteller tells you a secret to guide your actions in a coming scene. *Severe:* Get an automatic 10+ to *have an epiphany*.

Temperance: *Minor:* Carry +1 forward to *stand your ground*. *Modest:* An enemy who indulges while you abstain makes a terrible error. *Severe:* Carry +1 forward ongoing for the rest of the session so long as you remain clearheaded.

Trustworthiness: *Minor:* You gain the Condition *trustworthy* for a scene. *Modest:* Your honesty brings you material rewards. *Severe:* Your reputation for honesty becomes a widely-accepted fact for several days' travel.

Avarice: *Minor:* You come into possession of some small material gain. *Modest:* A stroke of luck gives you a big payoff. *Severe:* A stroke of luck gives you a huge payoff, at the expense of an enemy.

Cowardice: *Minor:* Carry +1 forward to *run for it*. *Modest:* Some imminent threat to you ceases to be a problem for a while. *Severe:* For the rest of the session, you can literally become invisible when you wish it.

Deceit: *Minor:* Someone forgives one of your deceptions. *Modest:* Convert a miss to a 7-9 to *manipulate them*. *Severe:* Everyone believes whatever you say for the next few scenes, no matter how outlandish.

Gluttony: *Minor:* You have no need to pay or forage for your next meal. *Modest:* You can eat anything remotely edible for the next few scenes with no ill effect. *Severe:* When you next gorge yourself, erase all harm.

Lust: *Minor:* Erase an unsavory Condition. *Modest:* Carry +1 forward ongoing for the next several scenes when you *manipulate them* to engage in seduction. *Severe:* Worldly or otherworldly pleasures lavish themselves upon you; erase up to three Conditions.

Sloth: *Minor:* A scene spent lounging about gives you 1 Prep to deal with a current problem. *Modest:* When you next awaken from a good rest, erase 2 harm or one Condition. *Severe:* For the rest of the story, when you idly laze about, nobody who seeks to find you can do so.

Stinginess: *Minor:* An attempt to take something from you suffers Disadvantage. *Modest:* When you give something away, it soon returns to your hand. *Severe:* For the next several sessions, nobody remembers or expects payment from you of any kind.

Vanity (Pride): *Minor:* Gain a positive Condition of some sort for a scene. *Modest:* Gain a positive Condition of some sort for a session or so. *Severe:* Gain the Condition *unearthly beauty* for the rest of the current story.

Wrath: *Minor:* Your next attack inflicts 1 additional harm. *Modest:* Get an Insight about someone you hate. *Severe:* Get an automatic 10+ to *fuck them up* against someone who has wronged you.

Banes

Courage: *Minor:* Carry -1 forward to *stand your ground*. *Modest:* Gain the Condition *creeping fear*. *Severe:* Your heart crumbles, and you flee from hardship.

Faith: *Minor:* Ill-omened: carry -1 forward. *Modest:* Cursed: You and all your allies carry -1 forward. *Severe:* You gain the Condition *forsaken by the divine* for the next session or two.

Generosity: *Minor:* Your generosity is repaid with churlishness. *Modest:* You lose or are robbed of something of value. *Severe:* When you find yourself most badly in need of charity, there will be none to be found.

Hope: *Minor:* Gain the Condition *melancholy*. *Modest:* You are struck blind for a scene or two. *Severe:* Carry -1 forward ongoing for the rest of the session as everything seems to go wrong.

Justice: *Minor:* You fall under suspicion, unjustly. *Modest:* You gain the Condition *suspicious* for the next session or two. *Severe:* Some great stroke of good fortune befalls one of your enemies.

Love: *Minor:* Unhappiness dogs the steps of those you've helped. *Modest:* Some significant misfortune befalls someone dear to you. *Severe:* A powerful and unpleasant being conceives an affection that you do not return.

Prudence: *Minor:* Carry -1 forward to *have an epiphany*. *Modest:* A past mistake comes back to haunt you in a big way. *Severe:* A missed move becomes an absolute catastrophe.

Temperance: *Minor:* Carry -1 forward to *stand your ground*. *Modest:* You gain the Condition *intoxicated*. *Severe:* Carry -3 forward to *stand your ground*.

Trustworthiness: *Minor:* You gain the Condition *untrustworthy* for a scene. *Modest:* Your honesty brings you sorrow and suffering. *Severe:* Your reputation for honesty becomes unjustly tarnished and disbelieves for several days' travel in all directions.

Avarice: *Minor:* You gain the Condition *greedy* for a scene or two. *Modest:* You are beset by thieves or brigands. *Severe:* Some possession of great value turns to dust.

Cowardice: *Minor:* Carry -1 forward to *run for it*. *Modest:* You gain the Condition *obviously a coward* for a session or two. *Severe:* You gain the Condition *incapable of bravery* for the rest of the current story.

Deceit: *Minor:* One of your deceptions comes back to bite you in the ass. *Modest:* Carry -1 forward ongoing to *manipulate them* for the next session or so. *Severe:* The next time you tell the truth and it *really matters*, nobody believes you.

Gluttony: *Minor:* You gain the Condition *ravenously hungry* for the rest of the session, no matter how much you eat. *Modest:* You cannot resist eating whatever food is set before you. *Severe:* For the rest of the story, suffer 1 harm at the end of any scene in which you do not eat.

Lust: *Minor:* Carry -2 forward to *stand your ground*. *Modest:* Gain the Condition *repulsive* for the next several sessions. *Severe:* Become untouchable for the rest of the current session; any flesh-to-flesh contact inflicts 1 harm to you every few moments.

Sloth: *Minor:* Gain the Condition *tired* for the rest of the current session. *Modest:* You cannot sleep for the next several days. *Severe:* You fall into a deep slumber and cannot be roused for hours (in a crisis) or days (if nothing urgent is going on).

Stinginess: *Minor:* No one wants to give you anything for the rest of the session. *Modest:* Somehow, you end up paying more than you mean to for the next session or two. *Severe:* Your possessions evade your grasp for the rest of the session, no matter what you do.

Vanity (Pride): *Minor:* You become *obsessed with yourself* for the rest of the session. *Modest:* You cannot erase any Conditions you gain for the next few sessions. *Severe:* Gain the Condition *incredibly hideous* for the rest of the current story.

Wrath: *Minor:* Your next attack inflicts 1 less harm than it otherwise should. *Modest:* Someone you're angry at gets a sudden Insight about you. *Severe:* For the rest of the session, whenever you touch one of your possessions it bursts into flames.

Devil's Brands

Violent magick produces violent Scourgings. When a Devil's Brand manifests negatively, you suffer harm as your magick turns against you, or as the Divine smites you directly. A minor brand inflicts 1 harm, a modest brand inflicts 2 harm, and a severe brand either inflicts 3 harm to you, or inflicts 2-3 harm to everyone around your ill-fated magick (Scourgings of this sort kill cannon crews with depressing frequency).

When a Devil's Brand manifests positively, your enemy suffers 1, 2, or 3 harm, respectively.

Witchwalks

A witchwalk will only ever manifest as a punishment from the Scourge. Witchwalks are short-lived (generally lasting for the rest of the current session) twistings of reality around you. Your eyes or hair might change colors. Strange odors may waft about. Milk could curdle in your presence, or footprints vanish. You might leave odd marks in the world as you pass—frost-bitten plants, or scorched footprints.

Scourgelings

Scourgelings are spirits, angels, demons, and similar otherworldly beings who manifest to express Fortune's approval or displeasure with your actions. A Scourgeling may dress you down or lay a curse upon you for your vain ways; or, it might afflict itself upon your enemies, or grant you a blessing. They're always NPCs of Supernatural potency, with several potent moves to protect them from magick and, generally, one signature move with which to correct or reward a will-worker's actions.

Imprisonment

If you're drawn into a Scourge Realm, you find yourself trapped in spiritual oubliette crafted in response to your reality-breaking works. This is *always* a punishment. Escape is a matter of acquiescing to the correction the Realm seeks to impart; it will generally keep you out of commission for the rest of the session.

QUIET

Quiet is a form of greatly-feared magical madness, and always manifests as a punishment. Not rooted in true mental illness, Quiet is the result of reality lashing back at your inner existence and twisting it in the way that your will has twisted the world. A mage in Quiet suffers distorted thoughts and perceptions; more severe Quiet can even spill out of the mage to inflict itself on the world around her.

Quiet manifests in two widely-observed forms, and at varying levels of severity.

Madness

In the classic and most common form of Quiet, your perceptions become untrustworthy, feeding you sounds and sights that aren't there. As this form of Quiet deepens, you may become trapped in your own mind... or your hallucinations can spill out to devil the world around you in the form of hobgoblins.

Jhor

The classic and dreadful affliction of necromancers and others who trifle with the grave, this form of Quiet manifests as a deepening obsession with morbidity, death, decay, and pain. As *Jhor* deepens, your restraints and convictions crumble away before an ever-growing fixation on the darkness... and a growing need to feed it.

Severity

Quiet progresses in a series of stages, aggravated by further Scourge backlashes.

Minor Quiet is disruptive and intrusive upon your psyche, but you can remain... reasonably functional in the face of it.

