

Legacies – The Rehashed

A fan-made attempt to update various Legacies to Mage the Awakening 2e... Because Dave's got enough stuff on his plate right now.

tl;dr The Legacies which follow are missing lore sections (find them in their relevant 1e books), sometimes break the creation rules, and I couldn't care less.

Sup everyone, enjoy my shitty attempt at updating 1e Legacies to 2e.

To be honest, I don't have the most encyclopedic knowledge of the intricacies of each Legacy, but I've mostly just tried to give it the best shot I could. So please forgive any inconsistencies of Canon, but we have had a fairly significant canon and rules system shapeup, and a number of these Legacies 1e versions were founded on now non-existent Arcanum restrictions and "speed bumps" (I'm looking at you Celestial Masters).

There are various breakages of the Legacy-creation rules, which I have tried to explain below, and ultimately any discrepancies I have tried to explain as being for the purpose of ensuring those Attainments are actually USEFUL. There's a limited amount you can do when your secondary spell factor is limited to a maximum of 3, and must brush up against Withstands of 3-4 on a regular basis, so you just have to kind of break the rules a bit to make it work.

I have also not included information about the fluff and various other elements, partially because you can read the damn books for that stuff, and partially because I can't be bothered.

I might update this, I might not. Feel free to change anything I've written for your own games, so long as you enjoy the game, I'm happy.

I also can't be fucked to make this look much nicer than it is. I'm not making a buck out of this, and I mostly just did it because my group were whining about a lack of Legacy writeups, and as a favor to some people on /tg/ amidst all the rampant shitposting and vamp, wolf, and magefagging.

I also haven't included by own shitty homebrew Legacies. Because who the fuck wants to read that?

Legacy List:

Reality Stalkers	The House of Ariadne	Timori
Bene Ashmedai	Celestial Masters	Sphinxes
Daksha	Orphans of Proteus	Tamers of Fire
Uncrowned Kings	Thrice Great	Choir of Hashmallim
Echo Walkers	Perfected Adepts	Ascended Adepts
Clavicularius	Blank Badges	Sisterhood of the Blessed
Transhuman Engineers	Tamers of Rivers	Threnodists
Legion	Lords of the Inanimate	Tamers of Winds
Forge Masters	The Carnival Melancholy	Fallen Pillar
The Austere	Cult of the Doomsday Clock	Secret Order of the Gate
Bros o' the Demon Wind	The Illumined Path	The Scions of God
Cwn Annwn	Votaries of the Ordained	Roses of Eden
Chrysalides	Masters of Destruction	Unforgotten Scions
The Pure Sovereigns	The Reality Makers	Eyes of Ain Soph
The Whipping Boys	Bokor	Cloud Infinite
Morphean Continuity	Logophages	The Bearers of the Eternal Voice
Cryptologos	The Nagaraja	Keeper of the Covenant
Dreamspeakers	Tellurians	Walkers in Mists
Daoine	Imagineers *NEW*	

Reality Stalkers

See the Mysterium Order book for all fluff.

Doctrine

Parent Path:	Mastigos, Mysterium or Seers of the Throne
Prerequisites:	Space 2, Stealth 2, and one of the following additional Skills at 2 dots or higher: Subterfuge, Larceny Investigation.
Initiation:	Must find and acquire an item specified by their Mentor within a single week, then work with them to craft your soul in the image of your pursuit of that which is hidden.
Magic:	
Ruling:	Space
Yantras:	Succeeding on a Subterfuge roll relevant to the spell (+2), casting upon an unknowing living subject (+1), engaging in extended research and surveillance of the subject (+2), going to lengths detrimental to oneself to pursue the target of the spell (+1, +2 if it imposes a negative Condition).
Oblations:	Cracking codes, learning secrets, B&E, uncovering lost knowledge.

Attainments:

First Attainment Sense the Flaws

Pre-Requisite: Initiation

Sneaks are highly attuned to the cracks and flaws in the structure of the Fallen World, and from initiation gain an innate ability to sense the structural fabric of reality, and the discontinuities hidden within. It is through this method that they can find the secret hidden cracks in the fabric of existence which others are blind to. In effect, Sneaks are capable of visually perceiving the existence of any Iris, including the cracks in reality around which their Legacy is structured. Sneaks can automatically discern whether any such distortion is a crack, but beyond that they will require Active Magic Sight or other Magics to unravel other Mysteries.

*Expansion of peripheral Mage Sight to something that Reality Stalkers really want to see, the cracks they need to activate their Attainments. As well as all other manner of spatial distortion. *edit* Added in passive detection of Irises, and know what something is a crack, so they don't flip out and scan it anyway.*

Optional Arcanum: Mind 1

As minds distort the illusion of space, Sneaks can read the nature of minds through the nature of this manipulation. As an Instant Action, the mage may detect how many Mental and Social dots any individual they perceive has, as well as their Virtue and Vice.

*Know Nature, Reach into Instant Casting, also sensory range. Because it's a pretty pathetic ability in the first place. *edit* added back in Virtue and Vice. Otherwise it's really lackluster.*

Second Attainment: Gazing Through the Cracks

Pre-Requisite: Space 2

Beyond mere detection of spatial cracks and distortions, a sufficiently advanced Reality Stalker can utilize his understanding of space to gaze through a crack to perceive distant locations. As an Instant Action, the Sneak can utilize an immediately available crack to open a scrying window to any location which he has perceived before in at least in a high-quality photograph. This widened crack is one-sided and perceivable only in active Space Mage Sight, but may be seen through by another Space Mage using an appropriate Unveiling spell. Such a window opens within a specified part of the subject scene, and cannot be moved for the duration of the Attainment, however further activations may cause the new window to open in another part of the viewed scene.

The window visible through the crack is open only for a short few turns (2, 3 at Space 4), but may be maintained by the Sneak longer than this through concentration. In addition to this, the Sneak may only peer through a crack to a location to which his dots in the Space Arcanum exceeds the Sympathetic Range Withstand of his connection. Should the Mage only have a photograph of the location, he may instead draw upon its Sympathy to the location, and may open such a widow if his Space dots exceed its Sympathy (a judgement of sympathy should be based on the recentness of the photograph, but should be Medium at best).

Scrying, Reach into Instant Casting, as well as Sensory Range, and Sympathetic Range. That's two in excess, but you need a crack to scry through, and your Potency is very limited.

Optional Arcanum: Mind 2

Drawing upon the understanding they have gleaned through manipulating the cracks in reality, a Sneak advanced in the Mind Arcanum learns how to hide herself in the flaws and discontinuities in the minds of others. As an Instant Action and by spending a point of Mana the Sneak may render themselves imperceptible to any conscious being, as they 'slip between the cracks'. Should any such individual have some form of Supernatural psychic detection, this will provoke a Clash of Wills with the Sneak. This power lasts until the end of the scene, and ceases to operate on any witnessing individual should they bear witness to any overtly violent act perpetuated by the Sneak. The Mage may break a window, or knock someone unconscious if no-one else is present, but if another views such an act, they snap out of their distracted state.

Incognito Presence, reach into Instant Casting and Advanced Duration. Self-only, no additional spell factors, and Scene duration. That, plus the 'no violent actions' clause should be enough to balance the excess reach.

Third Attainment: Cracking Open the Flaws

Pre-Requisite: Space 3

Having studied the cracks in reality, and peered through them, the Reality Stalker reaches a new height in their power, and gains the ability to crack such a flaw open and pass through it to a distant location. While perceiving through a crack utilizing 'Gazing through the Cracks', the Sneak may spend an instant action to pass themselves, or any other item of size 5 or less through that crack either to, or from the other location, literally pushing or pulling them through the flaw in space.

The Sneak can only move such subjects through the crack to parts of the scene which they can personally reason through the crack, however repeated uses of 'Gazing through the Cracks' should permit them to

move the window to newer vantage points, allowing them to essentially clean out the relevant room, without personally stepping through the crack.

A weird version of Co-location or apportionment, with a fuckload of Reach. It's kinda like Teleportation, but not so much. You're pushing/pulling something through the scrying window. Not quite opening a portal. Not quite teleportation. It only lasts for an instant, so no duration, etc. To teleport a bunch of people in and out of a room will thus require quite a bit of time next to a crack to keep the window open, and pull individual people through.

Optional Arcanum: Mind 3

Just as the Sneak can pull things through the cracks in space, those with sufficiently advanced understandings of Mind can pull the thoughts out of another's mind, or project their own through their own mental cracks and flaws. As an Instant Action, the Sneak can establish telepathic contact with a subject, either pulling the thoughts out of their conscious mind, or projecting her own thoughts in. This requires the Mage be close enough to succeed on a Ranged Attack Roll, and if successful the Mage's dots in the Mind Arcanum must still exceed the subject's Composure. If this is the case, then for the remainder of the scene, the Mage may either project their own thoughts, or read the subject's thoughts.

In the latter case, when utilizing this information against another in social circumstances, this can grant a bonus equal to the amount by which the Mage's dots in the Mind Arcanum exceed the subject's Composure. At the discretion of the ST, this may also grant a bonus in certain other circumstances, such as anticipating combat actions, knowing which way they will run in a chase, etc.

Telepathy, Reach into Instant Casting, Advanced Duration. Duration cut down to a scene for the sake of sensibility. Only works one-way, decided when cast, to avoid the thematic issues of both hearing each other's thoughts.

Fourth Attainment: The World is Cracked

Pre-Requisite: Space 4

The Sneak's understanding of the fractured nature of reality has expanded to such an extent that they can sense the underlying flaws in the lie of distance, and adjust their way 'through' space accordingly. As an Instant Action, the Mage may shift themselves along the cracks in reality to any point within sensory range. Squeezing through the cracks in such a way allows the Sneak to bypass most obstacles and escape any restraint by stepping 'out' along a fault-line in reality. Should the Sneak seek to step into an area currently spatially warded, then this will provoke a Clash of Wills, as the Mage attempts to bypass the ward that another has constructed, their own Will attempting to compensate for Fallen reality.

Teleportation, reach into Instant Casting, given you automatically get half of sensory range.

Optional Arcanum: Mind 4

The Sneak has progressed beyond merely pulling or pushing thoughts through the cracks in other's minds, and can now push entire false thought trains and hallucinations through the cracks. As an Instant Action and with a Ranged Attack roll (or a touch), the Sneak can force a singular illusion into a subject's Mind so long as their dots in the Mind Arcanum exceeds the subject's Composure.

Such an illusion can take any form, and operate on any scape, including the arrival of an entire SWAT team, the subject's pants bursting into fire, ants crawling out of his every orifice, or even the ground around him falling away into a black nothingness. Such an illusion is not long-lasting however, without the Mage being present to reinforce it, and will last for up to 3 rounds.

Hallucination, with Reach into Instant Casting. It's best to use it on someone who's close by, and run, or throw it to distract them from a distance. Short distance, and so forth, but it can be potentially incredible in operation, creating any hallucination you can think of. Well worth the short duration.

Fifth Attainment: Tame the Flaws

Pre-Requisite: Space 5

Tearing open a flaw wholly, the Sneak can carve out a space within a crack to serve as a sanctum, a hiding place, or a prison. In doing so, the Sneak creates a pocket dimension, a realm without the flow of time (but within which action can be taken), with no twilight, and no matter. One cannot suffocate, starve, age, heal, or suffer the benefits or costs of any condition which would progress over a period of time, while in this pocket dimension. Furthermore, being a non-place, spells cast within this area do not suffer from Paradox, even with Sleeper witnesses.

To craft such a pocket dimension requires the Sneak perform a ritual which takes a scene to perform. Many Masters of the Legacy use this attainment to create pocket dimensions to hide all manner of useful tools, treasures, and prisoners. Entire Athenaea of treasures could be hidden away in the cracks in reality, known of and accessible only to the Sneaks who forged them.

Quarantine, Reach into Advanced Duration. Pretty simple, but effective.

Optional Arcanum: Mind 5

Smashing through the cracks in another's Mind, the Sneak can delve deeply within and steal deeply hidden secrets, covering up their presence or any other memory they like in their wake. As an Instant Action, the Mage can access the subconscious of any individual within sensory range, plumbing the depths of their mind to seek out secrets and truths hidden within their memories. This attainment lasts for a scene, but during that time the Mage may seek out a specific memory within the subject's Mind to alter. If she does so, she may alter that memory however she likes, such changes last for up to a week before changes fade. This attainment can only affect individuals for whom the Mage's dots in the Mind Arcanum exceeds their Resolve.

Read the Depths, with reach into Instant Casting, Sensory Range, and Advanced Duration. Also memory modification, because otherwise there's not much point.

The House of Ariadne

See Legacies – The Sublime for all the fluff.

Doctrine

Parent Path:	Acanthus, Seers of the Throne
Prerequisites:	Time 2, Streetwise 2, and 2 dots amongst Athletics, Survival, and Socialize
Initiation:	Walk the city until they can perceive the city's Knot.
Magic:	
Ruling:	Time
Yantras:	Succeeding on a Streetwise roll relevant to the spell (+2), encountering the subject while walking an attuned city (+1), seeking out the subject of the spell within an attuned city (+2), following Ariadne's thread with the subject (+1, +2 if this creates and adverse Condition).
Oblations:	Walk the City in search of something new, explore subway tunnels, watch the sunrise/sunset from a high vantage point, visit city tourist attractions, attending an exclusive "listed" party, participating in a homeless support group, sleeping in a public location.

Attainments:

First Attainment Attunement

Pre-Requisite: Initiation

After a scene's worth of meditation and attunement, the Metropolitan may attune themselves to a city, rendering themselves capable of perceiving Ariadne's Thread. In doing so, they manipulate the subtle timing of events smoothing their ability to operate in the city. Elevators and taxis always arrive as they need them, they will rarely (if ever) see a red light, and arrive just in time for meetings.

Optional Arcanum: Fate 1

Through their attunement, Ariadne's thread attempts to ensure the Metropolitan's life is smoothed of minor inconveniences. Each day, so long as the Mage continues their walks, the mage encounters several instances of minor good fortune equal to their Fate dots.

Second Attainment: Historic Meditation

Pre-Requisite: Time 2

Walking through the city following Ariadne's thread, the mage may spend a scene travelling to get a feel of the city's history. This Attainment emulates the Postcognition spell providing information about events which have previously unfolded within the city's boundaries in the form of visions. Potency is equal to dots in Time, and is Withstood by the temporal sympathy of the events that you seek knowledge of.

Optional Arcanum: Fate 2

As the Mage walks Ariadne's thread, Fate wards them against hazards caused by a lack of information. In any

unfamiliar social situations the Metropolitan finds themselves in, increase their impression level by one, and where they have not had sufficient time to plan for a situation, the Mage does not suffer untrained penalties to skill rolls.

Third Attainment: Discovery Meditation

Pre-Requisite: Time 3

Focusing their mind upon something they seek, the Mage can call upon Ariadne's thread to lead them to where what they seek is. This attainment only functions so long as what they seek is still within the city, and has not entered the Shadow, the Underworld or various other dimensions, however it will function should it have merely entered Twilight. The path Ariadne's Thread takes will not be the shortest, most direct, or even the safest route, nor will it ensure you are capable of bypassing obstacles on your path, however if you can follow it, it will lead you to what you desire.

Optional Arcanum: Fate 3

Walking the path dictated by Ariadne's Thread, when the Mage encounters an obstacle to their path, their understanding of Fate enhances a tool on their person which could conceivably resolve this issue into a tool of destiny, increasing its equipment bonus by their dots in Fate for the purpose of resolving that obstacle.

Fourth Attainment: Geomantic Meditation

Pre-Requisite: Time 4

Fixing a question in her mind, and starting to walk the streets of her city, the Metropolitan can seek out an answer written in the city itself, if one exists. By following Ariadne's thread for a scene, the mage can ask specific questions about things that may come to pass, depending on choices or outside chance, asking one question per dot in Time. Answers come in the form of symbols reflected in the city itself, which while perhaps devoid of meaning to the Mage's companions, make perfect sense to the Metropolitan. It is possible however that the city itself might not know the answer to some lofty questions of Gods, alternate realities, realms of the Fae and the like, and in such situation the thread may simply lead the Mage in circles, or nowhere at all.

Optional Arcanum: Space 4

The Metropolitan can also draw upon the sympathetic links of the city to draw her to a location best suited for a purpose related to a question asked in her meditative walk. Such as areas with specific resonance, defensible locations for sanctums, or sealed off tunnels unknown to any other living person.

Fifth Attainment: Temporal Meditation

Pre-Requisite: Time 5

Following Ariadne's thread with no goal in mind, the Mage is capable of drawing upon the thread to grant them the time they so desperately need. By spending a scene walking the city, the Mage seems to become entwined with Ariadne's thread, and the world around them slows until it stops, entering a pocket of time where they may reside until they decide to stop it. While in this state, the Metropolitan ages normally, and personal Conditions are maintained, however they can move freely, examine the world, take mental actions, heal, touch things, and even cast spells with herself as the subject. Any attempt to affect any other thing immediately ends the spell once the action has been completed. A Metropolitan can stay in this state of existence for up to a year, if they so desire, however they would need to bring sufficient supplies with them, or be knowledgeable in other Arcana sufficient to survive, and not go mad from the isolation.

