MES NWoD ADDENDUM: MAGE: THE AWAKENING

Effective Date: 12 October 2016
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This addendum is organized into the following sections:

I. **ADDITIONAL BOOKS:** A listing of errata and books specifically sanctioned for this venue.
II. **CHARACTERS:** Basic rules for Awakening Characters.
III. **ORGANIZATIONS:** Rules pertaining to mage Orders, Legacies, Magical Traditions and Proximi.
IV. **MERITS:** Rules pertaining to Awakening-specific Merits.
V. **ARCANA, SPELLCASTING AND SPELLS:** Rules pertaining to magic and spells.
VI. **PLACES, REALMS, AND DENIZENS:** Rules pertaining to magical places.
VII. **PACTS:** Rules pertaining to making magical pacts with summoned creatures.
VIII. **STORYTELLER RULES AND CLARIFICATIONS:** Optional rules and other settings information.
IX. **ADDITIONAL MATERIAL:** Errata and custom rules for Awakening in the chronicle.

Text in red indicates new or changed items in this addendum cycle.
Text in blue indicates new or changed items from the last addendum cycle.

I. ADDITIONAL BOOKS

A. Adamantine Arrow (WW40103)
B. Astral Realms (WW40202): Grant Influence Numina [Astral Realms]: Not Sanctioned
C. Banishers (WW40104)
    1. All mechanics (including spells, Merits, and Legacies) given in this book are only sanctioned as per mechanics available to Storytellers in the Banishers ST Toolkit.
    2. None of the spells which require a Banisher's death to activate may be cast by an unwilling or coerced victim with any power less than Archmastery.
    3. John Maverick and the Panography Movement are commonly known in mundane circles, but their links to Banishers are not.
    4. Atonements may only be used by Banishers.
D. Boston Unveiled (WW40200): While sanctioned, the history and setting in this book may not be that of the chronicle.
E. Free Council (WW40308)
F. Guardians of the Veil (WW40305): Blood Rings are completely mundane items, and so are not restricted to Guardians of the Veil
G. Grimoire of Grimoires (WW40203)
    1. All new rotes, legacies and merits in this book: Top Approval and must have found a copy of the appropriate Grimoire in play.
    2. Casting these unique effects improvisationally: Not Sanctioned
    3. Mundane copies of the "Ancient Lands Pentalogy" and "Dark Revolution" may be obtained at Low Approval.
    4. Normal spells listed in this book never alter a spell's prerequisites unless it specifically states it is doing so. Several listed rotes are misprinted at varying levels that do not conform to MET: Awakening.
H. Imperial Mysteries: Knowledge of material regarding Archmasters, their activities and abilities, or other truths from this book is Top Approval.
I. Intruders: Encounters With the Abyss (WW40307)
J. Keys to the Supernal Tarot (WW40312)
    1. **Third Eye Candy** [Keys to the Supernal Tarot]: Not Sanctioned

K. Left-Handed Path
1. Knowledge of Order-specific sections: Low Approval for members of that Order, otherwise High Approval.
2. Knowledge of the Lower Depths beyond that referred to as common knowledge: Top Approval.
3. Knowledge of other material from Chapter 1: Low Approval
4. Knowledge of any other material: as knowledge of antagonist factions.
5. Mechanics: Top Approval for PCs, unless employing them would require being a prohibited character type. By national toolkit for NPCs.

L. Legacies: The Ancient (WW40101)

M. Legacies: The Sublime (WW40100)

N. Lines of Power (WW40908)

O. Mage: the Awakening (WW40000)
1. This book is used for flavor material and legacies not covered by Mind's Eye Theatre: Awakening.
2. Alternate Rote Dice pools from this book are Low Approval for characters with True Order Membership in the listed Order and High Approval otherwise

P. Mage Noir
1. Players and Storytellers writing backgrounds that include the covered period are encouraged to draw from the themes and settings of this book.
2. While sanctioned, the history and setting in this book may not necessarily be that of the chronicle.
3. Mechanics from this book are not sanctioned.

Q. Magical Traditions (WW40309)

R. Mysterium (WW40102)
1. The 'Academy Chronicle' guidelines are not used for play, with the exception of:
   a. Characters under the age of 12 have Size & Speed species factors of 3.
   b. Characters under the age of 14 have Size & Speed species factors of 4.
   c. References in character background material.
2. Rolls for accessing items from the Miscellany may be made once per month.

S. Night Horrors: the Unbidden (WW40324)
1. Material from this book is available as per national tookits.

T. Reign of the Exarchs (WW40306)

U. Sanctum and Sigil (WW40201): The Sanctum merits in this book are all shareable, simple cost merits.

V. Secrets of the Ruined Temple (WW40310)

W. Seers of the Throne (WW40321)

X. Silver Ladder (WW40105)
1. The research charts for "outsiders" are a guideline for VSTs. Knowledge requiring more than 15 successes of research requires Top Approval for cross-venue knowledge, as does any library that contains such knowledge.
2. Altering Gold Law: as per national toolkits. For a discussion of the Laws as seen by the Silver Ladder, see their Order Primer.
3. **Least Convocations:** Mid Approval from all involved Domains.
4. **Lesser Convocations:** High Approval
5. **Great and Grand Convocations:** Top Approval
6. Convocations should also follow the guidelines in the Convocation Guide
7. High Legalese may only be invoked by Silver Ladder PCs who possess Academics or Occult 4, and a specialization in Lex Magica, Awakened Law, or a similar subject.

Y. Summoners (WW40322)
1. The following Numina are restricted to the spirit types listed:
   a. Accelerate: Arcadian Supernal
   b. Create Anomaly: Acamoth & Gulmoth
   c. Essence Conversion: Aether Supernal, Acamoth & Gulmoth
   d. Spirit Crown: Primal Wild Supernal
   e. Trial: All Supernal
   f. Underworld Gate: Stygian Supernal, Underworld, Gulmoth

       g. Versatile Energies: Outsiders

    2. Chapter 4: Reserved for US NST

Z. Tome of Mysteries (WW40302)

    1. Weaving a Factor Bonus into a new custom or book rote is not sanctioned.

    2. Knowledge of the general (and incorrect or incomplete) details of Archmasters and Archmastery from this book: Low Approval.

    3. Creation of a Homonculus: The degeneration checks and permanent Willpower costs for this process cannot ever be mitigated or ignored.

AA. Tome of the Watchtowers (WW40301)

II. CHARACTERS

A. Background

    1. Age

        a. Existed since 1900 or earlier: High Approval (Low for NPCs)

        b. Existed since 1850 or earlier: Top Approval (Low for NPCs)

        c. Existed since 1800 or earlier: Unavailable for PCs (Low for NPCs)

    2. Youth

        a. It is High approval for a character to have Awakened prior to age 16. It is not possible for a character to have Awakened prior to age 3.

    3. Character Types

        a. Pentacle Orders: Mages with Status in one of the Pentacle Orders or uninitiated apprentices of Pentacle Order Mages are Low Approval.

        b. Apostates: Mages outside of other categories are Low Approval.

        c. Banishers: Mages who seek to destroy all magic, magicians, and/or Awakened society.

            i. Past or present Banishers are not available as PCs.

            ii. Available as NPCs as per national toolkits.

        d. Seers of the Throne: Mages with Status (Seers of the Throne) ●+

            i. Current Seers are not available as PCs.

            ii. For a PC to have been a Seer in character history is Top Approval.

            iii. Available as NPCs as per national toolkits.

        e. The Mad: Mages with Wisdom 0.

            i. Past or present Mad are not available as PCs.

            ii. Available as NPCs as per national toolkits.

        f. Scelesti: Mages who serve the Abyss.

            i. Not available as PCs.

            ii. To have been a Scelesti in character history is Top Approval.

            iii. Available as NPCs as per national toolkits.

            iv. This category does not include those that make deals with acamoth or other Abyssal creatures, or who employ the first three paths of Abyssal Magic from Tome of the Mysteries, provided such dealings do not become a regular occurrence and are not part of a deliberate devotion to the Abyss.

            v. This is not intended to constrain characters' IC perceptions of those who engage in such practices.

        g. Soul-reapers, aka Liches or Tremere: Mages that attempt to benefit from using or consuming the souls of others.

            i. Not available as PCs.

            ii. To have been a Reaper in character history is Top Approval.

            iii. Available as NPCs as per national toolkits.

            iv. Does not include those that engage in occasional soul-handling or soul manipulation (IE, enforcing a sentence of spiritual scourging or oblivion).

            v. This does not constrain characters' IC perceptions of those who engage in such practices.

        h. Sleepwalkers and Proximi: As per appropriate merits.

           i. Low Approval; though see Proximi, below.

           ii. Sleepwalkers may have Status 0 in an Order at Low Approval; this is irrelevant mechanically, but may be meaningful in terms of roleplay.

      i. Sleepers: Ordinary mortals with no past or present supernatural nature.

           i. Low Approval, as per Universal

           ii. Characters with lesser supernatural templates no longer qualify as Sleepers.

B. Storyteller Characters

    1. The following NPCs are usable as per national toolkits: Aeons, Ananke, Bound, Morpheans (as described in Astral Realms), and Vouivre

C. Addendum Updates

    1. Characters with Rotes that are desanctioned or removed from play are refunded their XP.

    2. Characters with grimoires containing desanctioned spells may replace them at Low Approval.

III. ORGANIZATIONS

A. Order:

1. Order Status Dots

    a. ● to ●●●●: Low Approval, with conditions detailed in the <u>Pentacle Orders Primer</u>

    b. ●●●●●: Top Approval

2. Gaining and Losing Status:

    a. PCs may only gain mechanical benefits (including Rote specialties) from a single Order at a time. Switching this Order requires Top approval.

    b. Having Status in more than one Order: Not Sanctioned

    c. Characters must meet the conditions for their new level of status (from the <u>Pentacle Orders Primer</u>) and any requirements from their Order Primer before that level of Status may be approved. The Order Primers describe the processes for going up and down in Status. The final decision of whether a given change in Status is appropriate falls to the VST.

    d. Order Expulsion: Mid Approval. Expelling a character from an Order requires the support of 4x their current Order Status dots after the Order Status of any blocking characters are subtracted. This survey should be managed by the character's DST, who retains normal approval privileges over the expulsion.

    e. Leaving an Order: Low Approval.

        i. Characters who have been expelled from or left an Order lose their Rote Specialties and any Merits with Order membership as a prerequisite. They retain any learned Rotes, Legacies, the High Speech merit, and any other benefits.