Minor madness begins as small manifestations of unreality—answering a knock at the door nobody else hears and having a conversation with a visitor who isn't present, or glimpsing recurrent spirits from a weeks-ago summoning that aren't really there. Mood swings and obsessive periods sometimes hit.

Minor Jhor brings up the dark thoughts and feelings you normally force down. You can't force them down now; they're always with you, and they seem terribly reasonable.

Serious Quiet becomes debilitating to your ability to function, and may begin to spill out to act upon others.

Serious madness means that your thoughts or perceptions are being intruded upon in at least a minor way at almost all times, with periodic swings into severe aberrant behavior or immersive hallucinations. Occasionally these hallucinations will become briefly real to other people, potentially capable of inflicting real harm. Such escaped bits of madness are known as “hobgoblins,” but may as easily be phantom thunder rumbling in a cloudless sky as any sort of manifested monster.

Serious Jhor locks your mind into constant ruminations on pain and violence, and who or what is most deserving of those things. Your self-control is too badly eroded at this point to resist acting on these thoughts, if a good opportunity presents itself.

Severe Quiet is *everyone's* problem; at this point you are either completely withdrawn, or an active danger to everyone around you.

Severe madness plunges you into a world of thoughts and sensations with only tangential connection to reality. Hobgoblins are frequent, and you may even slip into a catatonic ‘mindscape’ as your psyche becomes completely walled off inside a landscape of delusions.

Severe Jhor sees all sense of restraint dry up and blow away. The better angels of your nature are on vacation; all that’s left in your heart and mind are poison and resentment, and your every waking hour is consumed in planning and carrying out actions to satisfy these urges.

Terminal Quiet represents the final stage of progression. In terminal Quiet your psyche fractures once and for all, breaching the barriers between awareness, Daemon, and reality. You are now an NPC Maraud, no longer suitable as a playable character

Escaping Quiet

Once per session you can try to rise above the storm roaring through your mind. At what seems like an appropriate moment, you can try to *stand your ground*. On a 10+, your Quiet reduces in severity by one level at the end of the current session (or sets you free from its clutches altogether, if it’s a minor Quiet). On a 7-9, you’re able to force down the symptoms of Quiet for the rest of the current scene, but the Quiet itself still holds you in its clutches. On a miss, your struggles against Quiet are for naught.

You can’t use magick to enhance the attempt to *stand your ground*.

SEEKING

You can spend an advance to accumulate the insight necessary to undertake a Seeking. A Seeking is a kind of spiritual journey in which your soul ventures out into a divine or infernal spirit-scape where you are guided by your Daemon toward enlightenment. Additional guidelines on building a Seeking can be found in the Storyteller rules, but in short: you'll be posed two choices, challenges, tasks, or conundrums by your Daemon. You may pass or fail each of these in turn. For each challenge you fail, carry -1 forward, or carry -2 forward if you really totally fucked it up miserably. For each you pass, carry +1 forward, or carry +2 forward if you nailed it with flying colors and entertained everyone at the table thereby. At the end of the Seeking, you arrive at a moment of potential enlightenment, and roll at +0, (adjusted by the cumulative modifier your choices have built over the course of the seeking, to a maximum of +3 or -3 as usual). On a miss, enlightenment eludes your grasp and you crash back down to reality no wiser than when the Seeking began. On a 7-9, you can take a Seeking Advance. On a 10+, you can take a Seeking Advance, and gain 3 Wisdom. You can spend your Wisdom to add +1 to a roll any time you wish, until you have spent all 3 Wisdom.

Seeking Advances

When you succeed at a Seeking, your Daemon grants you the wages of enlightenment: greater wisdom to wield power. When you take a Seeking advance, you can choose one of the following to enhance your character:

- Add +1 to an Attribute. You can only take this Seeking advance once.
- Increase your Sphere mastery from Initiate to Disciple.
- Increase your Sphere mastery from Disciple to Adept.
- Increase your Sphere mastery from Adept to Master.
- Establish a *specialty* with one of the Spheres. Carry +1 forward ongoing when *using magick* that falls under the header of a specialty. Example specialties are given in the rules for the Sphere moves.
- Gain an *Epiphany*. You can take this advance up to three times.

You can spend an Epiphany to *use magick* at +3, regardless of what any other modifiers ought to say, and may do so from pure will without relying upon tools or practice.

You replenish all of your Epiphanies at the end of each session.

BACKGROUND MOVES

When you create your character, select two Backgrounds for them.

Alternate Identity

You have an alternate identity that you can slip into when needed, complete with faked papers, history, and so forth, which will stand up to reasonable scrutiny. This might be a false Sleeper identity, or you could be convincingly posing as a member of a different Tradition or faction.

Arcane

You are occluded from notice by the world at large. Footage, evidence, and records of you tend to just slip through the cracks, and it's easy for you to slip off the grid. You permanently have the Condition *arcane*.

Backup

You permanently have the Condition *part of a powerful organization*, which cannot be removed save through *major* story events. Define the nature of this organization and what kind of backup you can call on. Is it a mercantile guild? An order of knights? The Church?

Contacts

You permanently have the Condition *I know a guy*, which cannot be removed save through *major* story events.

Fame

You permanently have the Condition *famous*, which cannot be removed save through *major* story events.

Influence

You permanently have the Condition *friends in high places*, which cannot be removed save through *major* story events.

Library

You have a massive library full of information relevant to your studies and interests. When you *make preparations* you gain 1 Prep for every day of preparation, if using your library could conceivably help with the prep.

Resources

You permanently have the Condition *wealthy*, which cannot be removed save through *major* story events.

Sanctum/Workshop

You have a small, private ritual space or research area painstakingly attuned to your practices and paradigm. When you *use magick* within this space, *all* of your magick is casual.

Wonder

Your character has a potent mystical talisman, spiritual fetish, or mechanical device. Your wonder is capable of one impossible feat when used by someone with the enlightened will to draw out its power, and a paradigm compatible with the miracles or genius woven into its design. Someone like you! This could be

anything from a flying magic carpet to a rope that can catch the wind in its knots to a hand-cranked rapid-fire rifle. When you use your wonder in front of Sleeper witnesses, you carry -1 forward and the wonder becomes inert and nonfunctional from the end of the current scene to the beginning of the following session.

A NOTE ON MAGICK AND THE SYSTEM

Magick can do a lot of things, but most effects resolve down to a few simple things in system terms:

- You carry +1 forward or carry +1 forward ongoing. A lot of casual magick does this.
- You give an NPC Advantage or Disadvantage; or you have another player carry +1 forward or +1 forward ongoing. Again, casual magick is good at this.
- You give someone a Condition. Blessings and curses can do this. So can mind control, or transformation (turning into a lion, ultimately, can be handled with the Condition *lion*).
- You inflict harm. When you're trying to do something like rend someone's pattern with Entropy or huck a fireball into a pike block, your *use magick* move is what delivers the harm; don't bother with a separate roll to *fuck them up*.
- You erase harm.
- You create a tool or weapon to use for the rest of the scene.
- You make it so that you can take more harm before you die. Life magick is good at this. If the effect ends, and you have more harm than you can 'normally' hold (say you've suffered 6 harm and the effect ends), then you erase enough harm that you're 1 harm away from death. Don't worry about dying because an effect ended.
- You make it so that you can ignore some harm. Maybe it's all harm from a certain source (becoming immune to fire with Forces). Maybe it's just summoning armor with Life or Matter, or a protective barrier of good luck with Entropy. For ongoing effects, reduce harm suffered by 1. For instant, "fast-cast" defensive effects, you might reduce harm by 2 or even 3 on a 10+.
- You just... make something happen, and it does. If you fly, okay, you're flying. If you turn your hair blue, it's blue. If you teleport to Genoa, well, no more rules needed. You're in Genoa. Now what?

Okay but how do I Actually DO Magick?

In system terms, you use the *use casual magick*, *use vain magick*, or *use vain magick in front of witnesses* moves. But the way this game functions, you can't use moves unless the fiction says you *need* to use the move. So when does the conversation around the table say you're doing magick?

You do magick when you focus your will through your paradigm, practice, and tools with the intent of changing reality. This means you have to do two things before picking up the dice.

First, you need to say *how you're using magick*. Are you singing a song to call the spirits? Throwing lightning from the thrice-consecrated wand you inherited from your mentor? Speaking the names of angels to change the course of destiny? Drawing upon your expert knowledge of the weaknesses of human nature by donning noble clothing and giving your best haughty stare before telling those people to get out of your way?

Focusing all of your internal chi through your lungs into a superhumanly effective punch?

Second, establish what Sphere moves you're using to build the effect. If you don't have the necessary Sphere moves, then belief and will falter in the face of your lack of experience and expertise.

Only *then*, once you've answered the needs of practice and power, can you use a magick move.

Paradigms, Practices, and Tools

At its root, a mage's *paradigm* addresses the question of *where does magick come from?* Not *how is it performed*—that comes from practice and tools—but *why is there magick?* What is the core principle by which reality may be reordered? Some of the most common answers, in short, are:

A Mechanistic Cosmos: Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.

A Perfect World: Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.

The Living World: The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.

Gnostic Truth: The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.