Optional Arcanum: Fate 5

Walking the path of Ariadne's thread, the Metropolitan can pull upon it to ensure that what they desire

comes to pass. After a scene's worth of walking the city following Ariadne's thread, for the next week the Mage gains "Intercessions" equal to their dots in Fate. They may spend a single Intercession reflexively to:

- Increase the number of successes on a roll by one after the dice are rolled
- Decrease the number of successes on a roll by one after the dice are rolled, if this decreases it to less than zero dice, a dramatic failure results
- Cause a reasonably likely event to happen immediately and conveniently for the mage, such as an individual suffering a heart attack, a card hitting a pedestrian on the sidewalk, or a tourist invasively asking a pursuer for directions.

Timori: The Feared

See Banishers for all the fluff.

Doctrine

Parent Path: Any, Banishers

Prerequisites: Prime 2, Wits 3

Initiation: Be selected by an existing Timori for your hatred of Magic users, but also your desire to use Magic against them. You've also got to be a horrible fucking bastard who wants to devour the enlightenment of others, as well as their minds, and drive them mad sending them back into Sleep with the Abyss clawing at their mind.

Oh, you also have to like, give your Mentor a mage trussed up like a turkey or something.

Magic:

Ruling: Prime

Yantras: Using Mana stolen from the subject's Pattern against them (+2), pursuing a mage while suffering from your Addiction (+1, +2 if you take the Deprived Condition), engaging in persistent surveillance of your target who must be a mage (+2).

Oblations: Sitting in darkness while remaining completely alert without use of Magic, fasting for a day, tracking Mages without being discovered, destroying imbued items, turning clocks in people's houses back several hours, performing taxidermy on a predator.

Attainments:

First Attainment The Seeking

Pre-Requisite: Initiation

Before one can take Mana, one must first find it. Timori can sense Mana sequestered away in a Mage's Pattern in their Peripheral Mage Sight.

Custom Attainment not represented in spells (well, kinda). Could be replicated with Supernal Vision, but that grants other abilities I think Timori wouldn't care about as much. So ultimately, it's their hunger for Mana in a Mage's Pattern which I went for. - *Italics sections explain Attainment creation*

Optional Arcanum: Mind 1

The most efficient way to hunt a Mage is by knowing his moral strengths, weaknesses, and his mind. After a scene's worth of observation, the Timori may determine the Virtue, Vice, and how many dots in Mental and Social Attributes their target has.

Emulates the spell Know Nature (Mind 1), Reach allocated to Sensory Range, Primary Factor is Potency, Secondary is Duration.

Second Attainment: The Hidden Threat

Pre-Requisite: Prime 2

Hunting other Mages is a dangerous sport, one rendered less so however if they seek to disguise themselves as one of the ordinary Sleepers those Mages so frequently disregard. By spending a Scene preparing, the Timori can cloak her Nimbus from all spells and supernatural abilities which would read it for a duration equal to her Prime dots on the Advanced Duration table. Any attempt to breach this will provoke a Clash of Wills, and any spells cast by the Timori do not cause the Immediate Nimbus to flare, unless they so desire, which will cause this Attainment to collapse until they re-establish it.

Emulates the spell Cloak Nimbus (Prime 2), Reach is allocated to Advanced Duration, Primary Factor is Duration, Secondary is Potency.

Optional Arcanum: Mind 2

While their aura might not betray them, a Timori's thoughts must also be hidden lest their rampant addiction alert their prey to their intent. Through a scene's worth of meditation, the Timori may establish a surface pattern to their thoughts, a veil which disguises their true intentions from those who would read them. This grants a bonus to Subterfuge tests equal to the Timori's Mind dots.

Emulates the spell Alter Mental Pattern (Mind 2), Reach is allocated to Advanced Duration, Primary factor is Potency, Secondary is Duration.

Third Attainment: Devour Magic

Pre-Requisite: Prime 3

Growing in power, the Timori learns the most basic form of their art, how to devour an Awakened spell. As an Instant Action, the Timori may attempt to devour a spell she can perceive and "touch" if her dots in Prime exceed the Arcanum rating of the spell's caster. This attainment only functions so long as the Feared has at least one dot in all the Arcana involved in the subject spell. Such spells provide weak sustenance however, and the Timori gains no Mana or break from any addiction to Mana she is suffering from Quintessal Harvest.

Emulates the spell Dispel Magic (Prime 1), Reach is allocated to Instant Casting, and Lasting Effect, Primary Factor is duration.

Optional Arcanum: Mind 3

Pretending to be an ordinary Sleeper may work in certain circumstances, however disappearing from perception altogether is in many cases preferable. As an Instant action, and by spending a point of Mana, the Timori may render themselves incapable of perceived. Individuals want to look past her, and forget her existence when they avert their eyes. Any individual who seeks to contest this ability must succeed at a Clash of Wills.

Emulates the spell Incognito Presence (Mind 2), Reach is allocated to Instant Casting, and Advanced Duration, Primary Factor is Duration, secondary is Potency.

Fourth Attainment: Quintessal Harvest

Pre-Requisite: Prime 4

Before a Mage is capable of casting Quintessal Harvest, they are no true Timori. The act of reaching into the Pattern of a mage and forcibly extracting Mana stored in their Pattern is the hallmark of this Legacy. As an Instant Action, the Timori may touch a Mage and seek to draw Mana from their pattern, weaving it into their

body. The Timori can draw an amount of Mana each turn equal to their Prime dots, Minus the subject's composure.

The Timori weaves this Mana directly into her own Pattern, storing up to twice their maximum Mana pool in this way. Unless used, this Mana will leak out at a rate of 1 point per day, however the Timori can spend this mana as they require to perform certain impressive, and terrifying effects:

- The Timori may spend a single point of Mana to halt the process of Aging for one week.
- The Timori may spend a point of Mana to heal one point of bashing damage, two Mana to heal one point of lethal damage, or give points of Mana to heal one point of aggravated damage, this may be done reflexively, but may not exceed the mana expenditure limit imposed by Gnosis.
- The Timori (if she has reached her maximum capacity to store stolen Mana) may expend all of this Mana at once to gain one Arcane Beat for each 5 points of mana Expended. This bypasses normal restrictions on Mana Expenditure per turn.

Harvesting Mana in this way is highly addictive, and upon the first use of this Attainment, the Timori gains a Persistent Addicted (Mana Stored in a Mage's Pattern) Condition. This addiction cannot be removed or Resolved by anything short of Archmastery.

At this stage the Timori starts to become, on the most fundamental level, a semi-crystalline being formed of solidified Mana. This state of existence renders them incapable of being affected by any Life spell, unless its caster is aware of this fact and includes Prime 2 as a Conjunctive Arcanum.

So basically, this is the first retarded one which I just cribbed wholesale from the original writeup. At its core, it's a simple +1 reach version of Channel Mana, but with the whole extra usage rules stapled on the end, which should hopefully help balance the fact you can't use it for any purpose other than those listed above.

Optional Arcanum: Mind 4

By performing an extended ritual on a captive mage, the Timori may perform a horrifying psychic surgery attempting to steal Mystical knowledge from the subject. The Timori rolls Resolve + Intimidation + Mind, opposed by the subject's Resolve + Subterfuge + Gnosis, each roll representing 5 minutes, the first individual to reach 20 successes succeeds. If the subject succeeds, the Timori may not attempt this ritual again for several days equal to the discrepancy between the success totals when the subject reached a minimum of 20. If the Timori succeeds, then they may:

- Steal a Rote from the subject and add it to their list of rotes, so long as they are capable of casting it
- Steal a dot of Occult (to their maximum normal limit as determined by Gnosis)
- Steal a number of Arcane Beats from the subject equal to the target's Gnosis.

This one is also utterly retarded, Left-Handed as fuck, and a dream for any power gamer. Hopefully nobody actually PERMITS a PC use/learn this, or uses this ON a PC. Because they would not be fucking happy. No Siree. Well, they'd be happy if they could use this. But that's retarded. You're retarded. THIS IS RETARDED.

Fifth Attainment: Quintessal Theft

Pre-Requisite: Prime 5

The terrifying Attainment is the culmination of the Timori's studies. By spending a point of stored Mana, and engaging in a ritual which requires a scene of preparation, the Timori may engage in an extended test with a captive Mage. The Timori rolls Resolve + Occult + Prime, and the subject rolls Resolve + Stamina + Gnosis. If the subject wins, the Timori may never attempt to use Quintessal Theft on them ever again, however if the Timori wins, then they drain the subject of a single point of Gnosis. This Gnosis may be immediately spent to:

- Temporarily increase the Timori's Gnosis by 1 point for the next 24 hours. The Timori may only have her Gnosis artificially increased by one point in this Mana, any further use of Quintessal Theft for this purpose only increases the duration of her enhanced Gnosis by another 24 hours.
- Halt the Timori's Aging process for a single year if she succeeds on a Stamina + Occult test. The Timori cannot use Quintessal Theft for this purpose again until the first use has worn off.
- Reduce her apparent age by up to 10 years for each success on a Resolve + Medicine test.

Any Mage drained of all their Gnosis in this manner becomes a Sleeper, regaining Integrity in the place of Wisdom, and suffering a Breaking Point for each mystical phenomenon she witnessed during her time as a Mage as Quiescence settles in with a fucking VENGEANCE. Needless to say, very few subjects ever survive the process of a complete Gnosis extraction without being reduced to insane quivering wrecks.

Oh sweet fucking Jesus no. This is one of the most horrifying things I've ever had to write for Mage. Not only do you eat other Mage's enlightenment, but you flat up send them back into sleep as a certifiable madman. And for what? Another year? To get your hot beach bod back? I just can't. I can't. Why did you do this to me?

Optional Arcanum: Mind 5

If the Timori succeeds on their opposed test with the Quintessal Theft attainment, they may wrap the targets thoughts up in a mental loop, trapping them within their own mind for a period of up to a year. In order for a Timori to later perform Quintessal Theft upon that Mage again however, she must cease this thought-loop in order to be able to reach within and once again feast upon the subject's hard-won enlightenment.

So yeah, this ignores standard Withstand rules, with the single point of Reach allocated to advanced Duration. Most Mages should honestly be able to beat a Potency of 3 on their Composure (it's a good stat) unless you've used Mind Magic to tank it, which honestly, you'll probably want to do before you try and suck out their enlightened goodness. But ultimately, I just decided that if you've fucked up so horribly that you've been captured by a second-degree Master Timori, and failed to guard your own enlightenment against predation... Son, you're gone. No two ways about it.

Bene Ashmedai

See Silver Ladder for all the fluff.

Doctrine

Parent Path: Mastigos, Silver Ladder

Prerequisites: Spirit 2, Expression 2, Meditative Mind (•), and 2 dots amongst Persuasion, Socialize, and Subterfuge

Initiation: Perform a task of service, as designed by your mentor, while embracing your Vice.

Magic:

Ruling: Spirit

Yantras: Succeed on a Persuasion test relevant to the spell (+2), your spell is cast in the service of others (+1), your spell is in keeping with your Vice (+1, +2 if this imposes a negative Condition).

Oblations: Service other as a Spiritual Authority, build up or tear down a celebrity, converse with goetic demons or goeticists, research the demons of the mind, engage in seduction, engage in rampant Viceful behavior, indulge in the fear or adulation of others.

Attainments:

First Attainment Diabolist's Circlet

Pre-Requisite: Initiation

The Diabolist's acclimatization to the realm of Spirit permits her to understand certain facts about a Spirit with but a simple touch. So long as the Diabolist can perceive a Spirit, whether it is manifested or in Twilight, a single touch (even if they dot "physically" touch it) will impart to them several the following facts equal to their dots in Spirit, minus the Spirit's Rank:

- What is the Spirit's Name?
- What is its Rank?
- What Manifestations does it possess?
- What Numina does it possess?
- What are its Influences, and roughly how strong are they?
- What is its Ban or Bane?

Simple Know Spirit spell, Reach to Instant Casting.

Optional Arcanum: Mind 1

A Diabolist also proficient in the Arcanum of mind can instead of reading the Spirit's essence, read its nature, its mind. The Diabolist can also determine what the Spirit desires. In addition, the Diabolist can turn this ability on any other Mind to understand the Vice which dwells within them.

Simple Know Nature spell, Reach to Instant Casting.

Second Attainment: Daimon's Measure

Pre-Requisite: Spirit 2

The Diabolist's rituals of indulgence manifest a persistent ward against the abilities and influences of Spirits and their ilk. This attainment takes a scene's worth of Vice indulgence to activate, and protects the Diabolist from all Spiritual Numina, Influences, Manifestations and spells and abilities of a Spiritual nature such as the Spirit Arcanum and Werewolf Gifts. Any of these abilities which seek to influence the Mage must beat the Mage in a Clash of Wills. This Attainment lasts for a number of steps on the Advanced Duration table equal to the Mage's dots in Spirit.

This Attainment emulates Ephemeral Shield, with Reach allocated to Advanced Duration.

Optional Arcanum: Mind 2

The only influence which many a Diabolist will tolerate upon their Mind is one that they permit. Calling upon their Vice to shield their mind as much as it does their Spiritual Essence, Goetia and Mind-affecting spells must also defeat the Diabolist in a Clash of Wills in order to gain a foothold in her mind.

Basically, just Mental Shield, with Reach allocated to Advanced Duration.

Third Attainment: The Embrace of Vice

Pre-Requisite: Spirit 3

The Spiritual world is not always capable of being bound so tightly to the Diabolist's will as they would like. With an Instant Action, the Diabolist can instead use their Vice like a knife to sever the Open or Resonant condition from an individual, or small area.

This Attainment Emulates Erode Resonance, with Reach allocated to Instant Casting, the secondary factor is applied to Area of Effect.

Optional Arcanum: Mind 3

Engaging in a ritual of submission to their Vice, the Diabolist can master themselves, "tuning out" their Virtue for an extended period. While under the effects of this Attainment, the Diabolist does not gain Willpower from pursuing their Virtue, or any other benefit, it is as if it has ceased to exist. Instead where they indulge in their Vice, the Diabolist gains an additional point of Willpower, and when spend to enhance a Resistance Attribute gains a +4 bonus instead of a +2. To pre-emptive end this Attainment before its allocated duration, the Diabolist must succeed on a Resolve + Composure test, opposed by her own Gnosis + Mind.

No comparable power, consider primary factor as Duration, reach allocated to Advanced Duration. Would normally be fairly significant Act of Hubris, but lol, Attainments don't cause those.

Fourth Attainment: The Master's Chain

Pre-Requisite: Spirit 4

The Diabolist's Vice may be used in other ways other than for self-mastery, and having seduced a weaker Spirit into acquiescence, a Diabolist may seek to bind it into willing service. In an extended ritual, the Diabolist may spend a scene binding a willing Spirit to her with a chain made of her Vice. The Diabolist gains the appropriate Familiar merit, and the Spirit gains the Familiar Condition. Either party may end the bond whenever they so desire, how given the aptitude of the Bene Ashmedai for bending Spirits to their will, this may take some deciding. This Attainment lasts for a Month, but progresses to the duration of a Year should their proficiency extend to Mastery.

Emulates Familiar, Reach allocated to Advanced Duration.

Optional Arcanum: Mind 4

The Diabolist's understanding Minds has granted them the ability to grasp ahold of other's Mage's Vice and bind Spirits to them instead. In all instances of this Attainment, the Mage and the Spirit must be willing to engage this bond, and may end it at any time.

Furthermore, the Diabolist may extend the use of this Attainment to the rare errant Goetia loosed in the Fallen World, binding it just as tightly as the more common Spiritual fare.

First option removes self-imposed Mage-only limitation, second option grants an identical power with Goetia.

Fifth Attainment: Pandemonium's Mirror

Pre-Requisite: Mind 5, Spirit 5,

In a ritual of supreme Vice, the Diabolist manifests her Demon fully within the Fallen World, binding it to her will as they act in concert. This Attainment can only be used at a Hallow, Demesne, or Synese, and require the Diabolist to spend a single point of Mana. At the culmination of the scene's ritual, the Diabolist manifests her Demon, which takes the form of a powerful Goetia (Rank 3-4). The Diabolist's Demon will only remain the Fallen World for a maximum of a Week. So long as the Diabolist acts in accordance with her now manifested Vice, the two can cooperate and her former Attainments continue to function. However, should the Diabolist seek to act outside of concert with her Vice, her connection to it ceases, and she loses access to all of her previous attainments, and cannot benefit from her Vice until the duration lapses and it dissolves back into her Oneiros.

This is a pretty complex spell based on the Mind 3 Goetic Summon spell, with Reach allocated to changing the Primary Factor to Potency (to permit summoning Goetia of Rank 3-4), Advanced Duration (to grant a Week's Duration), and to activate the ability to manifest Goetia from the caster's Oneiros. Potency of 5 is used to permit summoning Rank 3-4 Goetia, and the Duration should be a third step along the advanced table (one Week).