3. Titles, Ranks, Duties, etc: see individual Order guides for prerequisites for titles. Some may also have attached notification or elevated approval requirements; these will be highlighted in the relevant guide in **bold text**.

4. Seers of the Throne [Seers of the Throne]:

    a. Factions:

        i. Gatekeepers: Top Approval

        ii. Inclusionists: Top Approval

    b. Prelacies [Seers of the Throne]

        i. Available as per national Seers toolkits.

B. Legacy

1. Approval Levels

    a. PCs recruited into an otherwise unlisted Legacy by a PC:

        i. Mid Approval: Character is a member of the listed Path or Order, or the Legacy lists neither Path nor Order.

        ii. High Approval: Character is not a member of the listed Path nor Order.

    b. PCs recruited into an otherwise unlisted Legacy by any other means:

        i. High Approval: Character is a member of the listed Path or Order, or the Legacy lists neither Path nor Order.

        ii. Top Approval: Character is not a member of the listed Path nor Order.

      c. Top Approval: Fangs of Mara, Left-Handed Legacies, Simple Custom Legacies

      d. The alternative rules for the following Legacies are sanctioned as variants to the sanctioned Legacies at Top Approval. Only the mechanics are sanctioned, not the stories or fluff material: The Celestial Masters as a Left-Handed Legacy [Keys to the Supernal Tarot], Illuminated Path as a Left-Handed Legacy [Keys to the Supernal Taro], The Roses of Eden as a Left-Handed Legacy [Keys to the Supernal Tarot], The Whipping Boys as a Left-Handed Legacy [Keys to the Supernal Tarot]

      e. NPC use only: Scelesti (all varieties); Tremere (all varieties); Cult of the Doomsday Clock,; The Legion [Summoners]; Carnival Melancholy [Silver Ladder]; Unforgotten Scions [Mysterium]; Echo Walkers [Legacies: the Ancient]; Cloud Infinite, (Legion) [Left-Handed Path]; all Legacies from Banishers; all Legacies from Seers of the Throne; Dreamers of the Black Sun [Shadows of Mexico]

      f. Secret Order of the Gate is not available for PC use and is only available for NPC use as part of a national toolkit [Seers of the Throne].

      g. A NPC may be a member of any Legacy native to the character's Path or Order at Low Approval. They may also be members of Legacies without Path or Order restrictions at Low Approval.

      h. NPCs may be a member of any sanctioned Legacy at High Approval.

2. All Legacies from Order-specific books are considered to be native to that Order, though they remain available to characters of the appropriate Path regardless of Order.

3. **Joining a Legacy**

      a. In order to join a Legacy, a character must possess the prerequisites for the first Attainment of that Legacy.

      b. If a Legacy's primary Arcana is already Ruling for the inducted PC, it becomes an "Imperial Arcana." The Arcana can now be purchased at x5 experience per dot instead of x6.

      c. When a character joins a legacy the cost for one Arcana is reduced and the character is refunded xp for that Arcana as if they had always been a member of that legacy. Note, Arcana purchased with Creation Points are not refunded.

      d. A mentor does not need to spend a Willpower Dot to induct a student into a Legacy.

4. **Legacy Membership**

      a. Characters must demonstrate beliefs and behaviors appropriate to the themes and background of their Legacy. While lies or subterfuge are acceptable, they must be made clear to the presiding Storyteller upon request. If the Low Storyteller of a game believes a character is acting contrary to the themes of their Legacy, they may deny the character the benefits of that Legacy until their behavior is rectified.

5. **Leaving a Legacy** [Grimoire of Grimoires] / [Astral Realms]

      a. Leaving a Legacy through the use of the Ocean Ouroboros is High Approval and a Wisdom 4 sin.

      b. For experience point purposes treat the character as if it had never been a member of the legacy. Any experience point discounts due to Legacy membership (e.g. Arcana) must be repaid. Similarly, the character is refunded the cost of any Legacy Attainments. This may require the character to go into XP debt.

6. **Custom Legacies:** Reserved for the office of US NST

7. **Legacy Experience**

      a. Each Attainment of a Legacy costs 8 XP and needs to be actively learned. No Legacy Experience is paid. Optional Attainments are free once the prerequisites are acquired.

8. **Legacy Rules clarifications**

      a. **Attainments**

            i. While it is not possible to counterspell an Attainment, they otherwise interact with spells as normal. For example: non-visible alterations to space and time can be detected by the relevant spells; Attainments involving Space must still contend with Wards and Bans as would any other spell; attack spells are still resisted by the relevant magical shields; etc.

      ii. If a Legacy Attainment does not specify its potency for an effect, the character's rating in the relevant Arcana or Gnosis (whichever higher) is the effect's potency.

      iii. Legacy attainments cannot have their Spell Factors modified through use of the Modifying Spell Factors rules.

b. **Austere [Guardians of the Veil]:** The Primary Arcanum for this Legacy is Matter.

c. **Awakening Gambit [Adamantine Arrow]:**

      i. Top Approval to join for non-Arrow PCs

      ii. Spells hung with En Passant may only be instant cast, not ritual cast.

      iii. The Second Optional Attainment works as per Shifting Sands – including activation, retained damage and detection; but the Mana cost is as per the Attainment write-up.

      iv. The Third Optional Attainment works as follows: The PC can inquire what their dice pool would be for an action instead of taking a number of different actions – once they fail a Resolve + Composure draw or inquiry a number times equal to their Time dots they must take the last action, unless they successfully use the Second Optional Attainment as per the Attainment write up.

d. **The Blank Badges** [Free Council]:

      i. Top Approval to join for non-Free Council PCs

      ii. **Not a Number** fails if it is used to gain status that would be more than Low Approval.

      iii. **The Quiet One** allows a Blank Badge to deduct the successes drawn from the Paradox severity they are about to suffer.

      iv. **Nothing is True, Anything is Permitted** adds the Blank Badge's activation draw to the Paradox Test in the same manner as spending Mana for mitigation.

e. **Clavicularius**: The variants upon this Legacy as described in **Keys to the Supernal Tarot** are Not Sanctioned.

f. **Cryptologos [Free Council]:** The Attainments of the Cryptologos do not allow the use of Atlantean as a fully formed spoken or written language.

g. **Perfected Adept [Mage: the Awakening]:** The Attainments Chi Force and Perfect Body add the character's Life dots to their attributes, not Mind dots.

h. **Princes of Many Masks [Seers of the Throne]:** A character scrutinizing the disguises of a Prince needs to acquire more successes than the Prince has in their dots in the Life Arcana to be aware that the Prince is using a disguise with their Life attainments. However, their "Imposter" spell is contested as per the book.

i. **Sphinx [Legacies: The Ancient]:** The attainment "Off the Path" does not allow a character to become "Unknown," but adds additional "Described" levels equal to the character's dots in Space that must be removed if the Sphinx is the target of a spell to improve a caster's connection to the Sphinx, before the caster can allocate successes to improving the connection.

j. **Threnodists [Legacies: The Sublime]:** The first Attainment of the Threnodists requires Investigation 2 rather than "Awareness 2" and an Intelligence + Science + Space pull to activate, subject to Sympathy penalties as normal.

k. **Uncrowned King [Mage: the Awakening]:** The Attainment Albedo requires Gnosis 5, Mind 3. The Attainment Rubedo requires Gnosis 7 and Mind 4.

l. **Unforgotten Scions [Mysterium]:** Spirits created by Eternal Dreams grow per chapter. The Spirit grows to the rank of the caster's Mind Arcanum minus 1 and is affected by "Spells to Employ Spirits" as normal. Eternal Dreams can not be used more than once every three months.

m. Votaries of the Ordained [Guardians of the Veil]: The first attainment for this legacy has a prerequisite of Fate 2, not Fate 3.

n. **The Wraiths of Epochs [Mysterium]:** Note that the Wraiths' attainments do not bypass Shield of Chronos. Like any other Postcognition effect, they must exceed the Shield's Potency to view the events it covers.

C. **Magical Traditions [Magical Traditions]:**
 1. Joining a Magical Tradition is Low Approval.
 2. Custom Magical Traditions without mechanical benefits are Low Approval.
 3. Custom Magical Traditions with mechanical benefits are not allowed.

D. **Proximi [Silver Ladder]:**
 1. The Proximi Merit (p. 334, Mage: the Awakening) is sanctioned.
 2. In order to gain the benefits of a Dynasty listed in Silver Ladder, including purchasing of Merits not normally available to Unawakened, the character must be a part of a Dynasty as well as having the Proximi Merit.
 3. The creation of a new Dynasty is beyond the capability of PCs, except possibly with by means of an Epic or Apocalyptic Pact as per Summoners.
 4. Dynasties not detailed in canon may be applied for at Top Approval. Once a Dynasty is created, it is Low Approval to create a member of a Silver Dynasty.
    a. If a Dynasty is created by a player in relation to a character they play, they may reserve the right to require their permission for a character to be created of the relevant Dynasty.
 5. Adamant Dynasties, Veiled Dynasties and Mystery Dynasties are High Approval once created. Free Dynasties are Top Approval once created.
 6. Proximi families may not access powers from Second Sight.
 7. The Merovingian family is an Antagonist group and is Top Approval.

E. **Mailing Lists**
 1. nWoD-Awakening-IC: Accessible by any Awakening PC. Access may be temporarily barred or restricted by IC moderators for list rules infractions.
 2. nWoD-Awakening-(Order)-IC: Accessible by any Awakening PC with Status (Order) ●+. Players whose characters become ineligible for Order list membership are responsible for promptly removing themselves.
 3. nWoD-Awakening-OOC, nWoD-Awakening-Character-Ties nWoD-Awakening-(Order)-OOC, and nWoD-Awakening-(Path)-OOC: Anyone permitted to portray an Awakening character may join these lists.
 4. No other Awakening lists are sanctioned at the national level at this time.