Order from Chaos: The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.

A Higher Power: Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.

Inner Potential: A limitless power lives within every human being, if only they could find the key to awaken to it: that's magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.

A mage's *practice* is the framework by which she coaxes forth the power she has discovered in her paradigm. Practices encompass things like alchemy, technology, faith, hedge wisdom, high ritual magick, martial arts, shamanism, enlightened science, and witchcraft.

Tools are the specific manifestations of a mage's practice: things like artwork, bloodletting, machinery, occult circles and diagrams, dance, eye contact, drugs, special languages, meditation, numerology, prayer, sex, names of power, wands and staves, and sacred writing (runes, etc).

Details on how to build paradigm, practice, and tools for your mage are found in the various playbooks.

CHARACTER CREATION

To make a mage, go through the following steps:

- Write down a concept for your character (“midwife,” “sorcerer’s apprentice,” “martial artist wandering the earth,” “gunsmith,” etc).
- Come up with a name for your character.
- Write down a short, punchy description of your character, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one Attribute to be rated at +1, two at +0, and one at -1.
- Select a Tradition, Convention, or Craft.
- Select or note your affinity Sphere.
- Select your paradigm, practice, and tools.
- Select two Backgrounds.
- Select five Sphere moves. At least one must be from your affinity Sphere.
- Select two of the other players. Give each of them an Insight about your character.

Now you’re ready to play.

STORYTELLER RULES

Here are the rules that only the Storyteller needs to worry about: NPCs, hard moves, Seekings, and a couple of odds and ends because Mage is an odds-and-ends kind of game. If you're playing, you can skip these sections, you don't need to know about them.

NPC Rules

Two primary design objectives here. 1: You can run NPCs largely by just saying what they do, and that's what happens, up to and including conflict with PCs. 2: You can take any NPC out of any book from any edition and just drop them into this framework, crudely eyeball a Move or two, and you're ready to go, with 0 prep time.

The Storyteller doesn't ever touch the dice. NPCs do what the Storyteller says they do. If they're important NPCs, they can track Insights and they can have Conditions, but that's about it. They don't keep track of Scourge modifiers or any other resources other than harm.

Sometimes NPCs have special moves. Generally these are going to amount to giving the NPC Advantage, or letting the NPC do something special like mind control people or turn into a tiger or deploy cybernetic blades from their arms or summon ghosts, but you can get fancy with an NPC move if you want. If it would be annoying for the NPC to do the move a lot, then it gives them *exhausted* after they use it and they can't use it again while they're *exhausted*. You can whop NPC mages with Scourge manifestations (harm, fortune fair and foul, getting sucked into Scourge Realms or having a Scourgeling show up to kick their ass) whenever it seems like they're getting too shirty with their magick moves.

When an NPC takes all the harm it can withstand, it usually dies.

NPCs have three special rules: Scale, Advantage, and Disadvantage.

Scale

NPCs come in three varieties: Civilian, Dangerous, and Supernatural.

Civilian NPCs are peasants, courtiers, innkeepers, and other run of the mill folks. They might have one interesting move, if any. They usually die after taking 3 harm. Usually they can only significantly harm a mage by spending an Insight, exploiting a Condition, or as part of a move.

Dangerous NPCs are potential threats: soldiers, bandits, thugs, weak Umbrood, other apprentice mages, vampires, that sort of thing. They're likely to have a unique move or two. Dangerous NPCs die after taking 4 to 6 harm. Dangerous NPCs can inflict 1-2 harm to PCs without needing to do anything special, and could get higher than that with a move or Advantage.

Supernatural NPCs are potent supernatural beings: powerful mages, werewolves, major spirits, hoary vampires, that sort of thing. Supernatural NPCs definitely have at least a couple of special moves, quite possibly more. They die after taking 5 to 8 harm. Overwhelming NPCs can inflict 2-3 harm to PCs without needing to do anything special, and can easily get higher than that with special moves or Advantage.

Advantage

When an NPC gains Advantage, it indicates that something has given them a significant edge in the fiction of the story. This means one of two things: either the Storyteller should *heavily* lean toward having them succeed at whatever they're trying to do, or, if they're fighting PCs, temporarily bump them up from Civilian to Dangerous or Dangerous to Supernatural, at least for a move or so.

Disadvantage

This is the opposite of Advantage. It means an NPC is up shit's creek. Either the Storyteller should lean *heavily* toward having them fail at whatever they're trying to do, or else bump them down a scale level in terms of effectiveness for a move or so.

Hard Moves

Hard moves are moves the Storyteller plays. You still don't ever touch the dice, these are all conceptual, and are mostly there to let you know you're doing things right.

Here are the rules governing playing a hard move:

- The move you play has to make sense in the story. Since you control most of the story that's usually not hard.
- The move has to make the story more fun, more interesting, or more tense. It can't make the story more boring, less fun, or less tense. Resolving tension is the goal of the PCs, not the Storyteller.
- The move shouldn't outright negate victory if the PCs earned victory. Use victory as a springboard for fresh complications, yes. Undo their win, no.
- Don't announce that you're playing a hard move, just do it. The more invisible hard moves are to players, the more they'll just assume their Storyteller is some kind of genius.

Here are the rules for when to play a hard move:

- When someone misses on a move.
- When it makes sense. ("Well, Clarice just decided to grab that talisman out of the fire. Better *inflict harm as established.*")
- When everyone's looking around the table like "what happens next?"

Here are some hard moves. You can surely come up with more on your own:

- Reveal a secret that someone would really rather not have revealed.
- Introduce new danger.
- Hint at future danger.
- Make them pay a price or force them to make a tough decision.
- Split up the party.
- Put the party back together.
- Drive them to a new location.
- Have an NPC show up.
- Dangle an opportunity in front of them: to get an Insight, resolve a Condition, or get something they want.
- Pose an uncomfortable question.
- Complicate their plans.
- Turn their move back on them after they fuck it up.

- Threaten the people depending on them.
- Threaten the people they depend on.
- Threaten their mystic tools, if that makes sense.
- Threaten their pride; mages tend to put a lot of stock in that.
- Threaten their home.
- Threaten irreplaceable things they've won control of, like a node or realm.
- Inflict harm, as established. (This is mostly here to say: you can inflict harm when it makes sense in the story. You don't need a special rule for it.)
- Grant an NPC an Insight. (This is mostly here to say: you can grant your NPCs Insight when it makes sense. You don't need a special rule for it.)
- Grant someone a Condition. (This is mostly here to say: you can stick Conditions on people when it makes sense. You don't need a special rule for it.)
- Have the storm gather. (This is mostly here to say: you can have the storm gather if it makes sense. You don't need a special rule for it.)

After playing a hard move, look at the players and ask: What do you do?

Running a Seeking

Seekings are personalized vision-quests where a character's Daemon challenges them to attain growth as a person by exercising their strengths and avoiding their shortcomings. *Designing a bespoke vision-quest for a character on the fly is a huge difficult pain in the ass.* You can do it if you want, but if someone just took a Seeking Advance and you're like "uhhhhhh," here's a cheat-sheet for throwing together a quick and dirty Seeking on the fly.

Step 1: Select symbolism based on the character's paradigm, practice, or affiliation, flavored by what they tell you their Daemon is like. (A silent angel with burning wings will demand a different approach than an unseen voice that speaks from darkness in the voice of the character's father.)

Step 2: Look at the character's highest Attribute, or maybe occasionally their lowest Attribute if you want to mix things up and have the Daemon throw them a curveball and kick them way out of their comfort zone.

Step 3: Select a matched set of a *strength* and *failing* from the associated list. Apply the symbolism you already selected to the two lessons the Daemon needs to impart: one situation where the mage can only triumph through cleaving to their strength, and one where they can only triumph by overcoming their failing. The two challenges can appear in whichever order you like.

Now you've got a Seeking!

Symbolism

Symbolism should either affirm or directly challenge the trappings of the character's magick. You don't have to use something directly corresponding to a character's Tradition, but *something* in *one* of the lists should be able to get you started (the good old *demands of ordinary life infringing upon the pursuit of genius* from the Sons of Ether list, for example, will probably work for many sorts of characters).

Ahl-i-Batin: Tests of lore and learning, labyrinths, ordeals of heat and desolation, navigating impossible landscapes, numerological puzzles.

Akashic Brotherhood: Martial arts ordeals, wilderness training, simple honest chores, attempts to find focus and balance in the midst of chaos.

Celestial Chorus: Church, answering the needs of the meager, salvation, deprivation, attempts to forge unity out of disparity.

Chakravanti: Landscapes of death, revisiting past mistakes, confronting inevitable unpleasantness, things tumbling out of control, acting as a judge with too little or too much information to work with.

Dream-Speakers: Service to community, service to the world, scenes from myth, scenes of injustice, difficulty seeing to the truth of something's nature.

Order of Hermes: Tests of rulership, impossibly vast libraries, impossible demands of perfection, tests of hubris.

Seers of Chronos: Chaotic reveals, the past and future, twisted sensory impressions, hedonism misused or abused, the character's own repressed feelings or desires or history.