Normally a practice of Goetia should lose their access to the element of themselves which they choose to Summon to the Fallen World, however I neither wanted to lose the Bene Ashmedai their textbook final Attainment, nor did I want to lose them access to all their previous Attainments when using their final one. So, a compromise. Bene Ashmedai in summoning their Demon of Vice forge a mental link with it, which the Demon permits, so that they can still access it as a part of their Mind, and use their Vice-based powers, so long as they continue to only act in Concert with it.

Should they decide NOT to act Viceful (or fail to control their manifested Vice with spells/Attainments) then that contact will end, and the Demon will run rampant. So, if you're a fucking second-Degree Master, and wanting to summon the powerful Goetia of your most key personality aspect. You'd better be pretty careful about it.

Optional Arcanum:

Fucking None, is summoning a Rank 4 Manifested Goetia which wants to do what you want to do, and still permits you to use all of your Attainments and fulfil your vice while kicking everyone's ass for the bargain price of a single scene's worth of Vice indulgence and a single fucking point of mana not enough for you?

Celestial Masters

See Keys to the Supernal Tarot for all the fluff.

Doctrine

Parent Path:	Moros/Obrimos
Prerequisites:	Forces 2, Matter 2, Academics 2, Science 2, Occult 2, and knowledge of two rotes relating to the manipulation or transmutation of Matter or Energy.
Initiation:	Travel to Sagres in Portugal with your Mentor to visit the grave of Prince Henry, then craft your soul while discussing the philosophy of reaching for the stars.
Magic:	
Ruling:	Forces/Matter (don't complain to me, it's canon they can choose)
Yantras:	Succeed on a Science roll relevant to the spell (+2), take at least a short moment to scrutinize the subject visually (+1), analyze the chemical composition or total energy levels relevant to the spell (+2), pursue a subject or goal regardless of the consequences (+1, +2 if this imposes a negative Condition).
Oblations:	Completing complex mathematical equations, engaging in cartography, exploration, star charting, scientific research, or converting energy from one form to another.

Attainments:

First Attainment Glimpse the Aether

Pre-Requisite: Initiation

Celestial Masters must comprehend the fully dazzling array of the world's forces before they can hope to comprehend its subtler mysteries. As an Instant Action, the Celestial Master can unveil their sight, permitting her to see into the Aether and all the forms of energy that flow within it, including infrared, ultraviolet, electromagnetic, sound, kinetic and even gravitational energies. The Celestial Master can perceive only a select number of these at a time, to avoid being overwhelmed, and extremely intense energy phenomenon can temporarily impose the Blind condition.

In addition to this capacity to view the boundless energies of the Aether, the Stargazer must also understand the firmament, and is capable of discerning with a glance the exact composition of an object of size 5 or less, including its weight, density, and the precise elements that compose it.

Simple use of the Nightvision (modified to Unveil all phenomenon) and Discern Composition spells, with Reach allocated to Instant Casting, and the Primary Factor as duration, at Forces/Matter 2, and then at 4, this Attainment can view an additional aspect of Energy simultaneously.

Optional Arcanum: Space 1

In addition to the natural makeup of an object or force, an understanding of Space can provide the Stargazer with insight into its strongest sympathetic links, which is likely where it was forged, be it light from the heart of a star, a small ironsmith in Kent, or the Realm of the Aether. If the subject is a Supernal Artifact, roll the

Artifact's dot rating, contested by the subject's Gnosis. If the Artifact gets more successes, the subject gains the Shaken Condition, resolving which grants an Arcane Beat.

This is supposed to be a Space 2 Optional ability for the Discern Composition spell. But how the fuck is Knowing 2 dots? It isn't. That's retarded. I refuse to go by that.

Second Attainment: Celestial Telescope

Pre-Requisite: Forces 2, Matter 2

The Celestial Navigators' work demands clarity of vision, and light obeys his Will. With an Instant Action, the Stargazer harmonizes herself with an optically based visual aid implement, such as a spyglass, telescope, or pair of binoculars. While this Attainment is active, the Stargazer's vision with that implement is enhanced to quadruple (and at Forces/Matter 4, octuple) the norm, and gains the 8-again quality on all mundane rolls made with that object for its visual purpose.

This Attainment only remains active for a number of seconds, however through continual focus the Stargazer can repeated perform Instant Actions to continue the use of this Attainment, potentially engaging in such study indefinitely. While this Attainment is active however, the Navigator automatically fails visual tests related to her immediate surroundings, focusing too much on the distant to focus on the present. This will also not permit the Stargazer to see in the dark, however that is simply remedied with the first Attainment.

Optional Arcanum: Space 1

With even a basic understanding of the principles of Space, the Stargazer's optically enhanced vision becomes a frightful thing, capable of travelling great distances, but also bending around obstacles and travelling on great, winding paths to view even the most remote and distant objects. Through use of her implement, the Stargazer is now capable of perceiving in all directions for the full range of her perception, this includes directly behind her, around obstacles, through keyholes, and various other stupendous distances.

This modifies the Celestial Telescope Attainment with The Outward and Inward Eye.

Third Attainment: It's all Just Us

Pre-Requisite: Forces 3, Matter 3

With sufficient focus, a proficient Celestial Master can set about rearranging the cosmos to her will. After a scene's worth of meditation and focus, the Stargazer can control the flow of gravity and the shape of liquids, gases, and amorphous solids within a significant area. This Attainment requires the Stargazer be immediately present for its ritualistic use, and at its most basic level can affect a Supermarket's worth of space, which grows to a shopping mall's worth of space, or a city block at sufficient levels. The reality she has wrought lasts for at most a day initially, however this may rise to a Week at Forces/Matter 4.

Needless to say, while impressive, use of this Attainment doesn't tend to make Celestial Masters very popular with the local Guardian caucus.

Spell is Shaping, with Reach for Advanced Scale, and Advanced Duration.

Optional Arcanum: Space 3

The Mage is fully aware of everything within the area of the cosmos she controls, and may track it after it leaves.

Spell is Locate Object, with reach for Instant, Advanced, and tracking after having left the area.

Fourth Attainment: Everything is Stardust

Pre-Requisite: Forces 4, Matter 4

With a thought, the Stargazer can re-define the properties of Matter and Energy about her as she wills. With an Instant Action, the Stargazer is capable of transmuting inorganic matter of size 5 or less in visual range into a different state of existence, transmuting gases into liquids, and liquids into solids, and vice versa, or any material into plasma. At the same time the Mage is capable of weaving ambient energy into kinetic force with which she can manipulate this new matter, with a Strength, Dexterity or Speed equal to 3, with the other two attributes at 1.

This sudden change in the state of matter and energy can be sustained for a time equal to the Mage's Force or Matter dots on the transitory duration table, whichever is lower.

The Practice of Weaving can transmute anything under its purview into anything else under its purview.

Optional Arcanum: Space 4

By altering the manner in which this creation interacts with the physical world, the Stargazer can render this creation intangible to inert matter or energy, rendering it for example impervious to kinetic attempts to stop it, or allowing it to pass through inert matter as if it were intangible.

Practice of Patterning on an object to remove collision control allowing it to pass through other object's "space". Reach for Instant and Sensory. A reach too far, but it's limited to object's you've transmuted, so it seems balanced to me.

Fifth Attainment: Light Long Dead

Pre-Requisite: Forces 5, Matter 5

The Stargazer has gained ultimate comprehension of the nature of Matter and Energy, and through a simple manifestation of will can transform one into the other with but a glance. As an Instant Action, the Stargazer can transform a quantity of matter or energy sufficient to fill a large room into any other form of matter or energy. These changes are lasting.

Given the Stargazer's frankly frightful vision at this stage, and this Attainment's immunity to Paradox, Dissonance, and being an Act of Hubris, most of the Orders are rightfully terrified of a Master of the Celestial Maters.

This is an Attainment based on a combined Forces 4 and Matter 4 spell which Patterns anything under either Purview into something else under the Purview. Reach is allocated to Instant Casting, and Sensory (mother of God that is far at this point) Range, primary factor is Potency.

Also, okay, the rules don't exactly accommodate for Lasting changes to matter in such a manner. But you know what I say? He's a second-degree master, and he's been working towards this for ages! Cut him some slack!

Optional Arcanum: Space 5

Redefining Space as easily as she defines the Matter and Forces which fill it, the Stargazer can as an Instant Action Teleport any object of size 15 or less from any location within sensory range to any other location within sensory

Sphinxes

See Legacies – The Ancient for all the fluff.

Doctrine

Parent Path:	Mastigos, Mystorium or Seers of the Throne
Prerequisites:	Fate 2, 2 dots in Investigation and 2 dots amongst Academics, Occult and Streetwise
Initiation:	Utilize an incredible obscure and seemingly meaningless “clue” provided to you by your Mentor to uncover an important Secret or Mystery.

Magic:

Ruling:	Fate
Yantras:	Succeed on an Investigation test relevant to the spell (+2), spend significant Time scrutinizing the subject’s connection to the infinite web of Fate (+2), seek the Answer to a Question you do not fully understand (+1), immerse yourself without a reference point in the tangle of fate (+1, +2 if this causes a negative Condition).
Oblations:	Solving a puzzle without the use of Magic, translating written work, transcribing a speech, facilitating communications.

Attainments:

First Attainment Hidden Meaning

Pre-Requisite: Initiation

The blessing of the Sphinx permits a Mage to find and decipher wisdom hidden in the mundane, as well as to craft such enigmas themselves. With an Instant Action, the gage can study any pattern, such as cracks in the ceiling, or the flight of a flock of birds for a hidden meaning, or study objects and individuals within visual range for any connections between them, or the mark of Fate upon them. The mage can take no other actions while studying the world in this way, and can ultimately detect all connections between all things they can see, no matter how distant and remote.

Pathfinders themselves more frequently use this Attainment to hide meaning within patterns which to Sleepers and even other Mages seem entirely random. Through use of this attainment and a Manipulation + Investigation test, the Pathfinder may lay a hidden message between some mark he makes upon the world, be it a graffiti tag upon a wall, an artistic sketch, a deliberately made coffee stain on a napkin, or any other mark that could conceivably to an Awakened will hold a secret meaning. To crack this code, a Pathfinder must succeed on an extended Intelligence + Investigation test, requiring a number of successes equal to 5 times the number obtained establishing the message, and with an interval of one hour.

This emulates a modified version of Interconnections with Reach allocated to Instant Casting. The ability to discern connections between individuals should likely only work if the spell lasts long enough to gaze at both of them, but that’s retarded. It’s also possibly not the best for Code-breaking or Code-making, but it’s the only Unveiling spell in Fate, so it gets the job.

Optional Arcanum: Mind 1

With an Instant Action the Pathfinder may open the vault of their memory, and instantly recall in perfect detail any specific piece of information, including all manner of sensory input that they have experienced in

their life. Combined with the capacity to search this vault with the Hidden Meaning spell and a Pathfinder can discover ancient Conspiracies and frightening truths across months, years, or even decades of time.

This emulates Perfect Recall, a crazy powerful little slugger of a 1-dot spell, which gets even more batshit insane when you can scrutinize the stain on your kindergarten teacher's dress, and the mailman who came to your house the day before, and realize that it's his blood.

Second Attainment: A Conclusion without a Question

Pre-Requisite: Fate 2

A Sphinx who progress deeper into the mysteries of their Legacy find that they gain an instinctive knowledge of the best way to progress to an answer without truly understanding the steps. After a scene's worth of pondering over accumulated information, Pathfinder may gain a brief glimpse of the next course of action which will make substantive progress towards a stated goal. As the mage pursues this goal, they may through discerning hidden patterns in meaning, substitute one Skill of the same type for any other skill a number of times equal to their Fate dots as they instinctive discern the best path to progress towards their goal.

This emulates Serendipity, with Reach allocated to Advanced Duration and the +1-skill substitution option. Pretty simple

Optional Arcanum: Mind 2

Arriving at the destination not know how one got there can be a complex conundrum even for mages who specialize in one, so it's always best to make a good first impression. Having spent at least a scene following their instinctive answer to their destination, the Pathfinder can read the subtle messages hidden in the body language and facial expressions of the individuals that Fate leads them to. You may increase the first impression of the individual you meet by an amount equal to your dots in Mind, minus their Composure.

Emulation of First Impressions, where you basically try and get people to go along with your crackpot understanding devoid of any actual facts. Reach allocated to swapping Primary Factor to Potency (so it actually does something), and Advanced Duration, so he won't realize how crazy you are after a few seconds.

Third Attainment: Truth without Knowledge

Pre-Requisite: Fate 3

Studying the infinite web of hidden meaning, the Sphinx is capable of drawing inspiration and insights from their surroundings, allowing them to act in synchronicity and harmony with the ultimate meaning they seek. As an Instant Action, the Pathfinder can grant themselves a Boon with a Potency equal to their dots in Fate.

Very simple use of Exceptional Luck in a manner which means that it isn't quite as bullshit as it can be, Reach allocated to Instant Casting and Advanced Duration

Optional Arcanum: Mind 3

Concentrating on patterns of meaning in writing, symbols, body language, hand symbols or any other codified medium of communication, a Sphinx may comprehend anything she reads, sees or hears. This is different to Hidden Meaning in that this discerns truth from non-random, potentially comprehensible patterns of codified communication. It is not possible to read information accessible with Hidden Meaning with this attainment, and vice versa. Activating this Attainment requires an Instant Action, and it remains active until the Mage ceases to concentrate on the communicate.

Emulates Universal Language. Bit hard to explain, but this attainment is to language what Hidden Meaning is to a bloody headbutt on a wall. Once again, I'm stretching the Reach rules, but honestly, it's getting boring

having to explain that you can keep using an Attainment over and over. Instead it's just better to let it last until they stop concentrating.

Fourth Attainment: Off the Path

Pre-Requisite: Fate 4

The Sphinx's understanding of paths of meaning has provided her with the ultimate freedom, the ability to set aside what should be, and simply step off for a while. After a scene's worth of meditation, the Sphinx glimpses the threads of Fate which attempt to bind her, and shrugging them off seeks to divorce herself temporarily of Fate's grasp. During this time, the Mage cannot cast any spell which manipulates her own fate, including use of the Truth Without Knowledge Attainment however she becomes impossible to affect in any way shape or form with Fate magic, be it Supernal, terrestrial, or from stranger shores. In addition, she gains an Occultation of 3 if she did not already have that merit. This Attainment lasts a maximum of one Month, however with Mastery of Fate, it can extend to a year's duration.

This spell doesn't really fit within any existing Fate practice that I know of; however it's basically turbo-shielding. Ultimately, it would be a bit of a cop-out to give it a Clash of Wills against Fate manipulation, given that Fate 4's Arcanum Attainment basically already does that, so basically I just decided fuck it, you're cutting yourself off from being able to use Fate Magic, which is your major mojo, so fuck it, you get flat up immunity. Enjoy.

Optional Arcanum: Mind 4

Having already learnt how to read people's mood and reactions, progressing to her current level of proficiency the Mage can dig deep into even the subtlest tics and clues in a person's appearance to gain a profound and deeply insightful gaze into the kind of person they are. All but the most self-controlled individuals with a will of iron are puzzles easily solved by such a Sphinx. With an Instant Action, the Sphinx may read information from the subject's subconscious for if she maintains focus and visual contact with them, this Attainment only functions on an individual however if the Mage's Mind exceeds the subject's Resolve.

Emulates Read the Depths with Reach allocated to Sensory Range and Instant Casting.

Fifth Attainment: Complete Knowledge

Pre-Requisite: Fate 5

The Sphinx at this stage is winding the strands of Fate tightly around herself or another subject, encouraging them to seek out the path to a specified goal through an instinctive understanding of the Wisdom hidden throughout the world. By spending a scene in meditation with the subject, carefully weaving the strands of Fate about them, they can ensure that the best chance possible for that event occurring is achieved. If the act is simple, then it will happen as soon as is reasonably possible, if it requires the subject's participation or requires a chance in circumstances, an option will be provided to do so once per day. This Attainment cannot do the impossible however, no matter how hard the Mage may try.

Simple use of Strings of Fate, with Reach for Advanced Duration, and once per day option.

Optional Arcanum: Mind 5

As the Mage weaves her web of possibility, she may also create or smooth herself into the weave of other social networks, gaining dots equal to her Mind dots to spend amongst Allies, Contacts or Status, these last for a Week before the Mage must re-tie the weave, or lose their newfound resources.

Simple use of the Social Networking spell, Reach for Advanced Duration

Daksha

See Legacies – The Sublime for all the fluff.

Doctrine

Parent Path:	Obrimos, Mysterium or Seers of the Throne
Prerequisites:	Life 2, 2 dots in Occult, 2 dots between Athletics, Expression, and Socialize, and a superiority complex that would put Lex Luthor to shame
Initiation:	Undertake a strict vegan diet, take vows of chastity and poverty (frequently enforced by the Fate Arcanum) and follow the Legacy's meditative exercises for hours each day. Then once the Legacy's teachings have been internalized shave your head and retreat to a cell where you meditate for 3 days straight without food or water, crafting your Soul with your tutor and the guidelines in the <i>Stanzas of Dzyan</i> .