IV. MERITS
 A. **Merits Affected by the Addendum**
  1. **Additional Familiars [Tome of the Watchtowers]:** This merit applies to both Familiar and Ghost Familiar [Summoners] but to no other Merits. Characters with this Merit may purchase multiple Familiar and Ghost Familiar Merits in any combination.
  2. **Ancient Echoes [Banishers]:**
     a. ● to ●●: (1-2) Low Approval for Banisher NPCs
     b. ●●●: (3+) Top Approval for Banisher NPCs
  3. **Artifact:**
     a. Available as per national toolkits. Artifacts outside of these limitations are Top Approval, or Global Approval for printed unique items.
     b. Artifacts use the same rules as imbued items with regard to Potency of spells.
     c. Artifacts may only be activated and used by Awakened characters.
     d. Artifact Legendry: The possession of an artifact does not give bonuses to Order status. Every artifact should have a legendry. Possession of an artifact gives +1 to social challenges with other Pentacle Mages if the target of the social challenge is aware of the legendry and it is relevant.
     e. Dreamstones [Free Council]: High Approval
  4. **Astral Adept [Magical Traditions]:** Replace "Exceptional success" with "5 or more successes in a single draw".
  5. **Athenaeum [Mysterium]:** Low Approval for Mysterium PCs, unavailable otherwise.
     a. An Athenaeum may only be purchased as part of a Sanctum shared entirely by Mysterium characters, wherein access is given to all members of the Mysterium in good standing but

can be limited by the Athenaeum's Curator, even for characters who have contributed dots of Athenaeum.

    b. The dots generated by Athenaeum are added to the Shared Sanctum's Merits as if the Athenaeum was a single character contributing to the Sanctum.

6. **Cartomancer [Keys to the Supernal Tarot]:**
    a. Interpretive Draw: This merit uses the "Interpretative Draw" system as a default system. A storyteller may declare a card 'extremely favorable' to gain the Exceptional Success benefit for interpretive draws only.
    b. At ST discretion (lacking a prop, during combat, time constraints, etc.), the straight draw of Wits+Occult can be used instead of interpretive draw. If this method is used, the exceptional success option is not available.

7. **Claws of the Abyss [Banishers]:** The effects of this merit last a scene.

8. **Cryptopoly [Silver Ladder]:**
    a. A PC Illuminate may designate any of his Merit-based NPCs as part of his Cryptopoly.
    b. All Cryptopoly cults require Approval from the lowest-level ST whose authority extends over the cult's entire scope of influence. Social merits for these cults require the same level of approval as Merits belonging to PCs.
    c. Allies: Cryptopoly may be used to access social merits that are part of the Cryptopoly up to the rating of the user's Allies: Cryptopoly. This requires a Manipulation + Socialize + Allies (Cryptopoly) draw.
        i. Accessing Allies within a Domain does not incur a penalty to the level of Allies. Doing so within a Region incurs a –1 penalty, within a nation a –2 penalty and between nations a -3 penalty.
        ii. If the merits sought are directly controlled by another PC, they may be accessed without a roll with the consent of the owning PC.
        iii. If the merits sought are directly controlled by another PC and consent is not given, they may only be accessed if the controlling PC is not actively using them at that time.
        iv. If more than one PC attempts to access the same particular merit, the most successes gain access.
    d. A PC may take Allies: Cryptopoly without an XP cost. This must be recorded in the database at Low Approval.
        i. To do so, a PC must have at least one relevant social merit at the same level as their levels in Allies: Cryptopoly.
        ii. If a character has taken Allies: Cryptopoly without an XP cost, all their relevant social merits up to the value of their Allies: Cryptopoly are accessible as if they were part of the Cryptopoly.
        iii. If a PC takes free levels in Allies: Cryptopoly, and another character (PC or NPC) seeks to access their social merits, then the PC does not automatically keep control of his social merit, but must contest the draw with Manipulation + Socialize + [the social merit contested].
    e. Cryptopoly Merits held by NPCs not purchased with XP can also be accessed through use of Allies: Cryptopoly. It is High Approval to assign more than 20 points of social merits to an NPC-controlled Cryptopoly.

9. **Daimon [Tome of the Watchtowers]:** Low approval for mages of all Paths

10. **Enhanced Item:**
    a. Enhanced Items can be created in game by applying spells of indefinite Duration to objects. Enhanced Items created in play must be bought as a Merit by their owner.
    b. Approval Levels:
        i. Available to any character native to the Awakening venue.
        ii. ● to ●●●●●: Low Approval
        iii. ●●●●● ● to ●●●●● ●●●●●: High Approval
        iv. ●●●●● ●●●●● ●+: Top Approval and can only be made in game

    c. Spells of any arcana can make "Special Property" alterations, eg Fate 2 (Platonic Mechanism) or Matter 3 (Jury-Rig). Specific listed alterations require:

        i. Alter Integrity (for Increased Durability)

        ii. Alter Efficiency (for Increased Equipment Bonus)

        iii. Alter Size (for Decreased Size from Guardians of the Veil or Increased Size)

        iv. Decreased Size [Guardians of the Veil]: Does not require special approval outside of the Guardians of the Veil Order.

        v. Armor, Bulletproof, and Durability alterations from Adamantine Arrow are low approval for all orders. Armor is limited to a bonus equal to the caster's dots in Matter.

        vi. The Armor property now increases armor's single rating by 1 point per dot. Characters who had bought Enhanced Items affecting both ranged and melee armor ratings are refunded the XP from the lower of the two ratings.

    d. Several Enhanced Items cannot be combined (e.g. a self repairing engine cannot be placed inside a car with bulletproof windows).

    e. When creating an Enhanced Item in play, calculate its total Merit dots based on the sum of all effects applied to the object, using the guidelines under the Enhanced Item Merit and any expansions of that Merit.

    f. The maximum bonus to an Enhanced item is equal to the caster's dots in the Matter Arcanum. This includes thaumium items.

    g. Any effect used to improve an item makes that item an Enhanced Item equal to the level of the effect used. E.g. Self Repairing Machines are 5 dot effects and items with such an improvement are 5 dot Enhanced Items. This is only used where another method doesn't already apply.

    h. Increased Structure is not a valid Enhanced Item property. Structure is increased for free when either Size or Durability are increased. XP spent on Increased Structure is refunded.

    i. See Imbued Items for rules on items that are both Enhanced and Imbued.

    j. Thaumium

        i. A character entering play with a Thaumium item must assign eight points to the successes used to create it. Thaumium items created this way have a counterspell pool of 9.

        ii. Thaumium is a 5-dot special property.

        iii. When attacking with a weapon made of thaumium, the attacking character may spend 1 mana reflexively to make that one attack deal aggravated damage.

        iv. The Mana capacity cannot exceed the Enhanced Item Merit rating. This mana rating is separate from any mana rating gained if the item is also Imbued.

        v. Thaumium is always Durability 3 (per steel/iron) upon creation. One success creates a Size 1 piece that can hold 1 point of mana; additional Potency successes can be used to increase size, mana capacity, or durability.. A piece of Thaumium may be shaped into any sanctioned mundane object as long as the Size of the Thaumium produced is equal to the object in question. Use the normal stats for the resulting object, though it can only be shaped into Armor of a rating equal to its Durability. If divided, only the larger piece retains its enchantment

    k. Enchanted Item effects currently Not Sanctioned include:

        i. Ochosi's Arrow [Magical Traditions]

11. Fetish:

    a. Approval Levels

        i. Available to any character native to the Awakening venue

        ii. ● to ●●●●●: Low Approval

        iii. ●●●●● ● to ●●●●● ●●●●●: High Approval

        iv. ●●●●● ●●●●● ●+: Top Approval and can only be made in game

    b. Fetishes in the Awakening venue must conform to the rules presented for "Create Fetish" (p 368-369) and not the rules for the Fetish merit in Forsaken, save that they may use

sanctioned Numina from other sources as well as the Numina on pages 423-425 of MET Awakening. Only effects printed as Numina may be incorporated into Fetishes.

    c. They have a merit cost equal to the bound Spirit's Rank plus one for each Numina accessible beyond the first. For example a bound Rank 2 spirit with the Blast and Terrify numina would be a 3 dot Fetish.

    d. The numina which can be accessed through the Fetish are fixed at the time of casting and may not be changed later without re-casting the spell. The bound spirit must conform with all rules governing creating spirits.

    e. The user takes an instant action of Gnosis + the bound spirit's Rank to awaken the spirit within the Fetish, and uses Gnosis + Spirit + the bound spirit's Rank to activate the Numina instead of Power + Finesse. Numina that affect the user affect the mage.

    f. For the purposes of Damage Limits on any attack Numina, use the creator's dots in Spirit.

    g. Fetishes have no effect on Spell Tolerance.

12. **Fighting Style: Adamantine Hand [Adamantine Arrow]:**

    a. This fighting style is available to Adamantine Arrow as written at Low Approval.

    b. The total damage inflicted by Star cannot exceed the higher damage cap involved.

13. **Ghost Familiar [Summoners]:** Having this merit does not prevent a mage from having a normal Familiar.

14. **Graduate of Otranto [Mysterium]:** Not Sanctioned

15. **Guardian Ghost [Sanctum and Sigil]:**

    a. This merit has the same Rank levels as the Guardian Spirit merit.

    b. ●●●+: Mid Approval

    c. This merit is a simple cost, shareable Sanctum merit.

16. **Guardian Spirit [Sanctum and Sigil]:**

    a. ●●●+ Mid Approval

    b. This merit is a simple cost, shareable Sanctum merit.

17. **High Speech [MET: Awakening]:** For PCs with Order Status 0: High Approval, must be taught by a PC. XP spent on this Merit is refunded when the character gains Order Status 1.

18. **High Speech Extended [Secrets of the Ruined Temple]:** Not Sanctioned

19. **Illuminate Retainer [Silver Ladder]:**

    a. Created as a ●●●●● Retainer using the alternative creation template on p. 63 of Silver Ladder. They do not gain any additional XP by virtue of being a ●●●●● Retainer. (Please note that PC Illuminated Proximi are generated as a normal character.) However, the merit becomes a simple cost, rather than graduated cost merit.

        i. The PC can ask the retainer to take an action to use one of its social merits on their behalf per downtime.

        ii. All merits held by the Illuminate Retainer are held as part of a Cryptopoly, so can also be accessed through use of the Allies: Cryptopoly merit.