Solificati: Incomprehensible landscapes of chaos in need of taming, the basest and crudest of settings, laboratories, the ties and mistakes of the past dragging the character back, scenes of beauty corrupted by imperfection.

Verbena: Natural landscapes, historical landscapes, man against nature, the mighty against the meager, scenes of parenthood or childhood, scenes of suffering which must be forced to mean something.

Archetypes

As with symbolism, the stuff in a given Attribute's list is just the most *likely* to be appropriate to the character. You can use whatever catches your fancy. Archetypal lessons are presented in the format of the **strength** the character must rely upon or demonstrate, followed by the **failing** they must overcome.

Dynamic

Activist – Your strength is **direct action**, but you have to know how to winnow through your **anger** to find the best way to direct that action; you can't fix everything in the world by yourself.

Artist – Your gift to the world is your **self-expression**, but when it becomes self-focus you can get **stuck in your own head**.

Bon Vivant – Nothing gets you down for long, not in the face of your **joie de vivre**; but some things *should* get you down, if you don't brush them off with your **superficiality**.

Entertainer – You're **fun and entertaining** and in a World of Darkness, the ability to be a light in the darkness can be everything; but you'll spoil all the good you do if you don't keep your **ego** in check.

Hacker – Your **imagination** can overcome any barrier put before you, but your **perversity** may lead you to tear down barriers that were erected for a good reason.

Innovator – When the way forward isn't clear, your **creativity** creates one, but sometimes when the way forward *is* clear, your **restless unorthodoxy** pushes you to invent a door rather than just walking through the one in front of you.

Martyr – You're willing to **sacrifice** yourself for the greater good, but are also prone to **self-deprecation** and failure to acknowledge your own worth.

Monster – You **reveal dark truths** that people are afraid to acknowledge and address, but unless you're doing it for a constructive reason, you're only engaging in pointless **depravity**.

Rogue – You have the **defiance** to spit in the face of tyrants, but also the **selfishness** to spit in the face of everyone else.

Romantic – Your **passion** drives you, but it will drive you to ruin if you're **careless** of its consequences.

Sensualist – Your great virtue is **receptiveness** to new experience, but this can easily tilt into pointless **hedonism** if you don't interrogate as well as savor those experiences.

Trickster – Your **cleverness** gets you into and out of every situation unscathed, but **untrustworthiness** can bar you from many opportunities in the first place.

Visionary – You can always trust your **inspiration** to carry you a few steps farther down the path, but you can also trust your **pride** to blind you to the cost of those steps.

Pattern

Architect – When you act, you act with definite **purpose**. However, this can narrow your world into a tunnel of **obsession** if you let it.

Benefactor – Your **altruism** makes the world a better place, but a sense of **obligation** makes you vulnerable to both exploitation and exhaustion.

Conformist – When the team needs to pull together, **cooperation** is your great asset; but when someone needs a stooge, your **compliance** makes you vulnerable to exploitation.

Crusader – Your **zeal** carries you through challenges that would drop others to their knees, but you must prevent it from becoming blind **fanaticism**.

Director – You can carry others to victory with your **leadership**, but not if you get caught up in **intolerance** for those who question you.

Idealist – There's a right way to do things, and you have the **conviction** to stick to them; however, you must beware being trapped by **dogmatic** tendencies.

Loner – If you can't rely on anyone else, your **self-reliance** will get you where you need to go; but **disconnection** cuts you off from a wealth of experience and possibility.

Machine – As a **stoic** individual, you overcome weakness and failure by simply denying its possibility. But no one is truly a stone, and unless you acknowledge your humanity, you're **prone to burn-out**.

Mentor – You're **dedicated** to sharing your wisdom with others, but can become **pedantic** when you assume your wisdom is always needed or desired.

Prophet – You have the **insight** to winnow out the truth of things, but also the **ruthlessness** to dismiss everything in the way of your Truth.

Survivor – **Perseverance** keeps you going when everyone else has dropped, but **callousness** may drive you to simply leave them collapsed in your wake.

Traditionalist – You have the **consistency** to be steady as a rock in shifting times, but can be destroyed if it becomes **rigidity**—the tree that bends is the one that ultimately weathers the storm.

Tycoon – You're **savvy** enough to always have an eye on the prime opportunity, but if you get **greedy**, it's apt to turn out to be an opportunity to ruin everyone's day, including your own.

Primordial

Architect – When you act, you act with definite **purpose**. However, this can narrow your world into a tunnel of **obsession** if you let it.

Contrary – Your **insight** points out the folly that others unthinkingly accept, but you can't practice **subversion** upon everything to pass before you: sometimes the Devil doesn't *need* an advocate.

Guardian – As you shepherd others along, your **courage** is your great strength, but your tendency to **self-sacrifice** may see you use yourself up before you get where you're going.

Hacker – Your **imagination** can overcome any barrier put before you, but your **perversity** may lead you to tear down barriers that were erected for a good reason.

Heretic – Your **integrity** is unbending and unyielding, but an excess of **iconoclasm** could be your undoing.

Kid – You have a sense of **innocence** that denies the ugliness of the world, but taken to its extreme, it can become **immaturity**.

Loner – If you can't rely on anyone else, your **self-reliance** will get you where you need to go; but **disconnection** cuts you off from a wealth of experience and possibility.

Mad Scientist – You have a profound, unique, guiding **vision**, but if you don't take pains to connect it to the experiences of everyone else, you'll just come off as **batshit crazy**.

Monster – You **reveal dark truths** that people are afraid to acknowledge and address, but unless you're doing it for a constructive reason, you're only engaging in pointless **depravity**.

Survivor – **Perseverance** keeps you going when everyone else has dropped, but **callousness** may drive you to simply leave them collapsed in your wake.

Trickster – Your **cleverness** gets you into and out of every situation unscathed, but **untrustworthiness** can bar you from many opportunities in the first place.

Vigilante – Someone has to bring **retribution** to those that deserve it, but if you don't temper your **ruthlessness**, you could easily become the thing you hate.

Zealot – Your unshakeable **conviction** can carry you through any challenge; but your **extremity** can make you a monster if you never temper yourself.

Questing

Activist – Your strength is **direct action**, but you have to know how to winnow through your **anger** to find the best way to direct that action; you can't fix everything in the world by yourself.

Artist – Your gift to the world is your **self-expression**, but when it becomes self-focus you can get **stuck in your own head**.

Caregiver – Your **kindness** makes you a beacon to others, but covers a basic **insecurity** in your own self-worth when you're not giving, giving, giving.

Crusader – Your **zeal** carries you through challenges that would drop others to their knees, but you must prevent it from becoming blind **fanaticism**.

Entertainer – You're **fun and entertaining** and in a World of Darkness, the ability to be a light in the darkness can be everything; but you'll spoil all the good you do if you don't keep your **ego** in check.

Innovator – When the way forward isn't clear, your **creativity** creates one, but sometimes when the way forward *is* clear, your **restless unorthodoxy** pushes you to invent a door rather than just walking through the one in front of you.

Kid – You have a sense of **innocence** that denies the ugliness of the world, but taken to its extreme, it can become **immaturity**.

Martyr – You're willing to **sacrifice** yourself for the greater good, but are also prone to **self-deprecation** and failure to acknowledge your own worth.

Rogue – You have the **defiance** to spit in the face of tyrants, but also the **selfishness** to spit in the face of everyone else.

Romantic – Your **passion** drives you, but it will drive you to ruin if you're **careless** of its consequences.

Sensualist – Your great virtue is **receptiveness** to new experience, but this can easily tilt into pointless **hedonism** if you don't interrogate as well as savor those experiences.

Visionary – You can always trust your **inspiration** to carry you a few steps farther down the path, but you can also trust your **pride** to blind you to the cost of those steps.

Zealot – Your unshakeable **conviction** can carry you through any challenge; but your **extremity** can make you a monster if you never temper yourself.

PLAYBOOKS

The Traditions

Ahl-i-Batin

Affinity Spheres: Connection or Mind. *Note:* Batini cannot buy Entropy moves.

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Alchemy, faith, high ritual magick.

Tools: Pick seven: Artwork, blessings and curses, blood and body fluids, bodywork, books, brews and concoctions, cards and dice, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, dance and movement, drugs and poisons, elements, energy, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, languages, meditation, music, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, True Names, voice, wands and staves, weapons, writings and inscriptions.

Akashic Brotherhood (Akashayana)

Affinity Spheres: Mind

Paradigm: Pick one:

- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that's magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Craftwork, dominion, faith, internal alchemy, martial arts, or yoga.

Tools: Pick seven: Artwork, bodywork, books, brews and potions, celestial alignments, circles and designs, dance and movement, drugs, elements, energy, eye contact, food and drink, gems and stones, herbs, languages, meditation, music, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, voice, weapons, writing and inscriptions.

Celestial Chorus

Affinity Spheres: Prime or Forces

Paradigm: Pick one:

- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Faith or high ritual magick.

Tools: Pick seven: Artwork, blessings and curses, books (scriptures), celestial alignments, circles and designs, cups and vessels, energy, eye contact, food and drink, gems, gestures, group rites, languages, meditation, music, numbers and numerology, offerings and sacrifice, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, writings and inscriptions.