Magic:

Ruling:	Life
Yantras:	Succeed on an Expression or Persuasion test relevant to the spell (+2), enter a meditative state before casting a spell (+2), the spell will perfect your already superhuman body (+1), explain to a colleague how your spell with, indulge in harsh discipline while casting the spell (+1, +2 if this causes a Negative Condition).
Oblations:	Meditate for a day on the <i>Stanzas of Dzyan</i> , fast for a week, spend a night lying on a bed of nails, suspend your body from hooks in your skin (fucking what?), performing a firewalk, perform a Tantric sex rite with another member of the Legacy

Attainments:

First Attainment Teisara Akh

Pre-Requisite: Initiation

A Daksha who masters the first principles of Daksha-Yoga find the pineal gland of her brain grows into a literal fully functional third eye that sprouts from the back of their head. Through the rigors of training her body becomes more defined, her skin suppler and body hair (bar that one the head) begins to fade away. In addition, the Daksha's senses are permanently heightened as per the spell Heightened Senses, granting a +1 bonus to Perception rolls, increasing to +2 at Life 2, and +3 at Life 4.

They can also see out of the back of their head. Which is neat I guess. It also works with Mage Sight. So, cool.

Optional Arcanum: Time 1

The Daksha learn to use their newly developed third eye to ask questions about likely futures, and with a scene's worth of meditation and preparation may ask a number of questions equal to their dots in Time. These may be more specific questions than a simple Divination spell, and may ask questions about the most likely distant future, such as "Will Terrance marry Lydia, and father a child with her"?

Second Attainment: A Superior Body

Pre-Requisite: Life 2

The Daksha's body grows stronger and their internalization of the Daksha-Yoga more complete, their studies and training are rewarded as the, the mage's body is affected by a permanent version of the Body Control spell, with a Potency equal to 2, increasing to 3 at Life 4. This affects breathing, heartbeat, metabolism, reflexes, scent and bashing healing times as per normal (however this will still not aid in healing Resistant damage).

Persistent Body Control as per the 1e Legacy. Fluff it as "got to continue meditations if you like", with Reach allocated to Advanced duration.

Optional Arcanum: Time 2

To the Daksha, a moment spent considering the future is never a moment wasted. As an Instant Action, the mage may consider whether an action they are planning to take, an individual approaching her, or a couple's discussion on the other side of the road will prove to be beneficial or detrimental to her.

This emulates the Momentary Flux spell, with reach allocated to Instant casting and Sensory Range

Third Attainment: The Androgyne Condition

Pre-Requisite: Life 3

The Daksha's second true initiatory trance ends with their emergence as a hermaphrodite, endowed with primary sexual characteristics of both genders. With a scene's worth of meditation on the principle of Daksha-Yoga they can shift their sex to become one of the two they embody completely, this lasts until the Daksha choses to end it, or a period equal to their Life dots on the Advanced Duration table. None of these forms are distinctly similar, however a casual observer might notice a potential familial relation between them. They can also... Breed true. Jesus fuck man, really? You're making me write this out? They're fucking mystical hermaphrodites, and they have hermaphrodite babies, even with them-fucking-selves! What do you want from me?

There no fucking spell here I care to explain. They can shift between genders and knock themselves up, end of story. You want that as your attainment rather than a Magic power? Sure. Go ahead. Jesus H Christ. Even weirder, their appearance no longer causes Quiescence given 2e rules. So, odds are they can't operate as easily in society.

Optional Arcanum: Time 3

A Daksha having completed their second initiatory trance can now attune their third eye, previously only able to glimpse possible futures, to the Akashic Record, the astral library of human history. By meditating for a scene and gazing upon a subject with their third eye, the Daksha may draw forth information about its past as per the Postcognition spell, the information appearing to the Daksha as if written in the air in High Speech. This Attainment only functions if the Daksha is sufficiently proficient in the Time Arcanum to dig back to the information they wish to learn, which in game play terms is represented by their Time dots having to exceed Temporal Sympathy.

Postcognition, with reach for Sensory Range, and Temporal Sympathy. Pretty simple, also the only sympathy based spell I've done so far that actually fits within its reach allocation. Neat.

Fourth Attainment: The Touch of Daksha

Pre-Requisite: Life 4

With but a touch a sufficiently enlightened Daksha can heal even the most grievous of wounds in an instant. With an Instant Action, the Daksha can heal 2 bashing or lethal damage in a subject they are touching.

I got nothing. All of their attainments are about bodily integrity, and given I'm holding off on Honing the Form for the 5th Attainment, there's nothing left other than healing. So yeah, the Nazi Hermaphrodite Wizards can heal you, if they feel like it.

Optional Arcanum: Time 4

As the Daksha learn to enhance their bodies, their third eye also grows in power to such an extent that it can draw the Daksha into an accelerated flow of time. As an Instant Action, the Daksha may spend a point of Mana and open their third eye wide, in doing so they multiply their Speed by their dots in Time, may automatically go first in a turn unless they choose to delay their action, in which case they may interrupt other character as a reflexive action. Defense is unchanged however it is increased by the Daksha's dots in Time before doubling when they Dodge, and they may apply their Defense against Firearms, in addition Dodge actions taken have the rote quality. This Attainment lasts for 3 rounds.

This emulates Acceleration, with Reach for Instant Casting and the Rote-Dodge ability. Given that it's still usable when faced by sleepers, this is a pretty fucking potent Attainment.

Fifth Attainment: Homo Superior

Pre-Requisite: Life 5

Through breathing exercises and meditation the Daksha gains complete control over their body, enabling them to be as strong, nimble or tough as they desire. At this stage in the Daksha's advancement, they become quite beautiful — eerily so. The character's features look too regular, their skin too perfectly unmarred to be human. This takes the form of a modified version of the Shapechange spell, whereby the Mage can remake their own physical form within any constraints of physical human life. Meditating upon the nature of the physical for a scene, the Mage calls upon their full understanding of life and may redefine any aspect of his physical person as he so desires. This includes redefining physical appearance (but not age), biological sex, and increasing physical attributes to any level, including their Gnosis-derived Maximum. This is however incapable of removing the Daksha's inherent attainment-granted physical features including their third eye, their hairlessness, and their hermaphroditic features.

Okay, look. Some people might complain this doesn't follow the rules of Honing the Form. You're completely right. Which is why instead I'm using Shapechanging, motherfucker. Humans are creatures, even Mages. So logically when you take the form of a "perfected Gnosis 8+ mage" you get Strength, Dexterity, Stamina 8.

This is the Perfected Adept's last fucking Attainment, requiring Gnosis 8. Gnosis fucking 8. At that stage you could easily do this with a spell and not give a singular fucking shit, not even worrying about Paradox. You only need three reach (advanced duration, and splitting potency) as well as a buttload of Potency, but at that level your dice pool is 18 with a few minute ritual, before you even get into the matter of Yantas, of which you can have 5. Yes, 5 fucking Yantras. So let them have this and be the world's most fucking turbo-charged muscleman.

Optional Arcanum: Time 5

The Daksha's readings of the future at this point are so profound and insightful that should they act on them the future may well unfold exactly as their will demands it. With an Instant Action, the Daksha may ask a number of highly complicated questions about the future equal to their Dots in time, these can involve questions about possibility and what might come to pass should certain actions are taken, and they receive detailed information about their questions.

In addition, by constructing one of these futures around a Social interaction with a subject the Daksha may reduce the subject's Doors to any feasible interaction by the mage's dots in Time, knowing exactly what to say when and how the individual will react, leading inevitably to the Daksha's desire.

Prophecy, with Reach for Instant Casting and the "it's totally not rape" effect.

Orphans of Proteus

See Mage the Awakening 1e for all the fluff.

Doctrine

Parent Path:	Thysus, or Seers of the Throne
Prerequisites:	Life 2, 2 dots in Animal Ken or Survival
Initiation:	Connect oneself with the Primal Energy of the world or something. IDK man, write it yourself, these people are rather devoid of purpose and honestly, even a philosophy. They're really just shapeshifting modern primitives.
Magic:	
Ruling:	Life
Yantras:	Succeed on a Survival or Animal Ken test relevant to the spell (+2), spend time contemplating your subject from a "natural" perspective (+2), disregard societal convention (+1), pursue a naturalist state (+1, +2 if this causes a Negative Condition).
Oblations:	Perform a sacred hunt, ritually act out the behavior of an animal, ceremonially offer food to animals (like feeding pigeons, hilarious), ritual arrangement of rocks and stones, or sacred gardening.

Attainments:

First Attainment Animal Tongue

Pre-Requisite: Initiation

The Orphans of Proteus first learn how to seek wisdom from the natural world, and with a scene's worth of activity can communicate with a specific breed of animals in their own language of behaviors, with grunts, growls, cues and/or markings. This Attainment grants a bonus to Animal Ken rolls equal to the mage's dots in Life, and permits them to communicate as freely as their subject animal. This does not however render the subject capable of comprehending advanced topics, and all communications should be framed as such.

Simple Speak With Beasts spell as an Attainment, broke the rules of reach just a teensy bit. Takes a scene to cast, and allows communication with animals for more than a few seconds, while also providing an Animal Ken boost in excess of normal dots? Here's the thing, who cares? Animal Ken is almost NEVER used, this is an EXTREMELY flavorful Attainment for the Orphans of Proteus, and to make it reasonable for it to be an Attainment for them, it has to be better than merely casting it as a spell, which given they're likely to have Life as their most heavily invested Arcanum (likely doubling-down on it as a Ruling) that's doubtless going to happen. So yeah, it breaks reach allocation, but without that the Attainment is almost worthless and no player in their right mind would consider it. Blame the system, I'm just trying to make it worthwhile.

Optional Arcanum: Matter 1

The Orphans of Proteus are not truly as primitive as believed by many, in fact according to their legends they were some of the first mages to seek mankind to advance civilization, but were ultimately disregarded by those they helped out of fear at their bestial nature. Modern Orphans have learned how to use this power to shape the inert world as they did in ages past, smashing boulders with their hands, and breaking chains with

but a single movement. After a scene's worth of inspection, an Orphan of Proteus may determine the full composition of an object as well as its structural weak points. An attack made immediately after discerning this information temporarily decreases the target object's Durability by 1 point for the purpose of that attack per dot the Shifter has in Matter.

Kinda "fuck you technology", but these guys are naturalists, and ultimately it may have been useful in the past for a Shifter to smash apart boulders and break out of cages. So, I went with that. Basically, Discern Composition with the Reach allocated to the durability decreasing option. Kinda an awesome power for a 1-dot spell, I've got to say. With it a Baby could snap a steel rod... Well perhaps not a baby, but a normal person could.

Second Attainment: Snake Skin

Pre-Requisite: Life 2

The Orphans of Proteus also learn how to quicken the passing of injuries from their body, shedding their skin and wounds faster than others would believe. So long as the Shifter maintains frequent periods of communion with nature, they decrease their healing time for Bashing and Lethal wounds by half for each Dot in Life they have. For example, a Shifter with Life 2 would heal 1 Lethal damage naturally every 12 hours, and one Bashing damage naturally every 3 minutes and 45 seconds.

Okay, this one going a fair way beyond the normal reach options, with one for advanced duration, one for swapping primary to potency, and 2 to modify lethal healing times. However, I think this is a reasonable trade-off, as it first provides no immediate benefits to the Mage being effectively a "downtime" or "recovery" power, cannot be used on Resistant damage from Paradox, and has none of the other benefits of Body Mastery. Plus, by the time the Mage gets to the point at which Lethal starts healing extremely fast (Life 4, one point every 3 hours), they can already heal that damage using Magic, and they can already wipe the slate clean of Bashing Damage at rank 3. So ultimately, this is a useful Attainment, but not broken despite the higher than "permitted" reach.

Optional Arcanum: Matter 2

Understanding the basic tools of Man by the clues left in their composition, the Orphan is capable of using any item through an instinctive understanding of its purpose. This Attainment takes an Instant Action to activate, and indicates to the mage the solution to puzzles, the combination to safes, but also the purpose of incredibly advanced technology, and provides mage an 8-Again on all attempts to use that tool for its intended purpose. This attainment lasts for rounds equal to the Mage's dots in Matter.

Now this one very much calls back to the Orphan's original role as promoters of early civilization. "Oh, hey what's this strange tool in the neighboring village, oh right, a plow, watch me use it everyone". It would also be hilarious to watch a primitive Mage with beetling brows and horrible body odor pick up an incredibly complicated physical puzzle a Mastigos had been struggling with for days, and solve it in a short few seconds.

Third Attainment: Call of the Wild

Pre-Requisite: Life 3

The Orphan at this stage can lean back their head and make an unearthly call, summoning to them specific living creatures. The potency of this call requires the mage to undertake a scene to harmonize with the natural world, and summons living organisms as specified by the Shifter. The call lasts for a day (rising to a Week at Life 4) or until the Mage ceases it, and without specification will attract all living beings incapable of resisting the call, which may cause issues. This Lure will attract all living beings within the designated category with a Resolve less than the mage's dots in Life.

Version of Lure and Repel taking away the Repel part, Orphans of Proteus are MORE than capable of making animals run off should they so desire without use of their Soul's power. Takes a scene's worth of concentration to make the call, and reach is allocated to Advanced Duration and swapping the primary factor to Potency (otherwise it'd be impossible to summon so much as a Domestic Cat. No, seriously, they have Resolve 3. So ultimately, Cats are more strong-willed than some of their owners. Fucking GOLD).

Optional Arcanum: Matter 3

The tools of man are blind to an Orphan sufficiently knowledgeable in their nature. With an Instant Action, the Shifter may render themselves invisible to all inert sensory equipment. Cameras do not display them, microphones do not pick up their voice, heat sensors cannot see them, they even do not register on motion detectors. This Attainment lasts for a duration equal to the Mage's dots in Matter on the Advanced Duration table.

Pretty simple, but I would likely say this is an addition or modification to the Legacy's standard practice engaged in recent centuries. Being able to escape from drones, be invisible on cameras, the blind to everything but the human eye (which is also easily tricked) is an amazingly powerful Attainment in the modern era. Especially when it doesn't provoke Dissonance and Quiescence.

Fourth Attainment: Bestial Gift

Pre-Requisite: Life 4

At this level of Proficiency, the Orphan of Proteus takes on the true meaning of their name, gaining the ability to take on features normally exhibited by other forms of life. She can grow claws, gills, become resistant to toxins, gain a tail, or any other conceivable personal trait even including the bark of a tree or its capacity for photosynthesis. This Attainment takes an Instant Action to activate, and lasts for a Week, the Shifter can take on a number of living properties equal to their Dots in Life.

Utilizing the Bestial Gift or Beast Form attainments invoke subtle changes in the Mage's appearance when they return to their normal form, depending on the traits or forms chosen, the Mage starts to reflect those elements of the natural world. These subtle changes become more profound as these Attainments are used more frequently, but subside should a significant period go without their usage.

Emulation of Transform Life, veeeeery simple. But ultimately since you can maintain these in front of Sleepers, also very useful. Please feel free to make up other elements not represented in the Transform Life section, it's pretty retarded that they mention giving additional limbs to a creature without them, and then don't offer the same chance to the player.

Optional Arcanum: Matter 4

In a true feat of ingenuity, the Mage may as well as bestowing themselves with bestial abilities, endow themselves with properties of inert matter. Many will absorb the stone beneath themselves to grant them a skin as hard as rock, many will grant themselves the lightness of air, allowing themselves to jump significant distances.

I was considering letting the Orphans use this attainment to absorb inter matter tools into their own bodies as well, stuff like fusing flamethrowers with their mouths to breath fire, sticking a cellphone in their brain to be the envy of technophiles everywhere. But that's taking the "they brought about civilization" thing too far. So, ultimately they can take on elements of matter, so go nuts, and talk to your GM.

Fifth Attainment: Beast Form

Pre-Requisite: Life 5

The ultimate gift of the Wild is to fully take on the shape of any flora or fauna. With an Instant Action, the

Shifter can assume the shape of any creature or plant of Size 7 or smaller, including Bears, Horses, Great Cats, and all manner for birds. This form lasts for at the very most a year, however most Shifters will grow tired of the form long before then.

I ditched the “plants can talk to plant spirits” parts, so it’s now just Shapechanging with reach in Advanced Duration and Instant casting. You can’t get much larger than a bear, but larger than that and you’d really want to use a spell instead.

Optional Arcanum: Matter 5

The Orphan may instead of transforming themselves into a living animal transform, becoming an animate creature consisted entirely of inert matter, maintaining all sensory functions (bar those they wish to lose) while taking on an appearance or shape of any inert material of size 7 or smaller. While in many cases their newfound shape will render them immobile (such as becoming a large rock for surveillance purposes), they can also assume forms such as a Bear made entirely of Granite. A frightening prospect indeed.

Once again, fuck specific rules. I cannot be fucked, you cannot be fucked, I have neither the time or inclination. Also, the “talk to mineral spirits” is ALSO retarded. You’re a goddamn Thyrsus, you almost certainly have Spirit 2, at which point you can do that ANYWAY.

Tamers of Fire

See Legacies – The Ancient for all the fluff.