20. **Imbued Item:**

    a. Approval Level:

        i. Available to any character native to the Awakening Venue.

        ii. ● to ●●●●●: Low Approval

        iii. ●●●●● ● to ●●●●● ●●●●●: High Approval

        iv. ●●●●● ●●●●● ●+: Top Approval and can only be made in game

    b. If an item is both Enhanced and Imbued, calculate the rating limitations as though it were two separate items, one Enhanced and one Imbued. The approval level for the final item is the higher of the two.

    c. The parts of Tome of the Mysteries, which suggests that Imbued Items can be made collaboratively, with different mages casting different spells into the item, are not sanctioned.

    d. Both persistent and contingent powers may employ special factors as described below.

    e. Any alterations to a spell's Arcana requirements are counted when determining the Imbued Item's cost, except for the need for Advanced Prolonged factors for persistent powers,

which is treated specially.

f. An Item's Arcana rating for all effects is equal to the item's dot rating or 5, whichever is less.

g. The total dots of any Imbued Item a character makes is limited by their highest Arcana, or unlimited if their highest Arcana is 5 dots.

h. The Paradox draw for an Imbued Item's power is always based on the owner's Gnosis (or Gnosis 1 for non-mages).. Awakened users may mitigate this draw and take Backlash normally.

i. All effects produced by the powers of an Imbued Item are treated as if relinquished by the user with a point of Willpower. As such, they may be dispelled normally, do not count against the user's spell control limit, and may not have their factors altered by the user.

j. Persistent Powers

    i. Persistent powers apply automatically and directly to and as if cast by the user of the Imbued Item, though particulars of how a spell applies and what exactly it does are determined when the item is imbued or bought at character creation. The "user" can be something contained within the object or the object's environment; storytellers should determine this on a case-by-case basis. If the power requires mana, the mana is spent when it activates on its user. For effects that apply to the *item itself*, see Enhanced Item.

    ii. A persistent power should have a specified trigger that activates it based on the form of the item. Eg, putting on a magic ring or cloak or setting up a warding-stone.

    iii. Persistent powers should be built using the ritual spellcasting rules when the item is created, with successes equal to the total dots in the Imbued Item, up to the Imbuer's success limit for casting the spell as an improvised effect. These successes may be allocated freely between the effect's factors, save duration, which is determined specially, as below, and "Number of Targets", which may only ever be one. (Though area or size factors may be used if appropriate)

    iv. Persistent powers of Imbued Items bypass the 1 month Duration limit on spells affecting a living or magical pattern, but end when the item is removed from the user's possession. If the effect requires mana, one point is spent for every month the effect is active.

    v. Paradox tests for persistent vulgar powers occur once a month as per MET: Awakening pg 75 or when the power is activated. The VST determines the timing and circumstances of the test.

    vi. Persistent powers with a limited number of uses (eg, Exceptional Luck) refresh their uses every month; unused uses are lost. Prepared or Conditional Trigger spells are considered to have a single charge for the month.

    vii. The target of an unwanted persistent power may resist it as normal. Their successes are compared to the effect's Potency; if equal or greater, the persistent power does not apply to that target until the item is activated again.

    viii. An Imbuer must be able to cast a spell imbued as a persistent power using Advanced Prolongation factors.

    ix. The effect of a persistent power may be dispelled; if the item's activation trigger is still met, it re-activates at the end of the scene.

    x. An Imbued Item's persistent powers count towards spell tolerance as per MET: Awakening pg 167.

k. Contingent Powers

    i. Contingent powers' targets and specifics are determined by the user of the item when the spell is triggered.

    ii. Spells that require an Extended Action to cast may not be imbued as Contingent effects.

    iii. The user of a contingent power may apply spell factor modifiers as normal. Duration may not be increased to longer than one month.

    iv. Any available modified spell factors (area effecting, advanced prolongation,

     v. The selected factors are always used and any associated costs must be paid. (Eg, a contingent spell capable of sympathetic targeting always requires an extra mana to cast)

     vi. High Speech may be used with contingent powers as usual if the user of the item possesses the High Speech Merit.

     vii. Contingent powers do not count towards spell tolerance for the bearer of an Imbued Item.

     viii. Spells produced by contingent powers count toward spell tolerance normally on their target.

  l. The name, MES number, and character name of any assistants for an Imbued Item casting must be noted in the application for the item.

  m. Imbued Items of Indefinite Duration must be purchased as a Merit by their final owner. Temporary Imbued Items must still abide by the approval restrictions above.

  n. The **Imbue Item** spell has been completely rewritten; see Arcana, Spellcasting and Spells for details.

  o. Specific Imbued item clarifications:

     i. **Alien Cuffs** [Banishers]: Banisher only

     ii. **Raiment of Return** [Adamantine Arrow]: Not Sanctioned

     iii. **Translator Chamber** [Banishers] Not Sanctioned

     iv. **The Truck** [Banishers] Not Sanctioned

     v. **Talisman of Universal Safety [Silver Ladder]:** Not Sanctioned

     vi. Cursed items from Chapter 5 of the Adamantine Arrow book are unique items, requiring Top Approval for use.

     vii. Imbued Items from published material should be reviewed prior to approval to ensure they can be created by ordinary Mages under these rules.

21. **Language: Atlantean [Astral Realms]:** Not Sanctioned

22. **Long Shifting [Tome of the Watchtowers]:** This Merit allows the Mage to use Advanced Prolongation Factors for Shapeshifting or Greater Shapeshifting spells targeting themselves. It provides no other benefit.

23. **Lorehouse [New Merit]:** May be bought for Sanctums shared entirely by Free Council characters. Functions as Library [MET: Awakening]. Unlike the ordinary Library Merit, any character with Free Council Status ● or more may access the mechanical benefits of this Merit with Low Approval from the Storyteller with authority over the Sanctum in question.

  a. Lorehouse Topics must be approved as any other Library (See Universal VIII. J. 6.)

  b. Topics in a Lorehouse that require High or Top approval to develop require High or Top notification to access.

  c. This notification may be submitted by email to the appropriate Regional or National storyteller.

24. **Low Tongue [Night Horrors: the Unbidden]**: Top Approval. May only be used with spells that could cause a Paradox. Low Tongue words of power provide +3 to the spellcasting test and increase the spell's success limit by 1, but add +2 to Paradox Severity.

25. **Meditative Mind [Mysterium]:** May be purchased for an Athenaeam.

26. **Mysteriorum Focus:** requires Mystery Initiation 5, not 1.

27. **Mystery Initiation [Mysterium]:** Low Approval

  a. Mystery Initiation ●●●●● (The Mysteriorum Focus) only functions for the city/area in which the Mithraeum is located; the Mage does not gain any special connection to Mages farther afield.

  b. To purchase Mystery Initiation, a Mage must have gained the requisite levels of Order Status. If he ever loses those levels of Status, he loses access to Mystery Initiation until he gains them back.

28. **Oathbound [Adamantine Arrow]:** Player Characters recover spent Oath Binding Points on the

first day of a calendar month, not at the beginning of each game session.

29. **Occultation [Mysterium]:** May be purchased for an Athenaeum.
30. **Otherworldly Lore [Summoners]:** Top Approval when specialized in any type of Supernal creatures, Abyssal creatures or creatures of the Underworld.
31. **Perfected Metals [Legacies: the Ancient]:** Perfected metals are created by passing raw metals into and out of Twilight repeatedly. This is often done using Death Gate, but the passage does not have to be especially rapid; any method by which the object is brought into a Twilight state and then back out is valid. See the Enchanting Guide for more details.
32. **Predator's Innocence [Tome of the Watchtowers]:** Not Sanctioned.
33. **Ractin Strain [Intruders: Encounters With the Abyss]:** High Approval for PCs (Low for NPCs). May not be combined with a full supernatural template.
34. **Retainer [Mind's Eye Theater]:** Magically-constructed servants/entities (such as Homonculi or Fantasia creatures, etc.) in existence for longer than a month must be bought as a 5-dot Retainer. This is not Grandfathered.
35. **Ritual Synergy [Tome of the Mysteries]:**
    a. Ritual Synergy is a Simple Cost Merit.
    b. ●●●: Low Approval
        i. This level of Ritual Synergy only benefits PCs who are members of the same stable, long-term cabal with a strong symbolic theme. It may only be used for group rituals cast entirely by members of that cabal. A PC with this Merit may apply its benefits to any Cabal they join after a minimum of 6 months of membership.
        ii. In addition to the printed benefits, Cabals with the Ritual Synergy merit may pool their pre-cast successes when casting spells on each other. At least 50% of a pre-cast spell's total successes must come from the lead caster. Normal success limits and assistant limits still apply; see the section on Extended Spellcasting.
    c. ●●●●●: Low Approval. The listed benefits in Tome of the Mysteries do not apply. Instead, this Merit provides the same benefits as Ritual Synergy ●●●, with the following additional benefits.
        i. This level of Ritual Synergy allows characters to participate in group rituals cast entirely by members of the same Order, Legacy, or Magical Tradition who have been members of the group in question for at least 6 months.
        ii. The extra benefits of this level of Ritual Synergy apply only to spells cast during game or downtime. They may not be used for pre-casts, though the character can apply the Ritual Synergy ●●● benefit with a symbolic cabal as usual.
36. **Sanctum [MET: Awakening]:** The benefits of Library and Alchemy Lab may only be accessed by characters who have contributed dots of Sanctum Size or Security. Other characters may still contribute through teamwork to tests involving these Merits, but may not benefit on their own.
37. **Sanctum: Portable [Mysterium]:** Low Approval
38. **Scriptorium [Mysterium]:** Low Approval for Mysterium PCs, unavailable otherwise.
    a. Scriptorium may only be purchased for a Sanctum augmented by the Athenaeum merit.
    b. Only characters with Mysterium Status ●+ may benefit from study at a Scriptorium. Studying at a Scriptorium requires a downtime action per Rote purchased.
    c. Characters may benefit from a Scriptorium's discount on Rotes purchased during character creation if their VST feels such discounts are appropriate to the character's background.
39. **Slayer [Summoners]:** Only provides a bonus against creatures not native to the world: Spirits, Ghosts, Supernal creatures, Abyssal creatures and Otherworldly being. It has no effect on creatures of the Material Realm.
40. **Status (Order):** See section III.A.
41. **Status (Consilium):** Maximum one Consilium per VSS. Characters may only hold Status in the Consilium for the VSS they are attached to.
42. **Status (Order) and Status (Consilium):** These Merits do not provide a bonus to mundane social draws. Instead, each dot may be used once per game to strike a statement immediately after it is made. (As with Perfect Moment, MET: Awakening pg 234) Status (Order) dots may only be used in

this way when speaking to an audience entirely composed of Mages of the same Order. Status (Consilium) dots may be used in this way when speaking to any Pentacle Mage, though regional Status modifiers apply; see MET: Awakening pg 121.