Chakravanti (Euthanatoi)

Affinity Spheres: Entropy or Spirit

Paradigm: Pick one:

- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Faith, high ritual magick, martial arts, medicine-work, shamanism, or yoga.

Tools: Pick seven: Armor, artwork, blessings and curses, bodywork, blood and body fluids, bones and remains, books, cards and dice, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, dance and movement, drugs and poisons, elements, energy, eye contact, fashion, food and drink, formulae and math, herbs, knots and ropes, languages, meditation, music, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, toys, tricks and illusion, True Names, voice, wands and staves, weapons, writings and inscriptions.

Dream-Speakers

Affinity Spheres: Spirit

Paradigm: Pick one:

- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Craftwork, faith, medicine-work, shamanism.

Tools: Pick seven: Artwork, blessings and curses, bodywork, blood and body fluids, bones and remains, books, brews and potions, cards and dice, circles and designs, cups and vessels, dance and movement, drugs, elements, energy, eye contact, fashion, food and drink, group rites, herbs, household and crafting tools, knots and ropes, languages, meditation, music, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, toys, tricks and illusion, True Names, voice, weapons, workshops, writings and inscriptions.

Order of Hermes

Affinity Spheres: Forces, Matter, or Mind

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Something else...*

Practice: Pick one: Alchemy, dominion, high ritual magick.

Tools: Pick seven: Artwork, blessings and curses, blood and body fluids, bones and remains, books, brews and concoctions, cards and dice, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, drugs and poisons, elements, energy, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, languages, meditation, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, wands and staves, weapons, writings and inscriptions.

Seers of Chronos (Sahajiya)

Affinity Spheres: Time or Mind

Paradigm: Pick one:

- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Living wisdom, martial arts, tantric practice, or yoga.

Tools: Pick seven: Artwork, bodywork, blood and body fluids, bones and remains, cards and dice, dance and movement, drugs, energy, eye contact, fashion, food and drink, herbs, household tools, meditation, music, offerings, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, toys, tricks and illusions, voice, weapons.

Solificati

Affinity Spheres: Matter

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Alchemy, the art of desire, craftwork.

Tools: Pick seven: Artwork, bodywork, books, cards and dice, circles and designs, cups and vessels, drugs and poisons, elements, energy, eye contact, fashion, food and drink, herbs, household tools, laboratories and equipment, meditation, music, ordeals and exertions, sacred iconography, sex and sensuality, social domination, symbols, thought forms, tricks and illusions, True Names, voice.

Verbena

Affinity Spheres: Life

Paradigm: Pick one:

- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: The art of desire, craftwork, dominion, high ritual magick, medicine-work, witchcraft.

Tools: Pick seven: Artwork, blessings and curses, blood and body fluids, bodywork, bones and remains, brews and potions, cards and dice, circles and designs, crossroads and crossing-days, cups and cauldrons, dance and movement, drugs and poisons, elements, energy, eye contact, fashion, food and drink, group rites, herbs, household and crafting tools, knots and ropes, languages, meditation, music, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, toys, tricks and illusion, True Names, voice, wands and staves, weapons, workshops, writings and inscriptions.

The Conventions

Artificers (High Artisans)

Affinity Spheres: Forces or Matter

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Alchemy, craftwork, or machinery.

Tools: Pick seven: Armor, artwork, blood and fluids, bodywork, books, brews and concoctions, devices and machines, drugs and poisons, eye contact, formulae and math, gadgets and inventions, gems and stones, household and crafting tools, knots and ropes, laboratories and gear, languages, meditation, money and wealth, prosthetics, vehicles, voice, weapons, writings and inscription.

Cabal of Pure Thought (Gabrielites)

Affinity Spheres: Forces or Mind

Paradigm: Pick one:

- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Faith or medicine-work.

Tools: Pick seven: Artwork, blessings and curses, bodywork, books (scriptures), celestial alignments, cups and vessels, elements, energy, eye contact, fashion, food and drink, gems, gestures, group rites, languages, meditation, music, offerings and sacrifice, ordeals and exertions, prayers and invocations, sacred iconography, salves and ointments, social domination, symbols, thought forms, voice, weapons, writings and inscriptions.

Celestial Masters

Affinity Spheres: Connection or Spirit

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Something else...*

Practice: Pick one: Astronomy, craftwork, or machinery.

Tools: Pick seven: Bodywork, books, celestial alignments, crossroads and conjunctions, devices and machines, elements, eye contact, formulae and math, gadgets and inventions, household and crafting tools, knots and ropes, laboratories and gear, languages, maps and charts, meditation, money and wealth, numbers and numerology, sacred iconography, social domination, symbols, thought forms, True Names, vehicles, voice, weapons.

Craftmasons

Affinity Spheres: Matter

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Craftwork.

Tools: Pick seven: Architecture, armor, artwork, bodywork, books, brews and concoctions, celestial alignments, devices and machines, elements, energy, eye contact, formulae and math, gems and stones, household and crafting tools, knots and ropes, languages, meditation, numbers and numerology, prayers and invocations, sacred iconography, symbols, weapons, workshops and equipment, writings and inscription.

High Guild (Grand Financiers)

Affinity Spheres: Mind

Paradigm: Pick one:

- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Alchemy, the art of desire, or dominion.

Tools: Pick seven: Artwork, bodywork, books, bureaucracy, cards and dice, celestial alignments, devices and machines, drugs and poisons, energy, eye contact, fashion, formulae and math, languages, meditation, money and wealth, numbers and numerology, social domination, symbols, talismans, thought forms, True Names, voice, weapons, writings and inscription.

Hippocratic Circle (Cosians)

Affinity Spheres: Life

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Alchemy or medicine-work.

Tools: Pick seven: Blood and fluids, bodywork, bones and remains, books, brews and concoctions, devices and machines, drugs and poisons, energy, food and drink, herbs and plants, formulae and math, gadgets and inventions, group rites (surgical teams, study groups), laboratories and gear, meditation, social domination, surgery, weapons, writings and inscription.

Ksirafai

Affinity Spheres: Connection or Spirit

Paradigm: Pick one:

- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Alchemy, dominion, high ritual magick.

Tools: Pick seven: Armor, blessings and curses, bodywork, books, brews and concoctions, circles and designs, cups and vessels, devices and machines, drugs and poisons, energy, eye contact, fashion, formulae and math, gadgets and inventions, knots and ropes, languages, meditation, offerings and sacrifices, sacred iconography, social domination, symbols, thought forms, True Names, voice, weapons, writings and inscription.

Void Seekers (Explorators)

Affinity Spheres: Connection or Spirit

Paradigm: Pick one:

- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one: Craftwork, dominion, faith, high ritual magick, machinery.

Tools: Pick seven: Bodywork, books, celestial alignments, crossroads and conjunctions, devices and machines, drugs and poisons, elements, energy, eye contact, formulae and math, gadgets and inventions, household and crafting tools, knots and ropes, languages, maps and charts, meditation, music, numbers and numerology, social domination, symbols, thought forms, True Names, vehicles, voice, weapons.

Tools: Pick seven: Bodywork, books, celestial alignments, crossroads and conjunctions, devices and machines, elements, eye contact, formulae and math, gadgets and inventions, household and crafting tools, knots and ropes, laboratories and gear, languages, maps and charts, meditation, money and wealth, numbers and numerology, sacred iconography, social domination, symbols, thought forms, True Names, vehicles, voice, weapons.

Disparates (Crafts)

Madzimbabwe

Affinity Spheres: Entropy, Life, Prime, and Spirit

Paradigm: Pick one:

- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Craftwork, faith, medicine-work, shamanism.

Tools: Pick seven: Animal skins, artwork, blessings and curses, bodywork, blood and body fluids, bones and remains, brews and potions, cups and vessels, dance and movement, drugs, eye contact, food and drink, herbs, household and crafting tools, languages, meditation, music, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, weapons, workshops.

Ngoma

Affinity Spheres: Life, Mind, Prime, or Spirit

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Alchemy, the art of desire, craftwork, faith, high ritual magick, medicine-work.

Tools: Pick seven: Artwork, blessings and curses, blood and body fluids, bones and remains, books, brews and concoctions, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, drugs and poisons, elements, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, languages, meditation, money and wealth, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, wands and staves, weapons, writings and inscriptions.

Orphans

Affinity Spheres: Any

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *The Living World:* The world itself is a single living being, and magick comes from reconnecting to an active awareness of oneself as a part of that one-ness: this might manifest as the Gaia Hypothesis, Unitarian divinity, or man as part of a living spiritual ecology.
- *Gnostic Truth:* The world is a falsehood intended to trap the mind and spirit, but there is a Truth beyond the Lie. Magick comes from awareness of that Truth and calling upon its power, whether that may be the power of God, transcending the illusion of the world (be it through ecstasy or asceticism!), or entreating the favor of the spirits/kami/loa/etc.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Inner Potential:* A limitless power lives within every human being, if only they could find the key to awaken to it: that’s magick. The key might be secret martial arts practices, the secret bloodlines of angels, cultivated spiritual perfection, realization of the potential for awakened inner divinity, or angelic blessings to restore the perfection of a time before original sin.
- *Something else...*

Practice: Pick one from any other playbook.