Doctrine

Parent Path: Obrimos

Prerequisites: Forces 2, 3 dots in Athletics, and 2 between Expression, Persuasion and Socialize

Initiation: The prospective Champion must undergo a quest designed by his mentor to prove himself. This will not be easy, and it may seem initially impossible to do so.

Magic:

Ruling: Forces

Yantras: Succeeding on an athletics roll relevant to the spell (+2), spending significant time physically preparing for the spell, “getting your blood pumping” (+2), verbally encourage a compatriot to grater feats of prowess (+1), drive oneself into a state of frenzied excitement (+1, +2 if this imposes a negative Condition).

Oblations: Starting a campfire in the middle of nowhere with but two sticks, fire-walking, spending an entire night engaging in physical training, organizing a team sport, running a marathon, repeatedly burning your skin with a small flame.

Attainments:

First Attainment Touch the Fire

Pre-Requisite: Initiation

Like attracts like, and a Tamer of Fire who learns his legacy’s first attainment understands how to his use passionate, fiery nature to communicate with and command flames. With an instant action, the Champion can make an Aimed Spell check (see pg. 115 for dice pool & range bands) to command flames to do his bidding. This power lasts for a number of Rounds equal to the Champion’s dots in Forces, and during this time the Champion can guide the path of existing flame, causing it to arc or stretch, burn along (or avoid) a certain path, or take certain shapes.

Very simple Influence Fire, one reach for Instant Casting, so you’ve got to throw it. Thankfully at this stage you likely won’t need too much potency to play with, or duration. However as you advance it’ll get better. Also good that the Legacy requires you to have Athletics, so you actually know how to throw a spell.

Optional Arcanum: Mind 1

The flame within a man illuminates the best and worst of a man, should one know how to look. With but a touch, a Champion can feel that power glowing within a mind, and as an Instant Action can determine an individual’s Virtue, Vice, Aspirations and Obsessions.

So it’s one Reach over the amount you have to play with, but you don’t get an insight into how smart or persuasive they are. I think that’s fair. It’s more in keeping with a Champion’s mentality to want to know what’s the best and worst in someone and what they want rather than how capable they actually are of getting it.

Second Attainment: Tame the Fire

Pre-Requisite: Forces 2

The fire is his, and like an obedient Dog before its master, the Champion can command it to heel. Given a scene's worth of vigorous exercise to stoke his internal fire, the Champion can rally it against the fire without. For a duration equal to his dots in Forces on the advanced duration table, the Champion cannot be harmed by any terrestrial fire. Any Supernatural fire, such as that generated wholly by the Forces Arcanum, or an attack from a Spirit must engage can only harm the Champion if its source beats him in a Clash of Wills.

This is a modified Environmental Shield spell, such that it only protects against Fire. Why you ask? Because Forces Mages will become entirely immune to Environmental Effects at Forces 4 so there's little point adding that tid-bit on here when it wouldn't work on the most egregious cases.

Optional Arcanum: Mind 2

With a touch, the Champion can do more than feel the heat of a mind, but stoke it into passion, encouraging them through emotion to agree with him, either through joy, fear, hatred, love, or any other emotion that will do the job. But ultimately emotion is what it is. This Attainment takes an Instant Action to use, and the Champion must physically touch the subject, if the Champion's dots in Mind exceed the subject's Composure, the Champion may temporarily open or close a door. This Attainment works best when trying to encourage people to act on the spur of the moment, and few Champions use it for anything else.

Emotional Urging, getting people to act emotionally by stoking internal fire. Good shit. One reach for Instant Casting so you've got to touch them, likely clapping your hand on their shoulder and laughing heartily. It only lasts for a very short while, so get them to act on it before they lose the emotional high and regret it. Totally not mind-rape. Totally.

Third Attainment: Catch the Fire

Pre-Requisite: Forces 3

More than merely commanding Fire, the Champion can now rule and control it as he would a part of his body. As an Instant Action, the Champion may take control of a Fire within sensory Range, in doing so he may control it as per Touch the Fire, however he may also increase or decrease its size or heat by one level per round. If the Champion relinquishes control of the Fire however, unless it has been full extinguished it will eventually either grow or shrink back until it reaches its normal size and heat based on its available fuel.

Possibly could have been the 2nd Attainment, but I think a persistent shield against fire is something better to have out of the way early. Also this permits the Mage to stand back and control the blaze, rather than having to get right up next to it. P.S. this is Control Fire, with reach for Instant Casting, and Sensory Range.

Optional Arcanum: Mind 3

Within the Fire is not only passion, but knowledge, capacity to be more than you currently are. The Champion can kindle this passion in himself, or others through careful and deliberate acts. As an Instant Action, and with a Presence + Expression roll, the Champion may inflict upon himself or others a positive Condition encouraging them into positive action. If an individual wishes to contest this boon, then the Champion's condition will only be applied if their Resolve exceeds his Mind dots. Champions frequently use this boon on themselves, either to encourage themselves to new heights of fervor, or to challenge themselves with other trials to overcome and improve through. This Attainment and its Condition lasts until resolved, the Champion decides to end it, or until a day has passed, rising to a week at Forces 4.

Simple "Grant a Condition" spell turned into an Attainment. On the plus side, you can use it on Sleepers. So yeah, good shit. Talk to your GM about Conditions, they're great. You can use this to encourage your

Champion's Flaws (they should have flaws, look at their Legacy section in Legacies – The Ancient). Reach allocated to Instant Casting and Advanced Duration, primary factor is Potency, secondary Reach.

Fourth Attainment: Manifest Fire

Pre-Requisite: Forces 4

Having learned how to bend existing fire to his will, the Champion is now capable of generating great gouts of fire to blast her enemies, burn down their works, or just to keep her companions warm at night. With an Instant Action, and a Aimed Spell attack roll, the Mage may burn a target with her fire dealing Lethal damage equal to her dots in Fire. While this is not enough to set an individual on fire all on its own, if used on certain highly flammable substances (including if an individual was doused in such substances) they will ignite.

Simple modification of Thunderbolt to deal damage with fire instead of lightning. Ignition is permitted only where sensible. Single reach allocated to Instant Casting, so you've got to use it as an Aimed Spell. Not sure about permitting Fast Spells with it though, seems too good.

Optional Arcanum: Mind 4

His burning will reaching fever pitch now, the Champion is capable of pressing his mind down upon a weaker will and forcing them to do his bidding in a supreme act of dominance. With an Instant Action, the Champion may force a target within Sensory Range to perform a single task that will not put them in serious danger, or take a suicidal risk. The subject's Resolve must be less than the mage's Forces dots in order for this Attainment to function, and the compulsion only lasts for 3 rounds. Some Champions are quite reluctant to learn this Attainment seeing this domination as something that is not laudable or properly in keeping with the burning freedom of fire. While many older Tamers of Fire acknowledge this threat, they maintain that it is the purpose and the man which define the action, not the capacity. To dominate one will to save many others may well be a post worthy of maintaining.

Psychic Domination, oh you saucy minx. I had to put you in here, if only because I couldn't think of much else to use. Look, it's a douchebag spell, especially as an Attainment which has no paradox and quiescence and hubris and yada yada yada. But you know what's cool? Having your crazy fucking pyrokinetic mind-warrior forcing someone to drop his damn gun through sheer BURNING force of will.

Fifth Attainment: Fire Manifest

Pre-Requisite: Forces 5

The Champion is now a living and breathing furnace, the fire within him bursting to be released. All he has to do is permit it. With an Instant action the Champion can surround himself with an aura of searing hot fire. Immune to this fire himself, any individual or subject who touches the burning mage suffers damage as if he has touched a Bonfire with the intensity sufficient to cause third degree burns (4 lethal damage per turn). Having entered this state, it will persist until the Champion chooses to restrain his flame, or 30 seconds have passed, at which point he may activate this Attainment again.

Create Energy spell, focused on the Mage, one reach allocated to Instant Casting, the area is of course himself which I'm uncertain is legal, but I don't care. Just watch out where you are when you use this one, you're a walking talking fire hazard and will likely cause some serious collateral damage. Which means its handy your other Attainments will help you put that out.

Optional Arcanum: Mind 5

The Fire in the Champion's mind is brilliant now, shining out from his brow and igniting his mind with sheer power. By spending a scene performing a Legacy Ritual, the Champion can enhance their Mind well beyond

the ken of mortal men. Many use this to become a legendary leader, propelling those who will follow him to greater heights, or to plump the depths of the Astral for secrets long lost to man. By spending a scene and a point of Mana, the Champion may increase a Mental or Social attribute by one dot per dot he has in the Mind Arcanum. This enhancement will last for a Week, or until the Mage ceases it, and can enhance his attributes beyond his Gnosis-determined maximum. Visible from Mage Sight this appears as a pure mote of flame suspended in the air before the Champion's head.

Ooooh yeah baby, unrestricted motherfucking Augment Mind. HELL YEAH! Boost your fucking Presence by 5, boost your fucking Intelligence by 5, boost your fucking Wits by 5. For just the bargain price of a single point of Mana. What's fucking more, get it as a Rote and you can combine this Attainment with the Augment Mind spell, and increase your Mind EVEN FUCKING FURTHER. WOOOOOOO!

Uncrowned Kings

See Mage the Awakening 1e for all the fluff.

Doctrine

Parent Path: Moros

Prerequisites: 2 dots in Mind, 1 dot in Matter, 2 dots in Craft.

Initiation: Create what you would perceive before your initiation as your Magnum Opus, and then see yourself reflected in it, realizing that your greatest achievement is yet to come,

Magic:

Ruling: Mind

Yantras: Succeed on a Crafts roll related to the spell (+2), helping another with a difficult task (+1), having personally crafted an item relevant to the spell (separate from any Sacraments used) (+2), pursuing one's craft to the detriment of the physical self (+1, +2 if this creates an adverse condition)

Oblations: Engaging in physical labor, engaging in meaningful work (not for Attainments), coordinating others in teamwork, practicing a hobby or craft (not for Attainments).

Attainments:

First Attainment Nigredo

Pre-Requisite: Initiation

A perfect Mind cannot be raised on uncertain grounds. As an Instant Action, the mage may recall a number of her memories equal to her dots in Mind with perfect clarity. This includes information that she was not consciously concentrating on at the time, but which she still experienced.

Very simple, Perfect Recall. Nice and easy, automatic activation, no need to roll anything. Not the most powerful, but you don't really NEED anything that powerful at the first dot, do you? Reach is to Instant Casting.

Optional Arcanum: Prime 1

Lies cannot stand before the power of the Mage's sight, as an Instant Action the Mage can see through active mistruths, such as lies, phantasms and illusions. Mundane falsehoods are automatically discernable, but those from a supernatural source provoke a Clash of Wills.

Pierce Deception, also very useful. Not advanced duration though, so if it's hardcore stuff, you'll want to cast a spell. Reach is to Instant Casting.

Second Attainment: Albedo

Pre-Requisite: Mind 2

Understanding the self requires one to be stalwart against outside influences. So long as the mage continues their craft, any attempt to influence their Mind by a Goetia's Numina, Influence or Manifestations, or by any other supernatural Mind affecting abilities must first best the mage in a Clash of Wills.

Mental Shield. I use this for a lot of my Legacies. This is not a bad thing. Reach is to Advanced Duration.

Optional Arcanum: Prime 2

With a better understanding of the self comes the ability to more readily refute Magic which would attempt to undermine that, in addition to the protection against Mind-affecting abilities, the Nigredo shield increases the Mage's Withstand by 2, increasing to 3 at Prime 4. This Withstand still only applies should the Mage wish for it to.

Not quite the Canon 1-dot Attainment from the first edition, but I basically took the Nigredo modification from the 3rd dot, and put an effect as close to it as I could at the 2-dot rank.

Third Attainment: Citrinitas

Pre-Requisite: Mind 3

By performing their craft, the mage can enhance a specific Mental or Social Attribute (decided when the Attainment is selected) by their dots in Mind. To use this Attainment, the Mage must have performed their craft within the last day, and must take an Instant Action to inspect an item created with that craft. The Mage increases the attribute by their dots in Mind for the remainder of the scene, potentially taking the Mage over their Gnosis-determined maximum. At Mind 4, the Mage need only have practiced their craft in the last Week.

This spell kinda fucks with reach a bit, but I think it's balanced. First you've got to have performed your craft in the last week (which is basically the scene's worth of ritual), and then it takes an Instant Action to activate (no real problem, there's no way to stop an Attainment, so this is nothing but a limitation), looking at what you made. Basically, you exchange the ability to specify which attribute you boost, and the lack of needing a specific action, for the additional reach for exceeding Gnosis limits.

Optional Arcanum: Prime 3

Studying an object of their craft, the mage is capable of empower their Tools with holy Supernal power. As an Instant Action, the Mage can study an object of their mundane craft, and drawing power from its reflection of themselves, empower a Tool to allow them to more efficiently shape their mystic craft. This grants any spellcasting roll she uses that Tool in an 8-again, so long as it is used within a number of rounds equal to her Prime. If that spell is one used to enhance the Mage's own mental capacity or clarity, the Tool's Yantra Bonus increases to +3.

Eeeeeeeh, it's As Above, so Below. Which ultimately at this level the Mage can already do. With the same chance of Paradox (aka none). Soooooo I kinda added an additional +2 modifier to that Yantra's bonus. What it actually did in 1e. Which I think is fair. You're a Mage about refining the self, and you're studying an aspect of yourself, as a Second-Degree Disciple, with Gnosis 4, and you're still using a Tool. It's fair.

Fourth Attainment: Rubedo

Pre-Requisite: Mind 4

The mage's Mind continues to expand. The mage may select another Mental or Social attribute which she

can enhance in a manner identical to Albedo. The mage may have both enhancements active within a scene, if she spends two Instant Actions inspecting a physical object of her craft.

Even this shouldn't be possible for Albedo's effect. But fuck it, it's limiting enough in the first place. It's just a mental attribute, it doesn't help you cast spells, and Mages can easily enough boost those in the first place without risking too much Paradox.

Optional Arcanum: Prime 4

The mage's words ring with such purity that all those who bear witness to them must attest to the Truth she speaks. With an Instant Action, the mage may imbue the next sentence she speaks with Supernal Truth and project that Truth directly to a single individual within Sensory Range. This decreases either Doors or improves impression level by one per dot of Prime, minus the target's Resolve. If the subject refuses this Truth, they may suffer a Breaking Point of Act of Hubris. Furthermore if the subject goes along with the stated sentence, they gain the Inspired Condition, but if they ignore it, the Guilty condition.

Fifth Attainment: Magnum Opus

Pre-Requisite: Mind 5

The mage has come so close to mastering the self, that she can turn even the slightest glimmer of talent into brilliant genius. As an Instant Action, the mage can increase their dots in a skill they possess by their dots in Mind for a Week. This increase cannot exceed their Gnosis-derived Maximum, however at Gnosis 8, that's going to be pretty fucking hard.

Very simple, very boring. Also infuriating that shit doesn't fit within the old Magic rules.

Optional Arcanum: Prime 5

A master craftsman and King of their own mind, the mage can with nothing but Awakened Will (and a pittance of Mana) craft wondrous items flush with Supernal Glory. This emulates Eidolon, but only takes 1 mana (regardless of the amount normally expended, the rest is quasi-mana that can't be used for anything but the attainment's effects), each is for Advanced Duration. Mostly just used for creating the Uncrowned King's Unliving Vassals. Lasts for about a Week.

I'm fucking sick of this, I never want to write another Prime Legacy ever again. They are the fucking worst, unless you focus on either driving sleepers insane, destroying Magic or hitting people with Mana constructs.

Thrice-Great

See Legacies – The Ancient for all the fluff.

Doctrine

Parent Path:	Obrimos, Silver Ladder or Seers of the Throne
Prerequisites:	Spirit 2, Prime 1, Occult 2, and 2 dots between Academics, Investigation and Persuasion
Initiation:	Display one's knowledge of Platonist and Neoplatonist Philosophy, naked-eye astronomy, and classical astrology before a board of three Philosophus and the lodge's Teletarch. Upon approval, the initiate is escorted through a Verge populated by Synocheis of the 7 planets, to which it is Resonant, where the student and their teacher will jointly craft their soul in a complex astrological ritual. The initiate must also provide at least one point of Essence resonant to each 7 planets, to pay part of the price of the Synocheis for their service.

Magic:

Ruling:	Spirit
Yantras:	Perform a spell in keeping with a specific celestial phenomenon (+2), Planets and Stars are visible while casting (+1), calculate the position the planets will be at the culmination of the spell (+2), incorporate appropriate Planetary Affinities into your spellcasting (+1 for at least three, +2 for at least 5, +3 for the full 7 this should be almost impossible).
Oblations:	Performing a Hermetic ceremony during a planetary conjunction, performing an hour-long invocation of a planet and its current zodiacal sign, performing a ceremony whenever a planet first appears visible to the naked eye in the night sky, charting an individual's horoscope based on Classical principle (not this fake New Age bullshit).