43. **Summoner's Soul [Summoners]:** Top Notification; Not Creation Only
44. **Summoning Circle [Summoners]:** Mid Approval
45. **Supernal Anchor [Summoners]:** Top Approval
46. **Supernal Companion [Summoners]:** Top Approval
47. **Supernal Echoes [Summoners]:**
   a. Possession of a Dormant Supernal Echo: Top Approval
   b. A Supernal Echo is purchased as a 5-dot simple cost merit.
   c. Activating a Supernal Echo requires a separate Top Notification, in addition to the other requirements
   d. Harvest Tass loses its special qualities when taken away from their Hallow of origin for more than one month. Benefits from more than one Harvest do not stack.
48. Tabletop Supplement Mana Costs: Merits that require a cost of Mana at a daily rate from a tabletop book instead require the same cost per chapter.
49. **Techne ● to ●●●● [New Merit]**
   The character has studied Techne, the Free Council's unique system of modern magic, in depth. They have learned to use this system to incorporate the symbolism of modern life - artwork, technology, and modes of communication - into their magic. This study has four levels, offering progressively greater benefits.
   Prerequisite: Status (Free Council) ●+ - if the character ever loses or gives up their Free Council status, they lose all access to the benefits of this Merit.
   ● - Choose one of the Free Council's Rote Speciality skills - Persuasion, Crafts, or Science - upon purchase. The character may use High Speech with Rotes using that skill without drawing any attention whatsoever from Sleeper witnesses; they completely and totally rationalize whatever is being spoken, above and beyond the usual occlusion of Disbelief. This benefit also applies to Atlantean Runes for Rotes using the chosen skill, provided the Mage takes effort to disguise them as mundane markings.
   ●● - The character never risks a Covert Rote spell using their chosen skill becoming Improbable if the effect is something that could be produced by the Free Council Magical Tool (MET: Awakening, pg 82) the caster is using. The tool's use must be enacted appropriately. This benefit is granted at the discretion of the presiding ST, but things like a music player bellowing distracting noise (for Befuddle), a power tool (for Platonic Mechanism), or a high-tech set of imaging goggles (Discern Composition or Find the Hidden Hoard) are all reasonable examples. The effects of these Rotes are also not subject to Disbelief, provided no Sleeper is allowed to closely examine the character's tool or work.
   ●●● - The above two benefits apply to *all* Rotes cast using any of the Free Council's Rote Specialty skills or the Computer skill.
   ●●●● - All Convert powers of Imbued Items made *and* wielded by a Free Councilor never become Improbable and are not subject to Disbelief as long as the effect is something the item could conceivably produce through mundane methods. This benefit is once again subject to ST discretion and is lost if a Sleeper is allowed to examine the Imbued Item. Things like artwork Imbued with Emotional Urging and smartphones imbued with Transmission are good examples. The maker must have this level of techne when they imbue the item, and this should be noted in the item's description. The user must also have this level to obtain the benefit.
50. **Thyrsus Merits [Tome of the Watchtower]:** Low Approval for all PCs
51. **Void-Scourged [Summoners]:** Top Approval
52. **Whispers [Mysterium]:** High Approval

V. ARCANA, SPELLCASTING AND SPELLS
   A. Arcana
   1. Arcana through 5 dots are available at the following Approval levels:

   a. Ruling or Legacy Arcana: ● to ●●●●●: Low Approval
    i. Two of a character's three highest Arcana must always be their Ruling or Legacy Arcana.
   b. Common Arcana:
    i. ● to ●●●●: Low Approval
    ii. ●●●●●: Mid Approval (From a PC Teacher with Arcana as Ruling/Legacy)
    iii. ●●●●●: High Approval (From an NPC Teacher with Arcana as Ruling/Legacy)
   c. Inferior Arcana:
    i. ● to ●●: Low Approval
    ii. ●●● to ●●●●●: Mid Approval (From a PC Teacher with Arcana as Ruling/Legacy)
    iii. ●●● to ●●●●●: High Approval (From an NPC Teacher with Arcana as Ruling/Legacy)
   d. Arcana for NPCs: Low Approval for Awakened NPCs
  2. Arcana at levels 6 and above:
   a. Available for NPCs at Top Approval.
    i. NPC Tetrarchs: Available through Seers of the Throne toolkit
   b. Use of any spell requiring 6+ Arcana dots: Top Approval. This includes any application of factors that increases a spell's required Arcana dots over 6.
   c. Acquiring Quintessence: Top Approval.
   d. PC Archmasters: Not Sanctioned.
   e. PC pursuit of Archmastery: as per national toolkit.
  3. The table for the number of targets affected by a spell on page 162 is incorrect, refer to page 149 of MET: the Awakening.
  4. All modifications of a spell that require advanced arcana knowledge are cumulative. Thus a Celestial Fire (Prime 3) upgraded to aggravated damage (Prime 5) cast with the Advanced Area of Effect table (+2 higher level of Arcana required) would require Prime 7.
  5. Paradox backlash damage is not subject to damage cap.
  6. Resistant damage may only be caused by pattern scourging and absorbing paradox. No effect can involuntarily cause resistant damage in others. Any spell or merit that is listed as causing resistant damage to others instead causes normal damage, but remains in play.
  7. Area effect spells with durations only continue to affect targets while they remain within the area of effect, and are indiscriminate unless filtered with Target Exemption (Fate ●●). New targets entering the area of effect are affected by the spell as per usual spell targeting.
  8. To cast an area effect counterspell or dispel, the caster must spend mana for all the spells within the area of effect, or the spell fails.
  9. Spirits, ghosts, and other ephemeral entities do not count as "living" for the purposes of the limit on indefinite duration spells. These entities are often malleable in ways that living beings are not. Significant changes to their nature end all spells affecting them. For example, all spells cast on a ghost coming to dwell in the lower depths of the underworld or a spirit whose nature is altered through consumption of inappropriate resonance would end. This effect occurs at storyteller discretion and cannot be prevented by any application of the Arcana.
  10. To utilize effects from the Life Arcana on undead (vampires, etc.), equivalent dots of Death Arcana are required instead. For example, a mage with Life 3 could not heal a vampire, but a mage with Death 3 could.
 B. Spells to Employ Spirits
  1. Spirits of Rank 3: Cannot be called, bound or otherwise controlled using better than Prolonged Duration factors..
  2. Spirits of Rank 4: Cannot be called, bound or otherwise controlled using better than Transitory Duration Factors.
  3. Spirits of Rank 5+: Cannot be called, bound or otherwise controlled unless a published spell specifically allows it, and casting such requires the approval equal to the rank of the spirit if it is not targeted on a spirit sanctioned for an existing plot.
  4. These restrictions don't apply if a spell is used simply to justify the purchase of a Merit such as a

Fetish, Familiar or Guardian Spirit. They do not apply to spells that just awaken spirits or make them more favorably disposed to the caster, e.g. Rouse Spirit.

5. Spirits and Essence
   a. If a character seeks to convert Mana from the Essence of a spirit in downtime, they may only convert a single point.
   b. If a character is converting Essence to Mana from a locus, they may only convert a number of points of Mana equal to the level of the locus per chapter.
   c. In total, a character may only convert a number of points to Mana equal to their levels in the Spirit Arcanum per chapter in downtime.
   d. A Familiar's Essence may only be spent for Mana by the mage "in the moment". It may not be added to the mage's personal mana pool, nor does it count as mana for any Prime spell affecting such; IE, mana-to-tass.

C. Spells that produce Mana or Tass
   1. A number of spells allow a character to gain Mana. With the exception of Prime spells used to remove Mana from Hallows purchased by characters with XP (but including the temporary creation of Hallows), a character may only gain a number of points of Mana or Tass equal to their levels in the arcanum being used per chapter in downtime. The gain of Mana during time in play is not affected but the "net gain" from any game should not exceed the chapter limit listed above. Human or animal sacrifice requires a resolve action but there is no cap on the amount of Mana a character may gain by this method. Possession of high amounts of Tass may attract attention, and thus is the following notification:
      a. 100 Tass or more: High Notification
      b. 250 Tass or more: Top Notification

D. Spell Lists & Rotes
   1. Order Rote Specializations apply to all rotes that utilize a Rote Skill of an Order, even if said Rote was taught by a mage of a different Order. Order Rote Specializations only ever apply in this manner. They cannot be taught outside the Order, even if a Mage teaches a Rote that uses one of these specializations to an outsider. Rote specializations count as the Specialization when determining the base pool for the Rote.
   2. When undertaking a Paradox Test to determine if the caster has incurred a paradox from a vulgar spell cast using a rote, the player may draw twice and take the higher of the two results.
   3. Rotes may be designated as "Secrets" for a group, as given below. It is High Approval learn a rote that is a Secret of a group to which the caster does not belong, and the rote must be taught by a PC member of the group or learned from a Grimoire written by a member of the group. Teaching a secret Rote to an outsider is generally frowned upon, and is reasonable justification for expulsion from an Order. These spells may be cast using improvised casting by anyone; only the Rotes are restricted.
      a. Rotes printed in Order-specific books are Secrets of that Order.
      b. Alternate Rote test pools for a given Order are Secrets for that Order.
      c. Rotes from Legacies that include more than one Arcanum are Secrets of that Legacy.
      d. Spells that include the name of a Legacy, Tradition, faction or other non-Order group are Secrets of that group, and may not be cast using any method by those outside the group, including magical items. Tradition spells are also subject to further restrictions on casting as given in Magical Traditions.
      e. Spells for antagonistic groups such as Banishers, Seers of the Throne, etc. are Secrets. These secret spells are Top Approval to learn *or cast* if the character is not a member of the relevant group. These rotes do not have a Common Version.
      f. The following spells from Banishers and Seers of the Throne are not Secrets, and may be learned/cast by any Mage at Low approval:
         i. **Duplicate Sympathy [Seers of the Throne]**
         ii. **Enhance Toxin [Seers of the Throne]**
         iii. **Falsify Temporal Presence [Seers of the Throne]**
         iv. **Improve Quality [Seers of the Throne]**

<ol type="v" start="5">
Insulate [Seers of the Throne]
Manipulate Contingent Trigger [Seers of the Throne]
Nullify Shadow Resonance [Seers of the Throne]

4. The following bullet point from MET: the Awakening p 198 is not used in the chronicle: "Spells with multiple effects require each effect to be learned as a separate rote. For example, 'Telekinetic Strike' can be cast in Forces 3, 4, and 5 versions; each version is a separate rote". Characters that purchase the base Rote gain access to additional effects as their Arcana mastery increases.