Tools: Pick seven from any other combination of playbooks.

The Taftani

Affinity Spheres: Connection, Forces, Matter, or Spirit

Paradigm: Pick one:

- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *Something else...*

Practice: Pick one: Alchemy, the art of desire, craftwork, dominion, or high ritual magick.

Tools: Pick seven: Artwork, blood and body fluids, bones and remains, books, brews and concoctions, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, drugs and poisons, elements, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, laboratories and gear, languages, meditation, money and wealth, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, sex and sensuality, social domination, symbols, thought forms, True Names, voice, wands and staves, weapons, writings and inscriptions.

Lions of Zion

Affinity Spheres: Spirit, Mind, Connection, or Entropy

Paradigm: Pick one:

- *A Mechanistic Cosmos:* Magick comes from understanding of the core principles by which Creation is ordered—unlocking the “code” to the system, whether that “code” takes the form of unified scientific theory, harmonic frequencies, the forgotten secrets of Hermetic ritual sorcery, or the secret laws of God.
- *Order from Chaos:* The world is inherently a thing of chaos, and assumes ordered form only through the imposition of will. Magick is the art of finding the connections that summon order from chaos. These might be symbolic associations of power, the hidden names of angels, or embedded “cheats” left behind from an older, truer version of the world.
- *A Higher Power:* Magick comes from a power beyond the self: God, the spirits, the ancestors, the loa, alien architects, even pacts with demons.
- *Something else...*

Practice: Pick one: Craftwork, faith, high ritual magick.

Tools: Pick seven: Artwork, blessings and curses, books, brews and concoctions, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, elements, energy, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, languages, meditation, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, writings and inscriptions.

Wu Lung

Affinity Spheres: Spirit, Forces, Matter, or Life

Paradigm: Pick one:

- *A Perfect World:* Long ago, there was a golden age. Magick comes a connection to that lost Paradise, whether that means lost Atlantean science, the forgotten arts of alien architects, harnessing the bloodlines of angels, or emulating the forms and practices of an age of human perfection.
- *Something else...*

Practice: Pick one: Alchemy, dominion, high ritual magick, or martial arts.

Tools: Pick seven: Artwork, blessings and curses, blood and body fluids, bones and remains, books, brews and concoctions, celestial alignments, circles and designs, crossroads and crossing-days, cups and vessels, dance and movement, drugs and poisons, elements, energy, eye contact, fashion, formulae and math, gems and stones, herbs, knots and ropes, languages, meditation, numbers and numerology, offerings and sacrifices, ordeals and exertions, prayers and invocations, sacred iconography, social domination, symbols, thought forms, True Names, voice, wands and staves, weapons, writings and inscriptions.

SPHERE MOVES

When you *use magick*, the effect (spell, procedure, call it what you will) you produce is built out of one or more Sphere moves. You can build an effect out of as little as one Sphere move, or however many you need for really complex things like raising the dead; there's no upper limit. If you want to conjure a lump of gold out of thin air, for example, you would need the Prime move *Creation from Nothing* (to create the pure pattern of the lump of gold) and the Matter move *Basic Transmutation* (to transform it from a Platonic ideal into actual gold). To transform that lump of gold into a ball of flame, you would need the Matter move *Basic Transmutation* and the Forces move *Transmute Forces*.

Some Sphere moves are *conjunctional*. Conjunctional moves modify other Sphere moves; they can't really do anything on their own; while the Prime move *Creation from Nothing* is probably the most popular example, conjunctional Time and Connection moves are also common.

Sphere Tiers

Sphere moves are broken down into *tiers* of accomplishment: Initiate, Disciple, Adept, and Master. When the game begins, you can only learn Initiate-tier Sphere moves, with the exception of your affinity Sphere. By undergoing successful Seekings, you can unlock higher tiers of Sphere moves.

Affinity Sphere

Every playbook lets you choose an *affinity Sphere*. This Sphere is the foundation of your understanding of magick, and you have a deeper facility with it than with other Spheres. There are two rules attached to this:

First, you carry +1 forward ongoing when an effect uses any moves from your affinity Sphere.

Second, you can learn moves from one tier higher than normal in your affinity Sphere. So when the game starts, you can take Disciple-tier moves in your affinity Sphere; when you unlock Disciple-tier moves in general, you can learn Adept moves; and so on.

Rotes

When you take an advance, you can choose to learn an effect as a *rote* (or *procedure* in Daedalean parlance). A rote is simply a specific magickal effect (like using *Creation from Nothing* and *Transmute Forces* to hurl lightning from your fingertips) that you've practiced until it becomes second nature. Once you learn an effect as a rote, you carry +2 forward ongoing to use it.

Connection

Connection deals with space and spatial relationships: where things are in relation to one another and how to move them about. It's the Sphere responsible for teleportation, levitation, telekinesis, scrying, and linking things across a distance.

Specialties: Conjunction, scrying, gates, warding, teleportation

Initiate Moves

Immediate Spatial Perceptions: You can probe the space around you and the nature of space with your senses. You can sense hidden things in your immediate environment, know where you are in relation to something else, sense true North, retrace your steps perfectly, and sense other Connection magick at work.

Thicken Space: You can make it more difficult for other effects to pierce space around you, blocking scrying and the like.

Move/Conjure/Banish: You can create conjunctive effects to move or teleport small objects and organisms through space.

Disciple Moves

You must have at least two Connection Initiate moves before buying Disciple moves.

Sense Space: You can extend your senses (and conjunctive effects) to distant places.

Teleportation/Levitation: You can move yourself and your immediate belongings through space. As a conjunctive effect, you can also move or teleport person-sized objects, organisms, or phenomena.

Co-locality Perception: You can split your senses between multiple locations or methods of perceiving space at the same time. This tends to inflict the *confusing* Condition without the conjunctive use of the Mind move *Empower Thought* to independently track the various sensory streams.

Adept Moves

You must have at least two Connection Disciple moves before buying Adept moves.

Rend Space: You can create stable gateways through space that others can use independently. You can also conjunctively move or teleport large objects, organisms, or phenomena, if you already have *Teleportation/Levitation*.

Ward Space: As a conjunctive effect, you can block certain things from moving into or through an area of space. For example, with conjunctive *Manipulate Forces*, you could stop fire from spreading into a warded area; with conjunctive *Alter Consciousness* and *Affect Thought*, you could ward an area against the presence of a certain emotion or thought.

Co-locate Self: You can exist in multiple places at once, though it requires the conjunctive Mind move *Empower Thought* for your multiple selves to act independently from one another.

Master Moves

You must have at least two Connection Adept moves before buying Master moves.

Mutate Space: You can distort space, changing the distances or relationships between points in space as you like. As a conjunctive effect, you can alter sizes and stretch or compress matter, living beings, or energy patterns.

Co-Location: You can cause multiple locations to exist simultaneously in the same place.

Entropy

Entropy deals with fate, probability, and decay. It's the Sphere responsible for observing and putting a thumb on the scales of probability and randomness, tapping into the energies of the Low Umbra, and inducing or removing corruption.

Specialties: Fate, fortune, decay, order, chaos, necromancy

Initiate Moves

Sense Fate & Fortune: You can sense the currents of destiny and the balance of probability. You can judge odds and likelihoods, and predict the outcome of “random” events with significant (but not perfect) accuracy.

Sense Decay: You can immediately discern the weakness in things—objects, beings, ideas.

Disciple Moves

You must have at least one Entropy Initiate move before buying Disciple moves.

Control Probability: You can push the likelihood of things happening up and down in situations where chance is the most powerful actor, allowing you to influence the fall of dice and the order of cards, the path of a landslide, and so forth.

Affect Predictable Patterns: You can hasten the speed with which entropy acts upon inanimate objects, causing them to break down and decay much faster than normal (obviously complex things like a ship's rigging are more vulnerable to the relentless march of time than, say, rocks). By the same token, you can greatly slow and delay the speed at which entropy acts upon objects.

Death's Shadow: As a conjunctural effect, you can bend Spirit, Life, Mind, and Matter magick to act upon manifestations of deathly power, such as the Low Umbra, ghosts, and vampires.

Luck Manipulation: You can make objects or beings lucky or unlucky.

Adept Moves

You must have at least two Entropy Disciple moves before buying Adept moves.

Affect Life: You can increase or decrease the entropy within living creatures, inflicting or erasing harm, or causing health-related Conditions to intensify, appear, go into remission, or even vanish.

Blessing/Curse: As a conjunctural effect, you can lay blessings or curses upon a person or even a person's lineage, complete with conditions to revoke the blessing or end the curse.

Master Moves

You must have at least one Entropy Adept move before buying Master moves.

Affect Thought: You can direct the forces of entropy and destiny into *ideas* and *concepts*, making them resilient or fragile; or, with *Luck Manipulation*, even lucky or unlucky for those that ponder them.

Binding Oath: As a conjunctural effect, you can tie magick into a binding agreement.

Forces

Forces bestows command over energy in all of its many forms. It's the Sphere of sound and motion, of heat and cold, of light and dark, of lightning and radiation.