Attainments:

First Attainment The Eye of Aion

Pre-Requisite: Initiation

The first gift of Aion is that of sight and tongue, to see the Spiritual essence of the world, and know it is yours to command. As an Instant Action the Hermetic may perceive and speak freely with the Spirits dwelling in the physical world and understand their tongue, whether roaming in twilight, slumbering or disincorporate within an object, or possessing a living being. Furthermore they can sense any Spiritual Manifestations in their immediate presence, and conduits of the Reaching Manifestation.

Exorcist's Eye, useful stuff. Reach for Instant Cast, keep using if you run out of duration.

Optional Arcanum: Prime 1

Initiation into the Thrice Great grants the Hermetic an understanding of the Legacy's ancient, ornate and elaborate rituals. When a Thrice Great performs a ritual spell aided by (and only by) other members of her

Legacy, while performing full Hermetic rights, all participants in the ritual gain a Persona Yantra of +1. If they already have a Persona Yantra, then its bonus is increased by 1. This does not stack with the Cabal Theme merit.

No suitable or equivalent spell. Grants a 1-dot merit which provides at base a +1 Yantra, when ritual casting, with your Legacy. Pretty shitty unless you invest in a Shadow Name, which I would imagine many Thrice Great are very likely to do. I think it's suitable for a 1-dot Attainment.

Second Attainment: Heavenly Bastion

Pre-Requisite: Spirit 2

Despite their power, the realm of Spirits is a dangerous place to the Thrice Great, and to go unprotected is the greatest folly. So long as the Hermetic continues his studies of the heavens and seeks the wisdom therein, she will be protected from the predation of the Spirit. With a scene's worth of studying the heavens, the Hermetic may cloak themselves in a protective shield of Planetary energies. Any Spiritual source which would seek to directly influence the mage, bar physical attacks, must succeed in a Clash of Wills. This effect lasts for a period equal to the mage's dots in Spirit on the Advanced Duration table.

Simple Ephemeral Shield, makes sense for them to have it as an attainment as they'll likely need it almost constantly, and they won't want it clogging up their Spell Control.

Optional Arcanum: Prime 2

Drawing upon the power of the Planetary Courts, the Thrice Great may enhance the power of their Planetary Affinities to new and greater heights. By spending a scene preparing, the Hermetic may temporarily call down just a fraction of Aion's grace to make their tools sing a celestial harmony. This grants the Legacy Yantra "Planetary Affinities" an 8-again, however this Attainment lasts only an exceedingly short time, just a few seconds, enough perhaps for a Mage to draw upon their Yantras and cast an Instant Spell. This Attainment is also very important in extended multi-individual Rituals performed amongst the Legacy, with a Practicus frequently allocated the incredibly important role of calling down the might of the Heavens at precisely the right moment. Much practice is done to ensure this perfect harmony, however to Hermetics this soon becomes second nature.

This is basically As Above, So Below, with the Reach allocated not to instant casting or extended duration, but the +1 Reach option. For yourself, this is basically a nice way to hunt for an Exceptional Success given a scene's preparation and a good Yantra. As a part of a Ritual, this is an exceptional way to push that ritual to the absolute edge of possibility, granting an 8-Again to what is quite likely a frankly ludicrous dice pool.

Third Attainment: Celestial Beacon

Pre-Requisite: Spirit 3

The first tool of the Thrice Great in communing with the Planetary Courts is their command over the Gauntlet. By directing the flow of Supernatural energies through a secret ritual, a Hermetic may weaken or strengthen the Gauntlet in an area. This attainment takes a scene's worth of ritual preparation to perform, end may increase or decrease the strength of the Gauntlet by the Mage's Spirit dots, minus the Gauntlet Strength. This effect lasts for a Day, however at Spirit 4 this will increase to a Week.

When they first learn this power, many Hermetics decry its use. The difficulties in lowering the Gauntlet where many live, in the cities and suburbs, is made little easier by the fixed nature of this Attainment, forged when the population of the world was much smaller, and the Gauntlet not quite so obtrusive. However other Practicus frequently advise their new brethren on how to make most use out of their Attainment. Even amidst populous areas such as the suburbs, or the city, there are areas more devoid of people, and as such

the Gauntlet in those areas is weaker. In fact, many mages will already gravitate to those areas to avoid accidental Sleeper contact with their Magic.

Furthermore, it is a small effort to pack up one's ritual gear into a car, and travel outside of the city a way to work one's Spiritual Magic, in a place where the Gauntlet is thin, the stars are visible, and their Magic can flow more freely.

This is "Place of Power", with Reach allocated to Extended Duration. Normally this would be a sucky attainment, people see the Withstand of 5 in the city and flip their shit about how they can't use this attainment there. Grow the fuck up, don't give up when you see a wall. If you care that much about summoning a Spirit from your high-rise apartment, use a spell and suck it up. Instead spend some time finding a place without as many people with a lower Withstand, or just travel a couple of hours to somewhere the Gauntlet is weaker. Mages are best with prep-time, don't make life harder on yourself than it needs to be.

Optional Arcanum: Prime 3

The Hermetic's increased initiation into the Legacy reaps additional benefits as they learn how to further empower their rituals performed in keeping with the Legacy's principles. When performing a ritual spell utilizing the Planetary Affinities merit with at least 5 affinities, the Hermetic may cast a combined spell and decrease the penalty for doing so by 2.

This one doesn't really fit within Attainment rules, however it's a key aspect of the Thrice Great's ritual practices, and it's pretty fucking great. You were already casting a major ritual spell, but with this you can cast that turbo-charged ritual with another turbo-charged ritual stapled on the end.

Fourth Attainment: Planetary Portal

Pre-Requisite: Spirit 4

Drawing in the tides of power from the planetary courts, a Philosophus can open a swirling portal between the Material realm and the Shadow Realm through which either mortals or spirits can pass. To mortal eyes a Planetary Portal looks like a momentary shimmer in the air when it manifests, however from the Shadow Realm or Twilight the ingathering spiritual vortex shines with coruscating hues, the specific appearance and colours of portal set by position of the planets at the time of the individual's initiation into the Legacy. A fact any Thrice Great can determine with a single success on a Wits + Occult check, or use of the Eyes of Aion.

To use this Attainment takes a scene's worth of rituals placating and calling upon the power of the Planetary Courts, at which point the Mage can establish a Portal of Size 5 at a location with a Gauntlet Strength of 2 or less. For every point which the Gauntlet Strength is below 2, the size of the Portal increases by 1. The Portal itself will last for a significant period unless the mage decides to close it prematurely, a Month, rising to a Year at Spirit 5.

This is a simple Reaching spell with +1s devoted to Advanced Duration and creating a Portal out of the "Reaching". This is less than perfect to my eyes. You will doubtless want to decrease Gauntlet strength before attempting the use of this Attainment, otherwise it will fail to work outside of a location completely almost completely devoid of people. However through combination with Celestial Beacon, it will be possible to use this Attainment in a small tower or village, (or a less populous location in a City Suburb or Town).

Optional Arcanum: Prime 4

Reaching within, the Hermetic pulls Mana from his Soul and drawing combining it with the power of the Celestial Ladder patterns it into a physical form in the same manner as she patterns a Celestial Portal. As an Instant Action, by spending a point of Mana the Mage may form a construct in a manner like that of the spell

Platonic Form, it is Size 5 or less, with a Durability of 1, and holding one Mana. For each dot she has in Prime, the mage may:

- Increase its Durability by +1
- Increase its capacity by +1 (this automatically fills with Celestial Energy, which may be used to fuel the third option, but may not be drawn from the object and does not function in any other Manner as Mana).
- Add a +1 equipment bonus or weapon damage if the object is used as a tool or weapon. Each action using the object in this manner using up one Mana or Celestial Energy from the Mage's supply.

This Attainment automatically lasts for one scene, however the Mage may increase either this duration or the potential object's size by 2 points (or 1 point each) on their respective Advanced Duration and normal Scale tables. The object created is obviously Supernatural, however forged from Celestial Energy and only maintained by a small amount of Mana at its core, it does not provoke Quiescence in Sleepers nor is it damaged by Dissonance. Furthermore any use of such a Form for its designed purpose is never an Act of Hubris for the Mage, in addition to the lack of an Act of Hubris for its formation.

It's Platonic Form, I know. Not the most suitable Prime spell, but it's pretty fair given that its an optional for a spell about weaving the Gauntlet, and this one is about Weaving Celestial Energy with a little Mana added in. Ah yes, about that. So honestly if you look at the RAW then Platonic Form as an Attainment can generate free mana if you spend it while "casting" the Attainment. But I though that's shit, so I just decided to grant "free" not-Mana that feeds it effects, and which can't be used for anything else.

On the downside, so long as you keep pulling that single point of Mana back out of the form before it's used up, you can just use the Attainment again, without having to worry about having actually spent any Mana. I think this is fair, as Platonic Form is a stupidly Mana Hungry spell for comparatively simple effect. Plus you have to have Gnosis 6 before you can access this Attainment, and at that stage you could be an Archmaster.

Fifth Attainment: Orb of the Firmament

Pre-Requisite: Spirit 5

Sometimes used as a reward, but more frequently used as a punishment, the Orb of the Firmament can do something that terrifies many denizens of the Shadow, trap Spirits in the hostile physical world. With an Instant Action, and by succeeding on an Attack Roll, the Mage may grant Manifestation Conditions to a target Spirit equal to 3 minus the Spirit's Rank. This effects lasts for a Year, however the mage must also forge (or the Spirit must already be by under) the requisite Conditions to use more advanced Conditions such as Anchor (which would require Open, which requires Resonant), and as such the Attainment will in most cases require planning in its application.

Alternatively with the Spirit's cooperation, this Attainment can be used to grant them persistent Manifestations which the Spirit would otherwise be unable to maintain, such as a persistent Materialization condition which cannot be removed with Supernal Magic, but can be stripped from them at any time by the Hermetic. A potent gift indeed.

This is normally a fairly shitty 5th dot Attainment, you can kinda detain shitty Spirits by locking them in items as their new Fetters. Bleurgh. However that's what Reach and fixed factors get you. THE REAL FUCKING DEAL however, is where you use this Spell on a willing Spirit, which means it doesn't have Withstand. Oh hey Rank 5 Spirit of Mars, I send you to WAR! And just to make it easier, here, now you're fucking Materialized until I don't want you to be any more.

I probably wouldn't have gone with this one, but I'm trying to keep the Canon Attainments from 1e as much as possible in as close to their original forms as possible. I mean, you wouldn't have been likely able to succeed at the 1e opposed test against a Spirit of any actual power anyway.

Optional Arcanum: Prime 5

Wrapping the Orb of the Firmament around a physical tool, the Hermetic ensure that tool bridges all layers of reality. The item is as solid to all entities in Twilight as it is to physical entities, including Spirits, Ghosts, Goetia, and even stranger creatures. Furthermore, should this item take the form of a weapon then with its enchantment the Hermetic may specify a certain ephemeral entity he knows of as he activates the Attainment. The item counts as that entity's Bane. Most Hermetics use this Attainment in combination with the 4th Attainment's Platonic Form for instantly accessible weapons, specifically designed and formed to combat ephemeral entities of all kinds.

People keep telling me to use lower-dot spells for higher-dot Attainments. And in the case of Prime I generally listen to them. The high dot stuff is just too weird to use as an Attainment, especially due to issues with reach and how most of them needs some pretty heft Potency with a Duration Primary.

Planetary Correspondences

I've added this here, because a lot of people won't want to go searching back through Legacies the Ancient to find these things. Which is fair. You just try and come up with a spell that uses all 7 Planets for that +3 Yantra, I mean it might be possible, but I can't be fucked.

The **Sun** is associated with magic of light (of course), energy, life-force, willpower, healing and augmentation of power. No surprise, the Sun is the favorite "planet" for Obrimos mages.

The **Moon** is the planet of transformation, illusion and everything changeable, from the element of water to emotions and magic itself.

Mercury is associated with thought and motion: investigation and analysis as well as literal travel and exploration. Commerce, theft and divination also fall in this planet's purview. Mercury's element is Air.

Venus governs living creatures, fertility, pleasure, love, friendship and all the softer emotions that bring people together. Venus' element is Earth, but as the abode of life rather than solidity or stability.

Mars is the planet of raw force, sometimes creative but often destructive, the element of fire, war, violent emotions and other disruptions. Mars also governs fever and blood. Venus seduces; Mars overwhelms.

Jupiter is associated with the element of air and weather as well as politics, laws, morals, rulership and justice. Jupiter also governs money, religion and social power in general.

Saturn is the planet of time, age, death and restriction. Saturn's element is Earth, offering stability and defense as well as limitation or destruction.

Even Sleeper occultists know that gold and yellow correspond to the Sun, silver and white to the Moon, quicksilver and gray (or mottled colors) to Mercury, copper and green to Venus, iron and red to Mars, tin and blue to Jupiter and lead and black to Saturn. The jewels, animals, plants and other associations of each planet are too diverse to list. Pop-occult books give detailed (and contradictory) lists of planetary correspondences . . . but none should be trusted.

Choir of Hashmallim

See Summoners for all the fluff.

Doctrine

Parent Path: Obrimos

Prerequisites: Prime 2, Occult 2, and 2 dots between Academics, Expression and Weaponry

Initiation: Display your beliefs through your actions, showing your belief in the righteousness of the Aether and your desire to use its powers not for their own sake but for the protection of the Fallen world from the predations of the Abyss.

Magic:

Ruling: Prime

Yantras: Succeed on an Occult roll relevant to the spell (+2), council your comrades on the dangers you are facing (+1), perform a prayer specifically tailored to the situation you find yourself in (+2), hold a vigil before casting the spell (+1, +2 if this creates an adverse Condition).

Oblations: Assisting local charitable organizations, cleansing Abyssal taint, meditation upon the nature of the Supernal Realms, leading a prayer group, teaching others the hazards of the Abyss.

Attainments:

First Attainment **Eyes of the Aether**

Pre-Requisite: Initiation

As an Instant Action, the Mage may open their third eye and view the Supernal (and Abyssal) energies imbued in the world around them. Through scrutinizing a person, place or location for a turn and using this attainment, the Mage may ask a number of the following questions equal to his dots in Prime:

- How much Mana does the target have in her Pattern (alternatively, how much tainted Abyssal Essence does the target contain)?
- To which Supernal World is the target most closely aligned (alternatively, are they connected to the Abyss)?
- What is the target's highest-rated Arcanum (alternatively, what is its strongest Abyssal influence)?
- How adept is the target in their highest-rated Arcanum (alternatively, what is the dot rating of the target's strongest Abyssal influence)?
- How many Arcana does the subject know (alternatively, how many Abyssal influences does the target have)?
- What is the target's Nimbus (alternatively, what concept does the Abyssal entity portray)?
- What is the target's Gnosis (alternatively, what is the Abyssal entity's rank)?

Supernal Vision, but modified to also provide information about the abysally tainted nature of the target.

Optional Arcanum: Forces 1

As an Instant Action, the Mage may perceive a number of different aspects of Aetheric Forces equal to his

dots in Forces for a round, increasing to 2 rounds at Forces 2, and 3 rounds at Forces 4. Exceptionally potent sources of energy may temporarily apply the Blind Condition to the Mage for the duration of the attainment.

Simple, no real need to explain, Reach for Instant Casting.

Second Attainment Aetherial Cleansing

Pre-Requisite: Prime 2, Occult 2

The taint of the Abyss is powerful and pervasive; whatever it touches is inevitably stained by the contact. Dominions fight against this through channeling the tremendous power of the Abode of Angels, rallying the primal, raw energy of Magic itself against the Abyss in the hope of protecting the Fallen World from its infectious, insidious presence.

This Attainment enhances the mage's Universal Counterspell Attainment, allowing its use against any Influence or Numina utilized by Abyssal entities such as an Acamoth or Gulmoth. In a Clash of Wills, these entities roll Rank + Influence, or Rank + Power/Finesse (whichever is higher, though the mage may spend a point of Mana to make them roll with whichever is lower).

When utilizing this power, the mage appears wreathed in a soft white light and may display traditionally "angelic" or "holy" characteristics such as a radiant halo, or soft luminous wings, even without Mage Sight.

Folded counterspelling Acamoth/Gulmoth powers into the Universal Counterspell attainment.

Optional Arcanum: Forces 2

A Mage's sympathy to the Aether grants them control over one of its most prominent, and purifying tools, fire. As an Instant Action, the Mage may compel fire within his sensory range to bend, stretch, car and travel along specified paths. While in many cases this may not be enough to transform a match into an inferno, it can compel the flame from the match directly into a petrol-soaked Gulmoth monster.

Practice of Compelling on fire. Couldn't resist. PURGE THE UNCLEAN! BY FIRE BE PURGED!

Third Attainment Arms of the Aether

Pre-Requisite: Prime 3, Occult 3

Praying for assistance in a trying time, the Mage may bind the power of the Aether into a physical, tangible form which suits her purposes. With a scene's preparation, the Dominion may call upon the Aether to create an item of pure power, which lasts a day (increasing to a Week at Prime 4). The item may be of any simple device of up to size 5, is Durability 1, and contains a single point of Mana. The Mage may enhance the item's Durability, Mana Capacity (filling not with Mana but with Fallen energies) or equipment bonus/weapon damage by 1 per point of Prime. Each use of the item as a weapon or tool uses up a point of energy, removing the point of Mana last. When the spell ends, the item dissipates back into energies, and unless uses or reabsorbed, the point of Mana is lost.