5. Rotes from the book Guardians of the Veil which call upon the "Perception" Attribute use Wits instead.

6. Any target with a supernatural template of any kind, a Rank, or whose existence is due to a spell with a Duration other than "Lasting" counts as a supernatural target, in addition to any others designated by the presiding storyteller.

7. Spells may include Area Effecting factors in their base factors. In these cases, only a single additional dot in the spell's primary Arcana is required to use Advanced Area Effecting factors.

8. Spells that alter a target's form do not alter what class of being it qualifies as unless the spell is Lasting. A mage transformed into a mouse still counts as a human being for the purposes of Life magic.

E. Instant Spellcasting
1. Modified spell factors may not be employed when using the "Modifying Spell Factors" optional rule if the resulting penalties would reduce the caster's draw pool below 1.
2. Spell factor penalties are applied separately, after negative modifiers and the sympathy penalty, and not subject to or contributing to the negative modifier cap. If the caster's pool is already zero, modified spell factors may not be employed.

F. Extended Spellcasting
1. For purposes of the "Damage and Success Limits" rules from MET: Awakening pg 148, the only bonuses to the caster's base spell casting pool that count are those from assistants (as below) and an appropriate Demesne. These traits do not increase a spell's damage cap.
2. Spells with an action listed as Extended may increase this further with assistants following the Group Rituals rules (p 168); assistants may raise this by one per assistant, up to 5. Assistants do not increase the success limit if converting Instant Spells to Extended Spells.

G. Spells at Chapter Start
1. The "Spells at Chapter Start" sidebar on page 166 of Minds Eye Theatre: Awakening is to be used to determine the pre-cast spells for all PCs. No other system – including the expenditure of Downtime actions to cast other spells – may augment this.
2. Pre-cast spells must still respect the normal success limits; see Extended Spellcasting, immediately above, for details.
3. Pre-Cast spells are those that affect a PC or Merit-based NPC. Long-running spells on places (such as the Wards on a cabal's Sanctum) or other NPCs do not need to be bought using the Pre-Cast system; their Duration is determined normally.
4. In order to benefit from team-cast pre-cast spells, all members of the team casting must either be present at a given game or the team must have a pre-cast setup approved in the Approvals DB at Low. If the latter system is used, then that system cannot be changed unless/until the approval is removed.
5. No Mage may benefit from pre-cast spells from members of more than one cabal.
6. All alchemical creations have an Intimate link to their creator, and no more alchemical creations can be in play at any given time than the creator's dots in Matter.
7. The mana cost of pre-cast spells must be paid out of the character's starting mana pool at the beginning of a game. Spells pre-cast using Common or Inferior Arcana without a Rote require 1 mana per 3 successes allocated.
8. The successes for a pre-cast spell come from the pre-cast success total of the caster, except where otherwise permitted by other mechanics. (Such as Ritual Synergy, above)

H. Limitations to Bonuses and Traits
1. No single Trait or bonus created by a spell can exceed the level of the Caster's relevant Arcanum.

This only applies to Traits or bonuses that are variable based on successes. It is not applicable to summoned creatures.

2. Spells and attainments cannot alter attributes, skills, or equipment for the purposes of calculating the base pool. All benefits or alterations to these values from magic count as modifiers. Magically produced Armor ratings count as Armor as usual.

3. If a Mage activates a Prepared spell against a living target the target can resist the spell as per the following:
   a. If the spell is Resisted then it becomes Aimed. When activated, the caster must gain at least 1 success on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses (See Awakening rules on Aimed spells). If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.
   b. If the spell is Contested then the caster must gain 1 more success than the target on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses. If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.

4. Absent other stacking restrictions, any spell that alters the same trait or property of a character in the same manner (beneficial or detrimental, bonus or X-again or rote, etc) counts as the same effect. Bonuses are the same as multipliers, and penalties the same as division.

5. Spells that can affect some or all of a family of traits also conflict with any other spells affecting one or more traits within that family in the same manner. (Eg, Honing the Form would conflict with a spell that could only increase a character's Strength, and also conflicts with any other spell that can increase Physical Attributes)

6. Any spell applying stacking restrictions to the "same spell" applies a stacking restriction to any spell affecting whatever traits or family of traits this spell can affect. (Eg, Honing the Form conflicts with Supreme Honing and Hone Another's Form, which both increase physical attributes, but does not conflict with Augment the Mind, which increases mental attributes. Similarly, Gain Skill conflicts with Bestow Skill and Skill Mastery, but does not conflict with Puissant Skill.)

7. Spells that affect multiple traits or properties take effect or are suppressed as a whole, but each trait affected is checked separately and the spell's Potency compared to any other spells affecting that trait. (Eg, Body Control and Body Mastery conflict, as each affects the rate the mage heals Bashing damage)

8. Printed spells may exempt themselves from stacking restrictions or apply special stacking rules; this cannot be accomplished through Creative Thaumaturgy. (Eg, Shapeshifting is explicitly compatible with other spells that alter physical attributes)

9. Spells that are inert due to broken Atlantean Runes do not ever take precedence, regardless of their Potency.

10. Spells that only have an effect on turns when a character spends mana (eg, Acceleration or Burst of Speed) only take precedence on turns when a mana is spent for the spell.

11. Treat attainments as spells for the purposes of these stacking restrictions.

I. Failed Social and Mental Tests
   1. To determine failed tests not repeatable in the same scene, consider spells to be social if they are resisted/contested by Composure or Resolve (see Mind's Eye Theatre p162).

J. Sympathetic Magic
   1. Any spell affecting multiple targets always uses the weakest sympathetic connection of those targets, unless all targets are within sensory range.
   2. The Sympathetic Spell penalty is applied as a separate modifier, after other negative modifiers but before spell factor modifiers, and not subject to or contributing to the negative modifier cap. This penalty may reduce a spell-casting pool to zero. Provided the target is not "Unknown", the spell may still be cast regardless of the total pool post-Sympathy penalty.
   3. For spells that are subject to both a Sympathetic Spell penalty and a Temporal Sympathy penalty, use the higher of the two.
   4. Occultation and other Sympathy-related modifiers are not part of the Sympathetic Spell penalty; they are applied along with other ordinary negative modifiers.

5. It is not possible to bypass the need for sympathetic magic when casting against a target outside sensory range. Spells which claim they do so (IE, Dialing the Lucky Number [Free Council] or Circuit Television [Free Council]) should follow normal sympathetic targeting. The actual target of a spell is decided at the discretion of the presiding Storyteller.

K. Relinquishing Control of Spells

1. The following spells are considered equivalent to the sacrifice of a Willpower dot under the Relinquishing Control of Spells rule and may only be used to relinquish spells used to create Fetishes, Enhanced Items, or Imbued Items subsequently purchased by a PC or NPC. This includes Electrum Magicum, provided it is then used to create an item meeting the above criteria.
   a. **Payment in Power [Tome of Mysteries]**
   b. **Spirit Pact [Tome of Mysteries]**
   c. **Instill Mortality [Tome of Mysteries]**
   d. **Pain Harvest [Tome of Mysteries]**
   e. **Primal Transfer [Legacies: the Ancient]**
   f. **Time Limit [Tome of Mysteries]**
2. Gains and losses of Willpower dots and the use or source must be entered in a character's XP log.

L. Mind Control Spells

1. All spells that force a character to perform specified actions or pursue a specified course of action obey the following restrictions. Specific spells may be called out below, but they are not to considered an exhaustive list. In all situations the presiding storyteller resolves any ambiguity.
2. A "dangerous" activity is anything the subject of the spell could reasonably expect to result in serious but non-fatal personal injury, now or in the future.
3. An "inimical" activity is anything the subject of the spell could reasonably expect to result in death, now or in the future, or trigger a degeneration draw against the character's Morality trait at level 3 or less.
4. A "suicidal" activity is anything the subject of the spell could reasonably expect to directly and immediately result in their death. See Universal for restrictions on suicidal commands.
5. All mind control spells allow a character to make a reflexive and contested resistance test on any turn the spell would force them to engage or prepare to engage in a dangerous or inimical activity, if allowed by the spell in question.
   a. This test is repeated every turn the spell forces the character to engage in the activity.
   b. The test is made against the Potency of the spell.
   c. If the test succeeds, the spell ends immediately and its target cannot be subjected to any other mind control spells from this caster for the remainder of the scene.

M. Specific Spells

1. The following spells from otherwise sanctioned sources are not sanctioned at this time:
   a. **Acidic Spatter [Adamantine Arrow]**
   b. **Bolster Virtue [Keys to the Supernal Tarot]**
   c. **Borrow from the Future [Tome of the Mysteries]**
   d. **Climbing the Tree [Magical Traditions]**
   e. **Diplomat's Protection [Silver Ladder]**
   f. **Dragon's Call [Keys to the Supernal Tarot]**
   g. **Ellegua's Notice [Magical Traditions]**
   h. **Erase History [Legacies: the Sublime]**
   i. **Five-Cycle Spell Theft [Magical Traditions]**
   j. **Fortune's Fool [Adamantine Arrow]**
   k. **Ghastly Metamorphosis [Tome of the Mysteries]**
   l. **Know Virtue [Keys to the Supernal Tarot]**
   m. **Rapid Fire [Adamantine Arrow]**
   n. **Read Spirit [Adamantine Arrow]**
   o. **Sacrifice Fortune [Tome of the Mysteries]**
   p. **Scour Other's Pattern [Tome of the Mysteries]**
   q. **Skeptic [Adamantine Arrow]**

  r. **Summon Royal Avatar [Summoners]**
  s. **Telekinetic Push [Glimpses of the Unknown]**
  t. **Temporal Lifeline [Free Council]**
  u. **Zone of Extremity [Tome of the Mysteries]**

2. **Chronicle Specific Custom/Re-written Spells:** The MES National Awakening staff has clarified significant wording or crafted spells for specific purposes noted as possible in Awakening books but not written. The list of these spells can be found in the MES Awakening Unique Spell Mechanics document.

3. **Alter Size** [MET: Awakening]: This spell uses Advanced Prolonged Duration factors by default.

4. **Analyze Enchanted Item** [MET Awakening]: This spell, in combination with a Mage Sight, allows a character to use the scrutiny rules to determine the following additional pieces of information:
  a. 1 success: whether or not the item possesses any contingent powers
  b. 2 successes: whether or not the item possesses any persistent powers
  c. 5 successes: whether or not the item is cursed or has other deleterious circumstances connected to its ownership or use

5. **Arm Ghost** [Tome of the Mysteries]: Vulgar spells cast using Arm Ghost determine Paradox as normal for the caster when activated.