Specialties: Alchemy, motion, elements (any or all), physics, weather, weaponry

Initiate Moves

Perceive Forces: You can not only sense information about energy manifestations (such as temperature and volume), but you can directly perceive energy in the form of heat and cold, sound waves, and so forth. You can behold colors and hear sounds outside the normal range of human senses.

Manipulate Forces: You can manipulate the flow of forces. You can bend lightning to strike where you wish, sculpt flames to your will, bend light to make things invisible, gather shadows, create silence by stilling sound waves, or redirect the forces of wind, momentum, or gravity. As a conjunctive effect, you can cause certain forms of energy to be drawn to or repelled by objects or beings, creating protective barriers or making them magnets for the forces in question.

Disciple Moves

You must have both Forces Initiate moves before buying Disciple moves.

Transmute Forces: You can transform one form of energy into another, ranging from the simple (raising or lowering temperature) to the miraculous (transforming sound into flames). With conjunctive effects, you can transform living things, objects, or even spirits into energy. With the Prime move *Creation from Nothing*, you can conjure energy into existence from thin air.

Adept Moves

You must have at least one Forces Disciple move before buying Adept moves.

Control Major Forces: You can now manipulate the flow of energy, as in *Manipulate Forces*, over a massive scale, potentially encompassing several miles. This is the art of weather-witching, of protecting or destroying entire areas, of making entire castles invisible.

Master Moves

You must have at least one Forces Adept move before buying Master moves.

Transmute Major Forces: You can now wield the power of *Transmute Forces* over wide areas, potentially encompassing several miles. You can break a heat wave or create a cold snap, turn day to night, or, with conjunctive Effects, conjure gigantic firestorms or similar forces of apocalyptic devastation.

Life

Life is the Sphere of living things, from the simplest fungi to human beings. It grants or revokes health, governs the shape of living things, and holds the keys to biological transformation and shapeshifting.

Specialties: Transformation, shapeshifting, healing, improvement, creation, creation, injury

Initiate Moves

Sense Life: You can detect the presence of life-signatures and discern the state of living beings, easily determining their age, sex, and state of overall health.

Alter Simple Life: You can causes changes to simple life-forms such as mollusks, insects, bacteria, and plants. Alterations include harming or healing, as well as gross alterations to the body (giving a crab additional claws, changing the color of a tree's foliage, or granting a scorpion wings), but *not* outright transformation (changing a worm into a flower).

Heal Self: You can use magick to erase harm or harmful Conditions you've suffered.

Disciple Moves

You must have at least two Life Initiate moves before buying Disciple moves.

Transform Simple Life: You can utterly transform simple life-forms: changing spiders into cherries, turning a cuttlefish inside-out without killing it, etc. With conjunctional effects, you can transform simple life-forms into energy, objects, or even spirits or thought-forms. As a conjunctional effect with the Prime move *Creation from Nothing*, you can conjure simple life from thin air.

Alter Self: You can provoke changes in your own flesh, ranging from variations on the standard human form (height, coloration, build, sex) to the inclusion of aberrant or inhuman features (growing extra joints, gills, wings, claws, and the like), though your basic body plan must remain fundamentally human; total transformation is beyond the scope of this move.

Rend/Heal Life: You can reach out to directly heal other people and creatures or their Conditions, or to inflict direct harm by rending their life-pattern.

Adept Moves

You must have at least two Life Disciple moves before buying Adept moves.

Alter Complex Life: You change complex life-forms such as dogs, horses, crocodiles, and other human beings.

Transform Self: You can utterly transform your own body into something else, such as a tiger or bird. With conjunctional effects, you might become living flame, steel, or a conscious radio signal.

Master Moves

You must have at least two Life Adept moves before buying Master moves.

Transform Complex Life: You can transform complex animals and people. However, without conjunctional effects, they retain their intrinsic mind and nature, so a basset hound transformed into a

human being will make a poor dinner companion. *With* conjunctional effects, many strange things become possible. Transforming objects or energy patterns into life-forms creates a soulless being with only the most vestigial mind based on the resonance of the base material (so a machine gun transformed into a rabbit would likely produce a very violent rabbit), unless conjunctional Spirit and Mind magick is used to bestow appropriate soul and psyche. With the Prime move *Creation from Nothing*, even human beings may be created *ex nihilo*, although, again, conjunctional *Forge Psyche* and *Forge Ephemera* moves are also necessary to grant this new person a mind and soul.

Matter

Matter is the path of mastery over the gross matter of the universe. It's the alchemist's Sphere, transforming lead into gold. In addition to stone, metal, glass, plastic, and other inorganic substances, Matter also rules over deceased organic material, from corpses to paper to construction lumber to food.

Specialties: Alchemy, transmutation, shaping, conjuration, refinement, forging, complex patterns

Initiate Moves

Matter Perceptions: You can probe objects and gross matter with your senses, learning all of a material or object's properties (size, weight, density, makeup). You can also detect hidden properties of matter, such as hollows and hidden chambers, and can use your senses to "sweep" for certain material expressions ("Is there any mercury in this room?").

Basic Transmutation: You can transform one substance into another, so long as you don't alter its essential shape, temperature, or basic state (solid/liquid/gas). This is how you change water to wine, lead to gold, wood to stone. With a conjunctive effect, you can transform people into statues or air into flames, and with the Prime move *Creation from Nothing*, you can conjure simple material forms from thin air.

Disciple Moves

You must have both Matter Initiate moves before buying Disciple moves.

Alter Form: You can change the shape of objects or alter their basic state (changing stone into steam). You can fuse things together, split them apart, and so on. With conjunctive effects, you can bond living and inorganic matter, teleport things or move them through space, and so on.

Adept Moves

You must have at least one Matter Disciple move before buying Adept moves.

Complex Transmutation: You can now perform complex transformations: turning a big rock into a wagon, or an fur cloak into a suit of steel armor. With conjunctive effects, pumpkins can become carriages complete with a team of horses, gold can become a youth-restoring potions, and, yes, God help us, if you toss in *Death's Shadow* and *Transform Complex Life*, vampires can be turned into furniture. With the Prime move *Creation from Nothing* you can yank a limitless supply of knives from your pockets or conjure arrows on the fly.

Master Moves

You must have at least one Matter Adept move before buying Master moves.

Alter Properties: You can give objects unearthly qualities such as ultra-density, an impossibly high boiling point, or bizarre physical properties (oil that burns without being consumed!).

Mind

Arguably the most rarefied of Spheres, Mind deals in thoughts, ideas, and consciousness. Its power bestows expanded awareness, telepathy, astral projection, and hypnosis.

Specialties: Communication, illusion, emotion, self-empowerment, astral travel, mind-shielding, psychic combat

Initiate Moves

Sense Thoughts and Emotions: You can detect the presence of thinking minds, read the emotional “resonance” of people, places, and (with the conjunctive Matter move *Matter Perceptions*) objects, grasp someone’s overall state of mind, or tell truth from falsehood.

Mind Shield: You can protect your mind and thoughts from intrusion or scrutiny.

Empower Thought: You can empower your own mind, performing feats such as absorbing massive amounts of data quickly, exercising perfect recall, or splitting your thoughts into different branches to multitask effectively.

Mental Impulse: You can project a single word-concept or a pulse of emotion to another mind, such as a stab of rage, a pang of sorrow, or a moment of hilarity. Alternately, you can direct a psychic “hammer” at another mind, inflicting 1 harm.

Disciple Moves

You must have at least three Mind Initiate moves before buying Disciple moves.

Read Surface Thoughts: You can read the surficial thoughts of another mind.

Telepathy: You can establish one-or-two-way communication with another mind.

Forge Thought: You can craft mental constructs and forms and project them into other minds, creating illusions or slipping artificial thoughts into someone’s mind.

Adept Moves

You must have at least two Mind Disciple moves before buying Adept moves.

Read Thoughts and Memories: You can perform an intrusive deep-delve into a person’s thoughts, learning their well-guarded secrets and plumbing their memories. With a conjunctive effect using the Matter move *Matter Perceptions*, you might also read memories impressed into objects.

Alter Consciousness: You can transform and rewrite someone’s thoughts, emotions, and memories (or, with the conjunctive Entropy move *Affect Thought*, delete them completely), change/falsify resonance impressions, drive someone mad, or soothe insanity. You can also override someone’s consciousness through posthypnotic commands or brute, outright mind control.

Astral Projection: You can project your consciousness out of your body, sending it to explore the High Umbra while your flesh remains comatose. With *Pierce Gauntlet*, you can project your consciousness into the Middle Umbra, and with *Pierce Gauntlet* and *Death’s Shadow*, you can project into the Low Umbra.

Master Moves

You must have at least two Mind Adept moves before buying Master moves.

Control Subconscious: You can complete rewrite someone's personality, nature, or with conjunctional magick, move their mind into another body (or other host, such as a robot or carved idol...) entirely. You can also do these things to your *own* mind.

Forge Psyche: You can create an entirely new consciousness to your specifications, though it takes conjunctional effects to grant it a body (for living beings) or host (for things like A.I.).

Prime

Prime delves into the fundamental energy of the cosmos. Call it the fifth element (Quintessence), the Odylic Force, or Primal Energy. It's the Sphere responsible for *creation ex nihilo*, for charging things with supernatural power, and for grappling with magick itself.