I always put Platonic Form at the 3-4 dot mark. Why? Because its primary flaws (requiring a lot of Mana to be good, and being obviously Supernal) are completely removed by its nature as a Legacy Attainment.

Optional Arcanum: Forces 3

A proper understanding of the underpinnings of Forces can turn even the most poorly forged item into a masterwork of its kind. If the item created by Arms of the Aether is a tool or weapon, then with this option

the item gains a equipment or weapon bonus (as appropriate) equal to the Mage's dots in Forces. This stacks with any inherent capacity of the item itself as determined by dot allocation at the time of its creation.

In addition, if the Mage desires the item's Aetheric glory may be hidden through a proper understanding of Forces principles, ensuring that its otherworldly nature is not immediately obvious (until perhaps the knife cuts straight through a steel girder).

Modification of Platonic Form to increase item bonus. Simple spell, fits within the concept of forces in that all tools are by nature used to more efficiently tune energies, and through use of Weaving, those tools can work with true harmony and synchronicity. A knife that perfectly channels kinetic energy through its cutting edge, a hammer that transfers all momentum directly into the target, a spanner that grips true or a flint and tinder that never fails to spark.

Fourth Attainment Aetherial Avatar

Pre-Requisite: Prime 4, Occult 4

Calling upon the fire of the Aether, the Dominion gives it shape within his soul and channels it outwards in the form of an Avenging Angel formed of Supernal Mana and adorned with fire. Reflections of the Dominion's Virtue and Vice can be seen by those who closely study it.

By spending a point of Mana as an Instant Action, the mage may summon a Supernal Entity from within his own Soul giving it form and power, and turning it loose against the Abyss and its servants. The entity's attributes are the lowest of each of the 3 elements which constitute them (e.g. for Power the lowest of Strength, Intelligence and Presence), it has no Influences, Numina, or Manifestations, and persists for a number of rounds equal to the mage's dots in Prime on the transitory duration table.

The entity may however spend a point of the Dominion's mana as an Instant Action to cast the spells Celestial Fire (Sensory Range, Lethal damage, Potency equal to Mage's dots in Prime), or Dispel Magic (Sensory Range, Lasting Effect, Potency equal to the Mage's dots in Prime), both of these spells may affect ephemeral entities, and Dispel Magic may be used on the Influences and Numina of Gulmoths and Acamoths (treating Withstand as equal to Rank).

This entity is not under the mage's direct control, however it will act as according to the Mage's Virtue and Vice, and is compelled to fight against the Abyss and its servants.

Attainment creation rules? What attainment creation rules? Nah this totally makes sense. Look, it's their textbook ability, 2 of their 3 attainments in the original writeup are based on it. I had to keep it. As it is, the Avatar is normally pretty fucking awful. However, I decided to make its spells the main attraction. This motherfucker can purge Abyssal Manifestations and Numina from the world, and it's equipped with fucking eye lasers. Sure its stats are likely pretty garbage, but now you've got an Angel floating next to you which can annihilate shit with eye lasers while you fuck stuff up with your own spells.

Optional Arcanum: Forces 4

With a sufficient understanding of the fallen manifestations of the energy of the Aether, a Dominion may grant its Aetherial Avatar further abilities, turning these energies loose upon its foes. A mage with Forces 4 who uses Aetherial Avatar can grant it the following abilities:

- A flight speed with a speed factor equal to Resistance * Forces
- A melee weapon with a weapon damage equal to the Mage's dots in Forces as Lethal damage, the attack roll being Power + Finesse

- The ability to cast the Turn Momentum spell for an Instant Action and point of Mana (Sensory Range, affects objects equal to Potency of size 0-5, can be cast as Instant Action whenever Defense could be applied).

Fifth Attainment Aetherial Exaltation

Pre-Requisite: Prime 5, Occult 5

After having summoned her Aetherial Avatar, the Mage may spend an additional point of Mana as an Instant Action to power it to even greater heights. The Aetherial Avatar:

- Now determines attributes based on the highest of the appropriate Attributes
- Gains bonus Health equal to the mage's dots in Prime
- Stays within the Fallen world for twice the normal duration, including time already spent upon activating this attainment
- Is considered to have armor equal to the mage's dots in Prime
- Gains the Emotional Aura Numina, generating an emotion in keeping with the Mage's virtue and vice

Okay, NOW it's a bit better, but ultimately still nowhere as good as most other ephemeral entities summoning attainments I've created. I will admit to perhaps going a little overboard with the Bene Ashmeai. So while I was mostly happy to just copy-paste the abilities from 1e to 2e, I changed a few things. They're now based entirely on Prime (rather than the lowest of its and Forces) and you get ALL the abilities with a single activation. You have to be Gnosis 8+ to learn this. It's comparatively shit as-in, I don't want to make it even worse.

Optional Arcanum: Forces 5

A second-degree Master of the Choir who has learned the fifth Legacy Attainment is force to be reckoned with. When enhanced with this attainment the Aetherial Avatar:

- Enhances their weapon to deal Aggravated damage against Abyssal Entities
- Increases its Flight Speed by a factor equal to the Mage's dots in Forces
- Gains the Telekinesis Numina, requiring no Essence cost to active, and gaining automatic successes equal to the mage's dots in Forces

Echo Walkers

See Legacies – The Ancient for all the fluff.

Doctrine

Parent Path:	Obrimos, Mysterium or Seers of the Throne
Prerequisites:	Life 2, Death 2, Occult 2, the Glimpse of Glory Rote, Medicine 1
Initiation:	Have one's soul dislodged before being forged (still misaligned) into the Legacy

Magic:

Ruling:	Life
Yantras:	You have previously used Dislodge the Soul on a target and succeeded on the Gnosis roll (+2), acting in the manner of the Ones Before (+1), you meditate and consider the subject of the spell and the response one of the Ones Before would take (+2), you neglect your addiction to pursue the subject of the spell (+1, +2 if you take the Deprived condition).
Oblations:	Studying any form of ancient information (including myths, evolutionary science or history) which could contain information on the Ones Before, creating artistic representations of the Ones Before (muh OC), altering one's body to be more like the Ones Before

Dislodge the Soul (Death • •, Prime •)

Practice: Ruling

Primary Factor: Duration

Withstand: Resolve

Suggested Rote Skills: Occult, Academics, Medicine

The Mage knocks the target's soul ever so slightly out of alignment, neither removing the soul nor physically harming the target. This does however permit the mage to look "behind" the target's soul, viewing them on a spiritual level so primitive that no part of the ego is present. While looking in such a manner, the Mage may make a Gnosis roll, if successful they regain a point of Willpower as they are affirmed by a glimpse of the individual's "proto-soul". This effect lasts only a single turn, and when it ends the mage can gain never gain any further information from that Sleeper's soul.

This process is addictive, and almost every single Echo Walker will be addicted to the usage of this spell, suffering from the Addicted Persistent condition relating to the use of this spell on Sleeper souls. This addiction is one of the mind and soul and cannot be cured. For every week in which the Mage does not feed their addiction, they suffer the Deprived condition, these conditions can stack with cumulative effect.

The effect on the Sleeper's soul is long-lasting and brutal, suffering a -1 on all Social rolls until his soul is realigned. This can be performed with a simple application of the practice of Compelling with the Death Arcanum (which suffice to say Echo Walkers see no reason to do). Sleepers can restore their soul by

themselves however by engaging in a few hours of self-affirming connection with the rest of humanity, something that many however are incapable of doing. Therapy, spiritual counselling or positive attention can also restore such a soul, requiring success at a relevant roll.

Distressingly however, the most terrifying effects of the spell occur when an individual is forced into a situation where they must rely upon their sense of identity. Any Breaking Point a Sleeper suffers while under the effects of a dislodged soul automatically fail, and they are unable to resolve conditions generated by such failures until their soul is realigned. Furthermore, any spell, ability or effect which seeks to affect their soul gains an automatic +2 bonus. This many will notice is in many ways far more harsh than the side effects of merely removing one's soul. This is in fact because more than merely having lost a fundamental part of their constitutive essence, the Sleeper's soul is active working against them, disjointed and reducing them to a mindless, psychosis-riddled beast.

Many Echo Walkers do however Inure this spell, which can leave its aftermath even more horrifying, with the touch of the Abyss lingering in the dislodged Sleeper's soul.

Why not just *Attainment* It?

Unlike many other Left-Handed Legacies, the Echo Walkers do not accommodate this spell into their Attainment structure.

This is primarily because this would involve defining their Souls, which they seek to make as similar to the Ones Before as possible. And refining one's soul to represent the search of something renders them incapable of truly becoming it.

Many an apprentice has asked this question of their mentor and been sharply reprimanded for it. Those who ignore instructions and go through with it anyway are frequently hunted down and killed as abominations and traitors.

Attainments:

First Attainment Know the Fallen

Pre-Requisite: Initiation

The Echo-Walker can with a glance discern the true, full and comprehensive biological nature of a subject. As an Instant Action, the mage can learn the species, age, sex, and overall health of any living organism, including how many dots in Physical Attributes, injuries, personal tilts and conditions, as well as discerning supernatural creatures as being "unknown" even if they take human form. Undead creatures do not register, however that should tell you enough about them.

Analyze Life, very simple. But useful. But also a good spell to actually have CAST. I don't care.

Optional Arcanum: Prime 1

To know what dwells within the Fallen World is to have some comprehension of its nature. An Echo-Walker with even the slightest understanding of the Arcanum of Prime can command those lingering Supernal effects in the world into action. With an Instant Action, the mage can touch a Supernal phenomenon (such as a keyed portal, imbued item, or artifact) and Compel it into functioning.

You could honestly have this as a spell, but then someone might be able to Counterspell you activating it. Fucking hilarious when some Master can't stop you from commanding his soul-annihilation device, and you don't even suffer an Act of Hubris for doing so.

A Glimpse of the Ones Before

To advance in their crafting of their souls, an Echo Walker must first know what they are crafting their souls into, and from. Before an Echo-Walker can learn (or craft) Legacy Attainments, they must succeed at the Dislodge Soul rote's Gnosis check a number of times equal to 10 times the attainment level squared.

e.g. To learn the 3rd Attainment, the Echo-Walker must successfully glimpse behind the souls of 90 Sleepers.

Second Attainment Temple Inviolable

Pre-Requisite: Life 2

Legends say the Ones Before could purge their bodies of impurities both physical and spiritual, having crafted their Soul in such a way as to refine their body in turn, the Mage is immune to the effects of mundane poisons and diseases, and contests any supernatural poison or disease with a Clash of Wills.

Eh, fuck it, shielding from Disease. Why the fuck does it have to be so difficult? Nobody cares about disease in most play, so why do we need two spells about them?

Optional Arcanum: Prime 2

Having rejected physical poisons, an Echo-Walker with sufficient training can also cleanse himself of the poison of Lies. With an Instant Action, the Echo-Walker can discern if a phenomenon which he is perceiving is an *active* lie. In addition, when perceiving this, they gain some sense as to the nature of the Truth, veiled in Supernal symbolism and metaphor.

Pierce Deception, with reach for Instant Casting and Truth Clues. Doesn't work on their own kooky beliefs, because they think they're true. Which further encourages them. Hilarious.

Third Attainment Blessed Constitution

Pre-Requisite: Life 3, 90 instances of insight into the nature of the Ones Before

The Echo-Walker at this stage does not remake himself fully in the form of the Ones Before, however instead calls upon their phenomenal self-master to permit him to become a true master of his own form. So long as the mage maintains his daily (rising to weekly) contemplations of the Ones Before, the gains all of the benefits of the Body Control spell, with Potency equal to hits dots in Life.

Body Control with Reach for Advanced Duration and swapping primary factor, haven't done that before, but most other options seemed pretty rubbish. Also who can't say no to a static +3 to Initiative, crazy good metabolism, and healing Bashing every minute (at a minimum)

Optional Arcanum: Prime 3

The Ones Before would not suffer the influence of lesser individuals, and neither do the Echo-Walkers. The mage's Blessed Constitution so great that the efforts of other Willworkers fall impotent at the mage's feed. While under the effects of Blessed Constitution, the Mage increases their Withstand against all Withstood spells by their dots in Prime.

Wards and Sigils, simple, same Reach as the main Attainment ability.

Fourth Attainment Form of the Nephilim

Pre-Requisite: Life 4, 160 instances of insight into the nature of the Ones Before

The Echo Walkers look in reverence, awe and envy at the Ones Before, studying the images of angels in Fallen World artwork and legends of Titans. While the Elect's own frail bodies cannot approach this sort of Glory, by crafting their souls into their likeness, they can start down the right path.

With an Instant Action, the mage can enhance one of their Physical Attributes by an amount equal to their dots in Life. This enhancement affects derived attributes such as Speed and Defense, and lasts for 3 rounds. The mage can utilize this Attainment on an attribute repeatedly, and with use can enhance multiple physical attributes simultaneously. This enhancement can exceed their Gnosis-determined attribute Maximum.

Echo Walkers often become more attractive when using this Attainment, not because of any major changes to musculature, or sufficient to grant the Striking Looks merit, but their overall bearing may shift, as if carrying themselves with confidence and power.

Honing the Form, with Reach allocated to shifting the Primary Factor to Potency, and Instant Casting. At this stage their Gnosis is at least 6, so I think it's fair to bypass the already increased Gnosis maximum. Odds are that they'll likely not have an attribute higher than 3 already, so the abuse is minimized.

Optional Arcanum: Prime 4

Drawing upon the truth of their power, Echo Walkers can demonstrate their power and enlightenment to doubting Mages and Sleepers. With an Instant Action and the investment of a point of Mana, the Echo-Walker can fashion for themselves an effect fully in keeping with the divine nature of their enlightenment. This takes the form of a Platonic construct centered around the Mage themselves, with the aim of terrifying or inspiring the audience. This functions as per the Platonic Form spell, with the basic changes denoting an "equipment bonus" for Intimidation or Persuasion rolls, and permitting an investment in various factors such as Durability, and Mana capacity as per the spell, with investments in "equipment bonus" increasing the social bonus of this creation.

My other standard "Mana capacity fills with not!mana" rule is in effect.

An interesting application of the Platonic Form spell. I had not previously considered its capacity for creating non-mechanical tools, such as clothing, which are ultimately still tools. So basically you create for yourself a halo and wings made of mana, and seem majestic as FUCK to all the Sleeper plebs, who don't even suffer Quiescence.

Fifth Attainment Seeds of Loyalty

Pre-Requisite: Life 5, 250 instances of insight into the nature of the Ones Before

Deep within the hearts and souls of all Sleepers is the compulsion to follow and obey the Ones Before. In many legends this is what forced these elder beings into exile or called down their destruction from enemies or creator, but since humans are predisposed towards certain instinctual reactions, there's no harm in making use of them.

With an Instant Action, the Echo-Walker may impose a Condition of his own design upon up to 15 humans he can see at a time. This condition is based on overwhelming biological responses, and follows the rules for creating conditions on page 288 of the core book. Only extremely strong willed individuals (those with Resolve 5) can withstand this Attainment, and its effects last one hour/scene.

Furthermore, having been forced into the role of creatures of mere instinct, for the duration of the scene, Sleepers cannot form new memories and will "awaken" from their instinctual stupor completely unknown as to what happened in the meantime.

This is Control Instincts with a shitload of Reach for Instant Casting, Sensory Range, Prolonged Duration and Advanced Scale. Potency primary means that only "heroes" with Resolve 5 can stand up to the Echo Walker. While not true mind-control, the ability to force a potent condition on Sleepers such that they're handicapped until they resolve it (such as by following the Echo Walker's will) is still pretty great. Also you can benefit your favorite Sleeper pets.

Optional Arcanum: Prime 5

Echo Walkers with the appropriate magical expertise can extend this Attainment's 'divine right' to Magic

itself. With an Instant Action and a point of Mana, the Mage can destroy the workings of any lesser Mage with but a touch, sending their spell back across the Abyss and into the Supernal. This destroys any spell cast by a Mage with an Arcanum rating less than the Echo-Walker's dots in Prime. This effect is Lasting.

Supernal Dispellation, with reach for Instant Casting, and Lasting effect. Ultimately, I chose to grant an extra point of reach to this spell. Without that, it's impossible to have Lasting effect and Instant Action, and ultimately the Attainment itself is garbage for any Echo-Walker who's reached Gnosis 8. At that level, you don't really give a shit about non-Masters, so the ability to annihilate their spells with an Instant Action should seem normal. Not the best Attainment, but it's an Optional one, so what the fuck.

Perfected Adepts

See Mage the Awakening 1e for all the fluff.

Doctrine

Parent Path: Obrimos, Adamantine Arrow

Prerequisites: Life 2, Athletics 2, 2 dots between Brawl, Firearms and Weaponry

Initiation: Perform a feat of endurance and physical prowess as designed by your Mentor.