6. **Astral Reaches** [Astral Realms]: The Space 5 version modifies spells to transport targets' Astral presences directly to a targeted Astral location and fail automatically if resisted. Determine penalties for targeting the Astral location using Astral Sympathy, as per *Astral Realms* pg 29.

7. **Atonement** (or any other similar spell/rote/means) [Legacies: The Ancient]: Top Approval. The dead character returns to play as an NPC. If the character was previously a PC its former player may apply for Top Approval to regain control of the character as a PC. This spell is an exception to the Universal Addendum restriction on resurrection of a dead character.

8. **Bestow Skill** [Free Council]: The same spell (or any other) cast to boost a different skill does not combine with the first spell - only the highest Potency takes effect.

9. **Body Mastery** [Mysterium]:
  a. A character's healing rate using this spell may be doubled a maximum number of times equal to the caster's dots in the Life Arcanum. (For example, a caster with Life 5 may increase their healing rate to a maximum of 32x normal).
  b. When testing against drugs, poisons, and diseases, this spell provides automatic success on a number of draws vs Toxicity equal to the potency of the spell (i.e., a caster with potency three ignores three draws when poisoned).

10. **Bodyguard's Blessing** [Adamantine Arrow]: This spell is Vulgar.

11. **Celestial Fire** [MET Awakening]: Speak with the Dead or Spirit Tongue are required to perceive entities in Twilight.

12. **Chimerical Conjuration** [Astral Realms]: The rote pool for this spell is Resolve + Crafts + Matter

13. **Chimerical Manifestation** [Astral Realms]: The rote pool for this spell is Composure + Expression + Matter.

14. **Copy Grimoire** [Mysterium]: This spell requires the allocation of two points of Potency per dot of Rotes copied. The character's success limit applies per Downtime action spent copying.

15. **Create Potentiality** [Summoners]: The character effectively redraws his action, but with solely the successes of this spell as their draw pool.

16. **Co-Location** [MET Awakening]: A character can only shift between planes once a round.

17. **Defer Conscience** [Adamantine Arrow]: May not be used in conjunction with "Suppress Wisdom".

18. **Double Shape** [Tome of the Mysteries]: Any other Enhanced Item properties apply to both shapes of the resulting object, unless specified otherwise for a particular property by the enchanter; these exceptions must be clearly noted in the item's description. Each application of Double Shape to an item counts as a separate Special Property alteration at full normal cost (MET:tAw, pg 71) when calculating Enhanced Item dots.

19. **Duplicate** [Adamantine Arrow]: Replace effect with: "Each success on a casting of this spell provides the mage with a future use of 'Glimpsing the Future'. These stored uses may be used at any time, reflexively, for the cost of 1 mana. At VST discretion, the spell may work as written in the

book for non-damaging actions.

20. **Enhance Toxin** [Seers of the Throne]: Toxicity increase is limited to the caster's dots in Matter. If used with Life, the increase is limited to the lower of the caster's Matter or Life.
21. **Ephemeral Co-Location** [Summoners]: A character can only shift between planes once a round.
22. **Faerie Glade** [MET: Awakening]: When cast in downtime, this spell provides a benefit identical to that of "Temporal Pocket," with the exception that the benefit may be extended to others.
23. **Forbidden Fate** [Silver Ladder]: This spell is contested by the target's Resolve + Gnosis. The action the target is prevented from accomplishing must be specifically defined (example: 'Cannot reach the house on 5th street' or 'cannot hurt Magister Sally').'
24. **Gain Skill** [Free Council]: Note that the maximum skill **rating plus modifier** that may be attained with this spell is 5. IE, a character with Larceny 3 and Mind 5 may add a bonus of 2 or less to their Larceny. The same spell cast to boost a different skill does not combine with the first spell - only the highest Potency spell takes effect.
25. **The Golem** [Magical Traditions]: This Kabbalah rote may not create a Golem with a Size greater than the caster's Gnosis
26. **Grant Familiar** (Spirit) [MET Awakening]: This spell's Duration is Lasting (the Familiar Merit does not disappear at the spell's end.)
27. **Greater Shapechanging** [MES Awakening]: This spell cannot be used on an unwilling target.
28. **Imbue Item** [MET Awakening]: Completely rewritten. Use the new spell text below, see also Enchanting 101.
29. **Inscribe Grimoire** [MET Awakening]: Characters may re-learn rotes from a Grimoire they created without spending XP with a number of downtime actions equal to the dot rating of the rote. These must be included in their XP log.
30. **Instill Elusiveness** [Tome of the Mysteries]: Objects with this effect cast upon them must have a mana reserve to empower the spatial jumps. 1 mana is expended per jump. Alter the distance jumped category from 'Mana Spent' to 'Dots in Space Arcana.' The character casting this effect can choose a smaller distance when the spell is cast.
31. **Luck Blessing** [Magical Traditions]: The Taoist rote is an alternative draw pool but the mechanics function as per "Reading the Outmost Eddies" in MET: the Awakening.
32. **Maintained Sympathy** [Astral Realms]: Uses real-world sympathy, not Astral sympathy.
33. **Magic Shield** [MET: Awakening]: This spell provides a negative modifier to the casting pool of magic targeting the mage when activated.
34. Manifold Presence [MET: Awakening]:
    a. The number of clones created is limited to the caster's dots in Life Arcana.
    b. The clones share a pattern that is separate from the caster's.
    c. The caster and the clones share a damage cap per target.
    d. Each clone counts as a separate attacker for attacker caps.
    e. Clones are unable to cast or concentrate on spells. This does not affect the caster's ability to switch places with a clone, per the spell.
35. **Numinous Shield** [MET: Awakening]: This spell provides a penalty to the activation pool of spirit numina or Forsaken Gifts targeting the mage when activated.
36. **Past Life Regression** [Magical Traditions]: A subject under the effects of this spell is not denied their surprise test if attacked.
37. **Portal** [MET Awakening]: The reflexive check to avoid falling into a portal (for this spell and any derivative, such as Arcade), is not contested. The target needs only one success, as noted in MET Awakening. Attempted use of this spell to drop someone into an inescapable or instant death situation is not allowed per One-Shot Kill rules.
38. **Psychic Domination** [MET Awakening]: This is a mind control spell, subject to the restrictions above. It may be used to issue inimical commands.
39. **Rewrite History** (Time) [MET Awakening]: Dots cannot be shifted into anything requiring an approval higher than Mid. Consilium Status, Order Status, and Sanctum Merits are not mundane traits. This spell may not alter non-mechanical elements of a character's background. Characters with a major template who are made aware of the changes remember both the real and altered

timelines and know which is real. Other characters are unaware of the changes, and will treat the altered timeline as natural during the spell's Duration. Once the spell expires, they lose memories of the altered timeline, but not of any actions they took; this may lead to complications.

40. **Rouse Spirit** [MET Awakening]:
    a. This spell does not work on an object whose spirit is already awakened. Additionally, the spirit must have the Fetter numina and begins fettered to the target object. It may cancel this numina as usual for Fetter.
    b. This spell does not provide inherent control over the Roused spirit.
    c. Ignore the text about spirits naturally growing in Rank, as this cannot happen within the Chronicle duration. It can only be done via the use of spells such as Shape Spirit.
41. **Scrying** [MET Awakening]: The basic duration of this spell is Concentration; Transitory factors may be added to the end as per MET: Awakening pg 151. This duration still upgrades as described.
42. **Shape Air** [MET Awakening]: This spell may not be 'layered' - if an attack must pierce multiple applications of this spell, use the highest Strength as per spell stacking rules.
43. **Shape Spirit** [MET Awakening]: Changes to the spirit's appearance and ban occur at the discretion of the storyteller and may not be chosen by the caster.
44. **Shifting Sands** [MET Awakening]: All subsequent attempts to cast this spell by the same character during a scene in which they have cast it successfully automatically fail.
45. **Skill Mastery** [Free Council]: Note that the maximum skill **rating plus modifier** that may be attained with this spell is 5 *or* the character's Gnosis, whichever is higher. IE, a character with Larceny 4, Mind 5 and Gnosis 4 may add at most one dot to their Larceny, while with Gnosis 6 they could add only two. There is no version of this spell that can be cast on another character. The same spell - or any other - cast to boost different skills does not combine with the first spell; only the highest Potency takes effect.
46. **Spell Cloaks:** This Special Spell Factor requires Prime ●●●. To see a cloaked spell:
    a. When any mage first comes into contact with a cloaked spell, they automatically receive a reflexive roll of their Wits+Occult - [Potency of Cloaked spell] regardless of the potency of their mage sight. They need 1 success in order to see the spell. Analyzing the spell further requires scrutiny as normal.
    b. If a character who failed the reflexive roll has reason to believe a spell exists, they may use the scrutiny rules [Int + Occult + tools] at the standard scrutiny rate. This draw is not penalized by the potency of the cloaked spell, but the mage attempting to scrutinize must gain twice the potency of the cloaked spell in successes to see through the cloak.
    c. Spell Cloaking takes effect immediately after the resolution of the spellcasting action, including all resistance tests and any reflexive instant reactions. It provides no benefit during the spellcasting action; other mages will notice the spell being cast as usual.
47. **Spirit Manse** [MET Awakening]: Advanced Area Affecting factors are used for this spell by default.
48. **Steal Body** [Free Council]: Using this spell instantly and permanently drops the caster to Wisdom 0, making them one of the Mad. (And, thus, an NPC) This spell may not be cast upon PCs. The target is not killed; instead, their soul becomes unmoored (MET: the Awakening pp 180-181), and may later be reunited with their body using appropriate magics if the thief's soul is severed. Characters cannot cast this spell while under magical compulsion of any kind.
49. **Suppress Wisdom** [Tome of the Mysteries]: This spell is Vulgar, must be Ritually cast, and requires a Potency of **15** - the target's current Wisdom. Note that the *exact* act to be excused must be specified when the spell is cast, and *casting* it more than once per month immediately reduces the caster's Wisdom by 1. For example, simply suppressing "murder" or "mass murder" is too vague. One must suppress "murdering Miles Gloriosus" or "killing the Cabal of Faded Gold".
50. **Supreme Augmentation** (Mind) [MET Awakening]: The rote pool for Supreme Augmentation (p 319) uses the Mind Arcanum, not Life
51. **Telepathic Control** [MET Awakening]: This is a Mind Control spell and subject to the restrictions above. If the caster attempts to issue an inimical command, the spell immediately ends and the target becomes immune to all mind control spells from the caster for the remainder of the scene.
52. **Temporal Pocket** [MET Awakening]:

53. **Trigger Autonomic Function** [The Mysterium]: This spell is Transitory against Supernatural targets, and is resisted by Stamina + Gnosis. This spell does not cause targets to lose their defense.