Specialties: Resonance, artifice, perceptions, channeling, creation, destruction

Initiate Moves

Etheric Senses: You can detect and perceive magick, either in the form of active effects, or bound up in mystical talismans, places of power, supernatural creatures, and the like.

Consecration: You can attune personal belongings to your mystical aura. When you shapeshift, become spirit matter, or otherwise alter your state of being, consecrated objects transform or translate with you.

Gather Quintessence: You can draw a trickle of power out of those things and places that radiate it, giving you Quintessence. You can spend Quintessence to get +1 to *use magick*, or to lower your Scourge modifier by -1. Initiates can hold 1 Quintessence, Disciples can hold 2, Adepts can hold 3, Masters can hold 4. Drawing Quintessence from an object of power permanently diminishes or destroys the power in that object. Drawing Quintessence from a place of power temporarily diminishes the power of that place; drawing too much might even permanently harm or destroy the location, though Etheric Senses can warn you when you're in danger of doing so.

Simple Enchantment: As a conjunctural effect, you can weave cosmic power into beings, objects, or phenomena, enhancing their resilience or destructive power (allowing them to reduce harm by 1, or increase harm inflicted by 1).

Disciple Moves

You must have at least two Prime Initiate moves before buying Disciple moves.

Creation from Nothing: By weaving Odylic Force into a new pattern, you may, as a conjunctural effect, create things "out of thin air." Life, Matter, and Forces let you create organisms, objects, and energy; Mind lets you create thought-forms independent of a mind to think them; Spirit lets you create a spirit or soul without spiritual ephemera to draw upon.

Transitory Enchantment: As a conjunctural effect, you can bind a magickal effect into an object or being for a short period of time (a scene at most).

Sword of Light: You can spend Quintessence to create a weapon forged of pure cosmic force for a few moments, equally capable of harming physical beings and spirits. Alternately, you can spend Quintessence to use raw primal energy to make a single attack capable of inflicting 3 harm.

Parma Magica: You can spend Quintessence to create a temporary magickal shield. The next time someone directly targets you during the current scene with magick, they carry -2 forward (PCs) or suffer Disadvantage (NPCs).

Adept Moves

You must have at least two Prime Disciple moves before buying Adept moves.

Reweave Magick: As a conjunctive effect, you can directly target existing magickal effects, curses, enchantments, and spend Quintessence to rewrite them. You can also similarly spend Quintessence to meddle with the mystical properties of supernatural beings, such as a vampire's agelessness or a werewolf's vulnerability to silver. Finally, you can give Quintessence to someone else, attempt to steal it from them, or cause it to flow from place to place.

Drain Reality: You can rip Quintessence directly out of an object, phenomenon, or magickal effect in the moment of its destruction.

Permanent Enchantment: As a conjunctive effect, you can *permanently* bind a magical effect into an object (creating a talisman) or being (creating winged horses, cyborgs, and the like). Enchanted beings who flaunt their impossible gifts in front of Sleepers frequently experience temporary weakening or malfunction of those Gifts, or may be harried by Scourge manifestations.

Anti-Magick: You can spend Quintessence to harden local reality against magickal alteration. For the rest of the scene, *all* magickal effects in the immediate vicinity take -1 forward ongoing per Quintessence spent, or appropriately severe Disadvantage.

Master Moves

You must have at least two Prime Adept moves before buying Master moves.

Drain Life: You can rip Quintessence out of living beings or spirits as they die.

Infuse Quintessence: You can bind raw Quintessence into an object, allowing it to be later retrieved through *Gather Quintessence*.

Eternal Miracle: As a conjunctive effect, you can weave together self-sustaining patterns of Odylic Force to make a magickal effect permanent (such as building a permanent teleportation gate with Connection). Exposure to Sleepers tends to cause eternal miracles to weaken, malfunction, become temporarily dormant, or even to completely collapse under frequent or widespread exposure.

Create Node: You can channel vast amounts of Quintessence into a locale, creating a Node.

Spirit

Spirit deals in ephemera: the stuff of souls; living manifestations of the living world and of thought-forms; and the Otherworlds beyond the Gauntlet. It's the Sphere responsible for summoning and binding spirits, and of venturing into the Umbra.

Specialties: Umbral travel, spirit dealings, Gauntlet manipulation, primal spirits, celestials, infernals, possession

Vidare

Your paradigm and practice determines which of the Otherworlds you naturally attune to. Most mages naturally gravitate toward the High Umbra (or Astral Realm). Those walking the roads of the shaman, the witch, the ecstatic, and other such primal paradigms are drawn by default to the Middle Umbra (or Spirit Realm). No living mage naturally gravitates to the Low Umbra (or Underworld); accessing that dread realm always requires the conjunctive Entropy move *Death's Shadow*.

You carry -1 forward ongoing when attempting *use magick* to perceive, enter, or interact with an Otherworld other than the one to which you are naturally attuned.

Initiate Moves

Spirit Sight: You can attune yourself to spiritual emanations. At its simplest, this lets you perceive the glow of someone's soul, discerning their state of spiritual well-being, or detect the presence of a spirit bound in a fetish or possessing a person. More refined uses let you read the thickness of the local Gauntlet, or even see through the Gauntlet into the local Umbra. If you're already within of one of the Otherworlds, this move can also be used to assist in basic navigation.

Manipulate Gauntlet: You can strengthen or weaken the local Gauntlet.

Touch Spirit: You can make brief contact with spirits, touching or speaking to them, even across the Gauntlet.

Disciple Moves

You must have at least two Spirit Initiate moves before buying Disciple moves.

Pierce Gauntlet: You can translate your living flesh into spirit-matter, projecting yourself across the Gauntlet and into the Otherworlds, and vice-versa.

Manipulate Ephemera: You can directly harm or heal spirits with your magick, rouse the ephemera sleeping within things into active spirits, lull weak spirits into slumber, and, with the conjunctive Prime move *Creation from Nothing*, can create temporary spirit-tools such as armor and weapons.

Adept Moves

You must have both Spirit Disciple moves before buying Adept moves.

Rend Gauntlet/Seal Breach: You can tear open gateways through the Gauntlet, allowing large objects, people, and spirits to move through in either direction. You can also close such gateways.

Bind/Compel Spirit: You can summon spirits to appear before you and do your bidding. As conjunctional effects, you can also bind them into objects to create fetishes, bind them into living hosts, or exorcise a spirit from the person it is possessing.

Master Moves

You must have at both Spirit Adept moves before buying Master moves.

Forge Ephemera: You can craft, transform, and destroy spirits as you will. With conjunctional magick, you can create spirits, create *souls*, forge entire spirit Realms, transform living beings or objects into spirits (or spirits into living beings or objects), or even perform the terrible rite of *Gilgul*, destroying a mage's Daemon forever. You can also shatter the outermost barriers of the spirit world with this move, venturing beyond the Horizon and into the Deep Umbra.

Time

Perhaps the most esoteric of all Spheres, Time deals in the relationship between moments. It's the Sphere of speeding up or slowing down time, prognostication, even of skipping forward in time (but never backwards). Of all the Spheres, it is perhaps the one most frequently used in conjunctive effects.

Specialties: Perceptions, prophecy, triggers, time travel, temporal control

Initiate Moves

Time Sense: You develop a perfect internal clock, and can sense the ripples and distortions left behind by disruptions to the timestream.

Past/Future Sight: You can look backwards and forwards in time, gaining hazy impressions of what has been (or is likely to be) in your immediate environment, as witnessed by a bystander. With conjunctive effects, you could delve more precisely into the history or destiny of an object, person, or even idea. With the Entropy move *Sense Fate & Fortune*, you can winnow through possible futures to sort them by likelihood.

Temporal Ward: You can scramble or calcify the substance of time, making certain moments more difficult to tamper with via Time magick or similar supernatural phenomena.

Disciple Moves

You must have at least two Time Initiate moves before buying Disciple moves.

Time Contraction/Dilation: You can compress or stretch out the passage of time for yourself, drastically slowing yourself down or speeding yourself up relative to the world around you. With conjunctive effects, you can extend these effects to people, objects, and locations around you, slowing down enemies, sending bullets tunneling through the air in slow motion, and performing other impossible feats.

Adept Moves

You must have Time Contraction/Dilation before buying Adept moves.

Time Determinism: As a conjunctive effect, you can temporarily "freeze" something in time, locking arrows in midair or cars in the moment just before a crash.

Trigger Effect: As a conjunctive effect, you can determine a specific moment when a magical effect will activate. By combining this move with Entropy moves and other Time moves, you can even design truly elaborate effects encompassing both temporal and deterministic triggers.

Master Moves

You must have both Time Adept moves before buying Master moves.

Future Travel: You can travel forward in time. Unlike time contraction, which simply causes time to pass quickly, this move completely elides your existence in all moments between the one where the effect is cast, and your arrival at some point in the future. With conjunctive effects, you can send other things forward in time as well.

Time Immunity: You can step outside of time, moving through a “frozen” world as you like. With conjunctional effects, you can also temporarily press other people or things outside of time, or pull them out of time alongside you.