

MES Mage the Awakening Custom Spells
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The following spells are unique to the MES Awakening focused venue chronicle. They follow whatever approval levels and restrictions noted in the writeups, but are considered sanctioned for play.

Alter Armoring (Matter 4)

Practice: Perfecting

Action: Instant

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Intimidation + Matter

Improving a substance's protective qualities is similar to, but more advanced than, improving its structural qualities with Alter Integrity. Each point of Potency produced when casting this spell increases the Armor rating of a substance by one. The object's Durability must be at least as high as its Armor rating. Increases to Durability by Alter Integrity can enable a higher Armor rating. If the object's Durability drops for any reason, excess points of Armor above the new Durability are lost. Applying the Armor rating of an item whose Armor rating has been doubled through Alter Armoring (or an item that normally has no Armor rating) against an attack inspires Disbelief from Sleeper observers.

Bulletproof (Matter 2)

Practice: Shielding

Action: Instant

Duration: Prolonged (one scene)

Aspect: Covert

Cost: None

Primary Factor: Potency

Rote Pool: Stamina + Crafts + Matter

A proficient Matter mage may weave some of the properties of a Shielding spell into an item. At this level of proficiency, actually increasing the Armor rating is impossible, but the mage can alter the object's properties to disperse kinetic force more effectively. The result is very similar to mundane kevlar or other "bulletproof vests", and converts damage from firearms from Lethal to Bashing.

Bullet Time (Time 4)

Action: Instant

Duration: Transitory (1 turn)

Aspect: Vulgar

Cost: 1 mana

Primary Factor: Potency

Rote Pool: Dexterity + Athletics + Time

For the duration of this spell, the caster can apply their defense against any attack that would deny them their defense. Using Time 5, this spell can be applied to any character within sensory range. This spell does not allow a character to retain their defense if they voluntarily give it up for an effect, such as an All Out Attack.

Create Underworld Gate (Death ••••)

Practice: Making

Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar

Cost: 1 mana

Rote Pool: Composure + Intimidation + Death

This spell may be cast anywhere to open a gateway into the Underworld. Some caution is advised, as the gate's destination is unpredictable. It always opens into the Autochthonous Depths, but exactly *where* it opens is essentially random. The gate remains open as long as the spell remains active, and then closes immediately.

Detect Banisher (Prime 1)

Practice: Knowing

Action: Extended

Duration: Concentration

Aspect: Vulgar

Cost: None

Primary Factor: Potency

Rote Pool: Resolve + Empathy + Prime

This spell cannot be cast except by those that know the rote. The experience of casting it is best described as "wrenching". However, it does allow the caster to infallibly detect "true" Banishers. While this spell is active the caster may make a reflexive Wits + Occult roll, adding any dots of the Abyssal Resonance Merit possessed by the target to the attempt and opposed by the target's Wisdom. Even a single success is enough to confirm the state of the target, but no further information is granted. STs should see the Banishers toolkit for more information.

Further, while the spell is active and for the next 24 hours after it ceases, the ambient resonance of whatever place they're in inspires an additional vice in the caster. The resonance of the site of a murder might inspire Wrath, for example, or a restaurant Gluttony. This Vice is especially strong, and the character must spend 1 Willpower to avoid acting on it.

Learning the Rote for this spell is a Top Approval, and it must be learned from a teacher or grimoire with an appropriate approval number.

Forge Electrum Magicum (Matter 5 + Prime 4)

Practice: Making

Action: Extended

Duration: Advanced prolonged (one scene)

Aspect: Vulgar

Cost: 1 mana

Rote Pool: Dexterity + Crafts + Matter (this Rote is a Legacy Secret of the Forge Masters)

One success creates a Size 1, Durability 1 piece of Electrum Magicum. Further successes may be allocated to duration as usual, or to increase the item's Size or Durability on a one-for-one basis. One Size point of each of the seven Perfected Metals is consumed for each point of Size of the resulting Electrum Magicum. If the "Forge" spell is dispelled, the alloy becomes ordinary electrum and all Imbued powers are lost; relinquishing with a dot of Willpower is highly encouraged.