54. **Unfettered**: There is no Rote form of Unfettered. Unfettered applies to any supernatural power that meets its criteria, not just Awakened magic.

55. **Wards and Bans** (Space) [MET Awakening]
    a. When cast as a targeted rather than area-affecting spell Ward only protects the target(s) of the spell, but moves with them. Targeted Wards cannot be augmented with Bans.
    b. Once a banned phenomenon is within a Ban's area of effect, it is unaffected by the Ban (i.e. spells can be freely cast within a Prime-based Ban area, and are only affected when crossing the threshold of the Ban.)
    c. Gnosis and Arcana Wards [Secrets of the Ruined Temple] require the Imperial Mysteries to create.

56. **Weaponize Object** [Adamantine Arrow]: The only benefit of this spell is removing the -1 "Improvised Weapon" penalty.

N. **Grimoires**: Low Approval when created by PCs, High Approval when created by NPCs. Grimoire possession must be tracked in a character's XP log, with notes including who a Grimoire was traded to and who it was traded from, or when it was destroyed.

O. **Soul Stones:**
    1. Any of the effects listed under "The Soul of Another" or "Soul Stones of the Dead" are limited to three uses overall, as per the Thrall limitations - and anyone may use Fate on a Soul Stone to determine how many "charges" it has left. Once all three are used, then it remains an Intimate connection to its creator, but may not be used by another again unless it has spent a year and a day in the possession of its creator.
    2. Dispelling Vulgarity: This benefit of soulstones cannot be used on a sympathetic spell. If used on a sympathetic spell, it simply negates the check for Paradox, but is still considered Vulgar.

P. Combined Spellcasting Clarifications
    1. The rules below are not intended as errata or changes; they merely seek to clarify the procedure for Combined Spellcasting.
    2. For both Instant and Extended spellcasting:
        a. The extra dot required for combined spellcasting stacks with other Arcana prerequisite modifications.
        b. One success must be allocated to each component spell for "base factors"; if there are not enough successes to do this for all components, the whole spell fails.
        c. The caster's success limit applies to the spell as a whole. The -2 Combined Spell penalty does not modify this limit.
        d. The total Potency of the combined spell (relevant for counterspells and dispels) is the sum of the potency of all component spells. The effect of each component spell is determined from its individual Potency, not this combined Potency.
        e. In addition to having the same Target *factors*, all component spells must have the same *targets*.
        f. In the case of any discrepancy in the final factors of component spells, always use the worst of any component spell. If any spell is Vulgar all are, etc.
        g. The final combined spell counts as a single spell for all purposes.
    3. For Extended spellcasting

- a. All Factors of all component spells - Potency, Duration, Targets/Area, etc - must be bought separately for each component.
            4. For Instant spellcasting
                - a. Take penalties for all Factors of all component spells that are not that spell's primary factor.
                - b. Divide successes between all component spells and use this to determine each component's primary factors as normal.
    Q. Paradox Clarifications
        1. MET: Awakening, Paradoxes in the Shadow (pg 187): the -2 modifier is to the Paradox Severity draw, not the Paradox Test.
        2. Any modifier to the Paradox Severity test can reduce it below 1 or increase it above the mage's Gnosis, not just the modifiers listed on pg 158.
        3. Storytellers are encouraged to consult the Abyss Toolkit when devising Manifestations.

VI. PLACES, REALMS, AND DENIZENS
    A. All entities with a Rank follow the same approval levels as "Naturae" (Spirits of the Shadow)
    B. Supernal Realms and Atlantis
        1. With the exception of a single Awakening per Mage, player characters cannot access the Supernal Realms.
        2. Summoning Supernal Creatures is available as per national toolkits.
        3. Objects or knowledge from Atlantis or the time before the fall of the Celestial Ladder, including ruins, spirits, knowledge, artifacts or imbued items, mundane objects, and ghosts are available as per national toolkits.
    C. The Abyss
        1. Characters accessing the Abyss: Top Approval
            - a. First path from the Tome of the Mysteries: Low Approval with Top Notification
            - b. Second path from the Tome of the Mysteries: High Approval with Top Notification
            - c. Third Path from chapter five of Tome of the Mysteries is Top Approval for player characters.
            - d. The fourth Path chapter five of Tome of the Mysteries is Top Approval for NPCs, and Not Sanctioned for PCs. NPCs previously approved to be on the fourth path are not grandfathered.
        2. Researching Abyssal entities uses the mechanics on page 15 of Intruders: Encounters with the Abyss, including Capping Skills and Appropriate Libraries.
        3. All Abyssal entities in Intruders: Encounters with the Abyss are sanctioned as per national toolkits.
        4. For every Skill or Merit specialty covering an Abyssal topic that a character acquires, they must also take a derangement. The first such derangement must be Fixation (Abyssal Knowledge), indicating an unhealthy fascination with and desire to acquire more knowledge of the Abyss. The second such derangement (or the first, if the character already has any other Derangement) must be Abyssal Compulsion (**Summoners**, p. 183).
        5. Paradox Manifestations require Notification according to their Rank, as the approval for any other Spirit of their Rank. Summoned creatures appear normally and stay active for up to the rest of the game in which they are summoned, requiring a Notification only after that game has concluded. This is an exception to the normal rule for Notifications.
        6. Use of Abyssal Spirits should follow appropriate national toolkits.
    D. Astral Realms
        1. Altering the beliefs of the waking world affecting more than 500,000 people is considered a paradigm change per the Universal Addendum. Efforts greater than this become subject to the Don't Point That Thing at My Planet optional rule from MET: the Awakening.
        2. Characters accessing the 'Deep Astral', defined as the Dreamtime and beyond: as per national toolkits.
        3. Each of the realms in chapter five in the book Astral Realms are unique and available for use as per the Astral Realms toolkit. Storytellers may use these as examples to craft their own Astral Realms.
    E. Places of Power
        1. The places of power from Secrets of the Ruined Temple are not available for use in Sanctums. PCs

cannot regularly take advantage of the magical mechanics of the areas for themselves.

    2. Special building materials (Adamas) should be too difficult for player characters to transport and rearrange for their own use.

    3. A Shadow Gate [Astral Realms] is considered a Place of Power, requiring Top approval.

VII. PACTS

  A. Prerequisites

    1. Rank 1 & 2 creatures cannot forge pacts, Rank 3 creatures can only forge minor pacts, Rank 4 creatures can forge medial pacts, and Rank 5 creatures forge major pacts. Spirits of at least Rank 6 are required for Epic and Apocalyptic pacts.

  B. Approvals

    1. Minor & Medial Pacts: Low Approval

    2. Major Pacts: High Approval

    3. Epic & Apocalyptic Pacts: Top Approval

  C. Requests

    1. Fortification:

       a. Regeneration: Not Sanctioned

    2. Investments:

       a. A character may not take two Investments to benefit the same skill or attribute.

       b. An Investment to improve an Arcanum requires Top Approval.

       c. Benefits from Investments count as general modifiers.

    3. Mana:

       a. Mana Pact requests produce mana per chapter, rather than per day.

    4. Task: Top Approval

    5. Vassalage: Top Approval

       a. Always requires soul forfeiture and lifelong term; Top Approval

  D. Costs: Merits used to pay a Merit cost are exempted from the Sanctity of Merits; the whole Merit is removed from the character's sheet and all invested XP is lost.

  E. Forfeitures

    1. Boon Companion Forfeiture can only be set on a PC with the express written consent of the player of the PC, having had the consequences fully explained to them.

    2. Life, Vulnerability or Flaw forfeitures are High Notification if claimed (activated).

    3. Merits consumed by a Forfeiture are exempted from the Sanctity of Merits; the whole Merit is removed from the character's sheet and all invested XP is lost.

  F. Terms

    1. For Pact Terms, use the table on page 182 of Summoners.

VIII. STORYTELLER RULES AND CLARIFICATIONS

  A. Optional Rules

  If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the Sanctioned Chronicle.

    1. **Minds Eye Theatre Awakening**

       a. How Much Mana Do I Start With (p 64); the method used must be specified in the venue's VSS.

          i. Under this rule, VSTs may tweak exact Hallow mana generation rates. Style and consistency trumps strict modeling.

          ii. VSTs also have absolute control over mana brought into their game, whether in personal mana pools or tass.

       b. Mana Bleed (p 64)

       c. Order Expulsion (p 123)

       d. Tie to the Land (p 133)

       e. Modifying Spell Factors (p 147)

       f. Don't Point That Thing at My Planet (p 150)

        g. Relinquishing Control of Spells (p 151)

        h. Special Spell Factors (p 152-155)

        i. Paradox Mitigation (p 158)

        j. Creative Thaumaturgy (p 194-198): Is subject to approvals if it replicates an effect that requires approval, but is Low Approval otherwise.

        k. Permanently Altering Fates (p 229)

        l. Influences Numina and The Forsaken (p 419)

    2. Tome of the Mysteries

        a. The optional rules for Duel Arcane (page 122) may be used, but must be codified in a properly-approved Venue Style Sheet.

    3. Magical Traditions

        a. Alternative Magic is an optional rule and not used unless specifically noted.

        b. Divination Works: Low Approval for non-supernatural characters in the Awakening venue. Not available otherwise

        c. Off the Grid: Low Approval for non-supernatural characters in the Awakening venue. Not available otherwise

    4. Seers of the Throne

        a. The Optional Rule: Blind Control is not used, but should be noted for flavor with regards low ranking Seer of the Throne NPCs

IX. START OF CHRONICLE

A. The following special approval levels apply only before the official start of chronicle. They are to be used to establish mechanics based on backstory and history.

B. Determine initial Status (Consilium) as per Starting Play, MET: Awakening pg 119.

C. **Status (Order) ●●●●:** High Approval. Regional storytellers should confirm that the backstories of these long-time Masters are appropriate to their Region. Caucus leaders who do not obtain this approval begin play at Status (Order) ●●●.

D. **Silver Ladder Titles:** Regional storytellers should consult the Silver Ladder primer when evaluating these approvals.

    1. Lictor: High Approval.

    2. Magister: High Approval.