Electrum Magicum may be shaped into items and tools, including armor and weapons. All such items must have a Size and minimum Durability matching the equivalent normal, mundane item and use its game statistics in every regard. No Enhanced Item properties need be bought, though the item can be enhanced as normal. Electrum Magicum's benefit comes when Imbuing: different mages may work together, each contributing spells to the final item. Each contributed spell must be castable in full by the contributor, though they do not need to be able to cast Imbue Item. They need only be present for the downtime for the spell they're contributing. The primary enchanter must still cast Imbue Item as normal apart from this, and be present for all downtimes involved in the creation of the item.

Any assistants for the Imbue Item ritual still need to be able to assist in the casting of the whole conjunctive spell - they gain no benefits from the alloy's nature in this regard. A character may only benefit from a single Electrum Magicum-based Imbued Item at a time, plus one for each point of Aura Modifier. Any additional items become inert. When a carried item is dropped, the character may reflexively choose which excess item is activated.

Imbue Item (Prime ••• + Other Arcana)

Practice: Weaving

Action: Extended (Downtime)

Duration: Advanced Prolonged (one scene)

Aspect: Vulgar if any imbued spells are vulgar, otherwise Covert

Cost: 1 Mana per spell, plus one for an item with a Mana store

Rote Pool: Composure + Crafts + Prime

Imbued items are given one or more magical powers. Effectively, any mage who uses the imbued item gains the benefits of its spells even if he did not cast them. See the Imbued Item Merit, pp. 74-75. As Imbued Items must be manufactured in downtime, they are not rolled for as normal extended actions. Instead, presume you have your *full success limit* (*Damage and Success Limits*, MET: the Awakening pg 148) in successes to work with. You may employ a Demense and teamwork to increase this, as usual.

Imbued Items are commonly enchanted permanently, using Indefinite Duration. This requires five successes, or four if the item is inscribed with Atlantean Runes. (pg 153) An item may be constructed with a shorter duration if desired, though the item's enchantment dissipates at the end of this duration.

Each point of Potency gives one dot to use when building the Imbued Item, which is done exactly as described under the Merit. Note that one point of Potency must be used for the base cost before any points are used on effects or other benefits. Any spell the mage can cast can be incorporated as a contingent effect. If the mage wants a spell to be persistent, they must be able to cast it using Advanced Prolongation

(pg 152). Other benefits may be purchased as usual. The final spell is a conjunctive spell involving the ratings of all incorporated spells' Arcana. As such, any assistants must meet the prerequisites to participate in the ritual. (*Group Rituals*, MET: the Awakening pg 168)

Creating an Imbued Item requires one downtime action, plus one additional downtime action for every additional spell incorporated after the first. These downtimes may be spread out over as long a period as the player wishes. During the final downtime action, the caster must:

- pay the full mana cost of the spell
- test for Paradox, if any spells imbued are Vulgar
- pay a dot of Willpower to relinquish the spell (pg 151) or use one of the optional methods described in *Tome of the Mysteries* (pg 128). The caster may pay a point of Willpower instead, but this *must* be noted; unlike other methods, the resulting Imbued Item may still be disenchanting with Dispel Magic.

Keymaster of Thorns (Fate ●●●)

Practice: Veiling

Action: Instant

Duration: Lasting

Aspect: Vulgar

Cost: None

Primary Factor: None

Rote Pool: Composure+Larceny+Fate

Using Fate, the mage can open a keyed hedge gate without actually having or knowing the key. By veiling the threads of Fate, the mage "tricks" the gate into thinking the key has been used. This spell can only work on a hedge gate that can be opened with a key (without glamour). The door will remain open for a number of rounds equal to the mages Gnosis after the turn it is opened. This spell is detailed on page 75 of *Equinox Roads*. Opening a hedge gate by key can be found on page 216 of *Changeling: The Lost*.

Open Avernian Gate (Death ●●●)

Practice: Perfecting

Action: Extended

Duration: Prolonged (one scene)

Aspect: Covert

Cost: 1 mana

Rote Pool: Composure + Subterfuge + Death

This spell cracks open an Avernian Gate without needing a key or any other means of satisfying the conditions of entry. Regardless of the duration of the spell, the gate remains open for a scene, though additional duration factors may be used to keep it open longer. With Death 5, this spell may be cast as an Instant Action.