Magic:

Ruling: Life

Yantras: Perform a rigorous workout to focus the mind as appropriate for the spell (+2), contemplate your situation (+1), meditate into a state of peace before casting the spell (+2), disregard worldly concerns in the pursuit of your target (+1, +2 if this imposes a negative Condition)

Oblations: Rigorous martial arts practice, feats of endurance, exhibiting humility.

Attainments:

First Attainment Chi Sight

Pre-Requisite: Initiation

With an Instant Action, the Mage can focus on the subtle energies contained within a body called *chi* or *prana* and discern from this information the nature of the body they are contained within. This includes all information as per the spell Analyze Life including health, sex, species, age, conditions, tilts, and physical attribute dots. To focus on another individual, the mage must use this Attainment again.

Analyze Life, not much to say here

Optional Arcanum: Prime 1

His vision more delicate in his understanding of the nature of Prime, the Monk may over time read a great many Truths about the nature of the subject's connection to the Supernal. With each round of use, the Mage may ask a number of the questions from Supernal Vision equal to his dots in Prime about a single subject.

Supernal Vision, not much to say either

Second Attainment Body Temple

Pre-Requisite: Life 2

So long as the Monk maintains his exercise regimen daily, his Awakened Soul grants him full control over his normally autonomous bodily functions. The Mage gains the full effects of the spell Body Control with a Potency of 2 (increasing to 3 at Life 4).

Body Control, reach to duration

Optional Arcanum: Prime 2

Furthermore, the Mage's inviolate body can repel the efforts of other willworkers with greater ease, increasing his Withstand by 2 (increasing to 3 at Life 4).

Wards and Sigils, reach to duration

Third Attainment Chi Force

Pre-Requisite: Life 3

The Mage's constant exercise regimen has granted him an unparalleled physique, permitting him to channel his *chi* into it to enhance the potency of musculature, suppleness of ligaments, or rigidity and durability of his frame. Upon learning this Attainment, select Strength, Dexterity or Stamina. So long as the Monk maintains his daily exercise regimen, he may as an Instant Action increase that attribute by his dots in Life for the remainder of the scene.

Honing the Form, with Reach for Advanced Duration and exceeding Gnosis-determined maximum. This is one reach in excess, however the spell is limited to a singular attribute determined when taken, and still requires "activation" despite the scene-length exercise regimen. So, it's balanced.

Optional Arcanum: Forces 3

The Monk's Chi can be channeled into more than his mere form, but can be projected out of his form in the manner of kinetic energy. The Mage may reflexively channel his *chi* into his unarmed melee attacks (punching while wearing normal boots, or gloves is fine, no knuckle dusters though), increasing damage by 2 (rising to 3 at Forces 4) and turning it from Bashing into Lethal. Furthermore, any successful attack causes ripples of *chi* to pass directly through the subject disorientating them and applying the Stunned tilt, even if no damage is caused due to armor.

This Attainment takes a Scene to activate, and lasts for a period equal to the Mage's dots in Forces on the Advanced Duration table, during which time the Mage may make use of its effects. Many a Monk has found great use for this Attainment in physically disrupting the Willworking of hostile mages, even where one would not wish any lasting, lethal harm upon them.

Kinetic Strike, reach into Advanced Duration and the Stunned Tilt.

Fucking GOLDEN, I had forgotten that works. Basically, the Stunned tilt is such fucking bullshit, and being able to apply that for free on an attack? Aaaaaw yissss. Basically, if you so much as touch someone with Chi Force then they lose their next action. No save, no withstand, no nothing. In addition, until they can next act (likely in two rounds time), they lose half their defense. Which basically means, if you hit them once, it's now a one-sided fight as you can keep blasting them with Chi Force over and over and over again, stripping away action after action as they just stand there and TAKE IT. ORA ORA ORA ORA ORA ORA ORA ORA ORA!

No Paradox, no Dissonance, no Quiescence, no Act of Hubris, they won't soon forget you.

Fourth Attainment Inviolat Form

Pre-Requisite: Life 4

Monks have rigorous, punishing trails ahead of them, and with this attainment they can ensure that they will survive all but the most arduous and punishing challenges. With an Instant Action, the Monk can call upon an individual's *chi* to rise to the surface of their form and work miracles upon their physiology, stitching up

all but the most heinous of wounds in a matter of seconds. As an Instant Action, the Mage can remove an amount of Lethal damage from a touched subject equal to twice his dots in Life.

It's healing. Great. Useful, especially with Sleepers, but still. Eh.

Optional Arcanum: Forces 4

Through rigorous concentration and a more thorough understanding of the underpinnings of universal forces, the Monk can project his *chi* about his body in a protective shell, redirecting projectiles and larger objects which would otherwise collide with him. As an Instant Action, the Mage can focus his *chi* about him for the next 3 rounds, during this time as a reflexive action he can redirect a number of objects each round equal to his dots in Forces. These must all be of size 5 or less and the mage cannot redirect them unless he could apply his Defense, likely requiring use of a specific Mage Armor in the case of firearms wielding brutes. This spell does however function against even individuals, allowing the Mage to deflect melee assailants.

Pity that neither Life, Prime or Forces armor allow you to dodge bullets. Otherwise this would be so fucking awesome. I guess we'll have to be happy with forcing light-speed Vampires to completely fucking miss your ass.

Fifth Attainment The Perfect Organism

Pre-Requisite: Life 5

Having studied long and hard, the Monk has returned to the mastery of his own physical form, and meditating upon his form can remake it he desires. This takes the form of a modified version of the Shapechange spell, whereby the Mage can remake his own physical form within any constraints of physical human life. Meditating upon the nature of the physical for a scene, the Mage calls upon his full understanding of life and may redefine any aspect of his physical person as he so desire. This includes redefining physical appearance (but not age), biological sex, and increasing physical attributes to any level, including his Gnosis-derived Maximum.

Okay, look. Some people might complain this doesn't follow the rules of Honing the Form. You're completely right. Which is why instead I'm using Shapechanging, motherfucker. Humans are creatures, even Mages. So logically when you take the form of a "perfected Gnosis 8+ mage" you get Strength, Dexterity, Stamina 8.

This is the Perfected Adept's last fucking Attainment, requiring Gnosis 8. Gnosis fucking 8. At that stage you could easily do this with a spell and not give a singular fucking shit, not even worrying about Paradox. You only need three reach (advanced duration, and splitting potency) as well as a buttload of Potency, but at that level your dice pool is 18 with a few minute ritual, before you even get into the matter of Yantas, of which you can have 5. Yes, 5 fucking Yantras. So let them have this and be the world's most fucking turbo-charged muscleman.

Optional Arcanum: Forces 5

With a muscly flex, and a kiss to his pecs, the Monk annihilates chumps.

With an Instant Action, and a point of Mana the Monk can flex a blast of Aggravated damage equal to his dots in Forces using the rules for aimed spells.

This is an aimed, kinetic version of Thunderbolt with Reach for Aggravated. So guess what, you flex so hard you can pulp a Werewolf. Get wrecked.

Ascended Adepts

See Tome of the Watchtowers for all the fluff.

Doctrine

Parent Path: Obrimos, Silver Ladder or Seers of the Throne

Prerequisites: Mind 2, Academics 2, Willpower 5

Initiation: Meet with your Mentor in your dreams, and craft for him an idealized concept of yourself, unburdened by physical, Fallen restraints. Then work with your Mentor to craft your soul in the form of that concept of non-physical perfect.

Magic:

Ruling: Mind 2

Yantras: Spend a moment to focus your mind and put aside distractions (+1), seek information about the subject of your spell through use of the Dream merit (+2), succeed on a Resolve + Composure test and enter a meditative state before casting (+2), forsake your physical body in pursuit of your subject (+1, +2 if this causes a negative Condition).

Oblations: Lengthy meditation (focusing on 2 or more things at once), study and reading, prayer and chanting, mental exercises designed to sharpen perception and memory, forsaking physical needs to demonstrate physical mastery.

Attainments:

First Attainment Perchance to Dream

Pre-Requisite: Initiation

The Past is a Memory, and the Ascetics rarely let any memory truly depart them. Given the ability to focus, Ascetics can remember any memory, and experience they have felt throughout the entirety of their life. Never fading, never forgetting, only through great mental violence either physical or mystical can an Ascetic be convinced to truly let loose a memory.

Perfect Recall. Obvious, simple, reach for instant casting, then pull from short-term when duration ends.

Optional Arcanum: Dream 1

Dreams contain madness and chaos, disjointed thoughts clash into one another in terrifying and glorious ways that make no sense to a waking mind. However, amidst this, the self is revealed, and an Ascetic who can connect to the truth of his own dreams can read this in others. With a touch, an Ascetic can read information about a sleeping individual as per the spell Mental Scan. As an Instant Action and with a touch, the mage can ask a number of questions about a Sleeping mind equal to their dots in Mind minus the target's Composure.

Mental Scan, reach for instant casting

Second Attainment Inner Temple

Pre-Requisite: Mind 2

The Mind is an Ascetic's true temple, the altar on which she prays, her only true home. To leave it unguarded

would be a betrayal of everything they believe in. The Mage gains a persistent Mental Shield effect, provoking a Clash of Wills whenever an unwelcome source seeks to affect the mage's Mind. This spell is persistent so long as the Mage maintains their mind-temple, however it grants a +1 to any Clash of Wills to protect it, rising to +2 at Mind 3, +3 at Mind 4, and +4 at Mind 5.

Mental shield, reach for advanced duration, just transcribed the effects of duration factors into text. Scene ritual activation is obviously going to happen as the mage continues to maintain their dream-bastion.

Optional Arcanum: Dream 2

An Ascetic who has a deeper understanding of the dream-realm can touch the mind of a sleeping individual, projecting words telepathically into their dreams. This Attainment requires an Instant Action to activate and lasts only so long as the Mage maintains physical contact. Unless the individual went to sleep guarded, their Withstand is not automatically raised, however if at any point the sleeper becomes sufficiently aware of the mage's influences, they can raise their Withstand, which is equal to Composure.

Telepathy, but into dreams, keep maintaining with instant actions to keep using. Can't read dreams with this, but can do that with another spell (one which won't obviously trigger quiescence like actually projecting in does, or rather, would).

Third Attainment Palace of Memory

Pre-Requisite: Mind 3

The Ascetic's mind has become free from mundane limitations, and the mage has learned to compartmentalize thoughts, allowing her to perform two Mental or Social extended or instant tasks at the same time. In addition, the mage can reach into the mind of a friend or companion and assist them in reaching this state. This Attainment takes an Instant Action and a touch to activate and lasts for a period equal to the Mage's dots in Mind on the advanced duration table (default 1 week, rising to a month and then a year at Mind 4 and 5).

One Mind-Two Thoughts, reach for Instant Casting, Advanced Duration, and Various Actions. Though that wasn't quite good enough for a 3-dot so I decided to loosen the "self-only" ability, to ensure that while that's persistent, they can "bless" others with a touch of their mental looseness for a while.

Optional Arcanum: Dream 3

Through an innate connection to the Akashic Records, the universal memory spoken of in various occult records, the mage's dream mastery permits them to comprehend any language. To access this Attainment, the Ascetic must intermittently venture to the Akashic Records in her dreams, and upon returning can draw information from its depths for a duration equal to the Mage's dots in Mind on the advanced duration table.

Universal Language, reach into advanced duration, travel to the Records takes a scene, satisfies ritual speed condition. Return with omni-lingual capacity. Kickin'

Fourth Attainment Pillars of Glory

Pre-Requisite: Mind 4

The Ascetic's mind has grown strong through their rigorous training, and the Ascetic now reaps the bounty of their persistence. In a ritual performed in the mage's Dreams, the Ascetic draws upon the power of their awakened soul to enhance their mind, increasing a Mental or Social Attribute by their dots in Mind (up to their Gnosis-derived Maximum). The Ascetic can perform this ritual as many times as they desire, potentially enhancing all of their mental attributes given enough time in their dreams. This Attainment lasts for a Week before the Pillars weaken and their mind returns to its normal state.

Augment Mind, Reach into Advanced Duration and another into nothing. I feel bad enough that you can stack this Attainment into multiple attributes. I though ditching one reach might make up for that.

Optional Arcanum: Dream 4

Falling asleep next to another individual in a Place of Power, the mage may synchronize their mind sufficiently to permit him access to the other's Oneiros. If the target is aware of this and seeks to resist, this spell (which gains Potency equal to the mage's Mind dots) is withstood by Resolve.

Adapted a 1e spell not in 2e into second edition. Reach for Duration, not instant, you can honestly also just do this by meditating on high fiving earlier that day, but fuck it, this works too.

Fifth Attainment Transcendent Form

Pre-Requisite: Mind 5

Loosening their mind from the body, the Ascetic enters a state of consciousness entirely separate from the limitations and constraints of a physical body. Identical in effect to the spell Psychic Projection, the Mage becomes an intangible mental projection following rules for Dream Forms (p. 249 core) which is still capable of performing Magic, and which persists in the Goetia level of Twilight.

To enter this state requires an Instant Action, and persists for a period limited to at maximum one year. The Mage's body still ages and suffers all normal problems related to biological matter, and must thus be cared for or will quickly die. Many Masters of this Legacy seek to create perfect locations to leave their bodies for extended periods, or learn certain principles of Time magic to freeze them in time to permit them to enjoy existence as a bodyless being for longer periods of time. Some Ascetics have tragically resorting to lengths reaching near to (or in rare cases exceeding) the perversion of the most depraved Liches to maintain their Transcendent Form for ever increasing amounts of time.

Psychic Projection, reach into Instant Casting and Advanced Duration.

Optional Arcanum: Dream 5

Venturing into her dreams, the Ascetic is capable of ritually constructing a companion out of the material she finds there, returning to the waking world with a newly formed Goetia at her side. This Goetia is Rank 1, and remains the Mage's loyal servant for the duration of this Attainment (one year). The Mage is capable of repeating this process to potentially form an army of loyal Goetia, and in fact, many do.

Psychic Genesis, Reach into Advanced Duration.

Clavicularius

See Legacies – The Sublime for all the fluff.

Doctrine

Parent Path:	Mastigos, Silver Ladder or Seers of the Throne
Prerequisites:	Mind 2, Empathy 2 and 2 dots between Academics, Occult and Subterfuge
Initiation:	Travel to one's own Oneiros, and display your dominance over your Vice.
Magic:	
Ruling:	Mind
Yantras:	Succeed on an Empathy roll relevant to the spell (+2), recite the Keys of Solomon (+1), convince your subject of your "sovereignty" (+2), master your own mind (+1, +2 if this removes a positive Condition).
Oblations:	Perform the Rite of Castigation, meditate upon past moments of weakness, engage in psychological therapy, scribe the Key of Solomon into a durable medium.

Attainments:

First Attainment Mental Insight

Pre-Requisite: Initiation

The Key-Bearers have a keen understanding of their own Demons, and with a touch can recognize the Demons that exist within others, both similar and divergent to their own as well. As an Instant Action, the mage can touch a subject and determine their Vice, and their dots in Mental and Social Attributes.

This Attainment emulates Know Nature, however I have decided that it should not include the subject's Virtue as such a thing is out of keeping with the Key-Bearer's philosophy, and interest in Demons.

Optional Arcanum: Spirit 1

Key-Bearers who understand the nature of Demons are often well versed in the influence Spirits can have upon the world. As an Instant Action, the mage can detect the presence of Spirits, both manifested and in twilight and including those which have claimed or possessed an individual. If a Spirit is attempting to hide itself from this detection, this will provoke a Clash of Wills.

This Attainment emulates Exorcist's Eye, with the removal of the Reaching Manifestation option, and that isn't really the Key-Bearer's entire deal.

Second Attainment: Goetic Projection

Pre-Requisite: Mind 2, Empathy 3 or Expression 2

Key-Bearers are well known practitioners of Goetia, but they are also capable of controlling their Demons, and projecting their whispers into the minds of others. By talking with an individual for a scene, the mage can attempt to project his Demon into their mind, influencing their emotional state with the mage's Vice. If the mage's Mind dots exceed the target's Composure, then the Mage may open or close Doors equal to the difference with regards to either the mage or any other individual as is appropriate. Key-Bearers frequently use this attainment to manipulate the weak minded into serving their own needs.

Optional Arcanum: Spirit 2

An individual in the throes of emotion is a swirling pool of potential, his Demons writhing around within him and attempting to push their way to the surface of his mind. As an Instant Action, the Key-Bearer may attempt to force an individual's most prominent Demon into activity, forcing the subject into immediate action in accordance with his current emotional state. This Attainment functions on any individual within Sensory Range, however the subject's Composure (and the Rank of the potential Spirit that the Mage is attempting to Compel) must be exceeded by the mage's dots in Spirit.

Third Attainment: Goetic Bulwark

Pre-Requisite: Mind 3, Empathy 3, Expression 3

The Key-Bearer's control over his Demon has increased to such a level that he may establish a Bulwark in his mind, from where he might find a position of advantage that he can defend against his weaknesses and flaws. This Bulwark takes a scene's worth of meditation and focus to establish, and lasts for a period equal to the mage's dots in Mind on the Prolonged Duration table. Whenever the mage's mind is influenced by mystical factors from beyond her control, be they the actions of another mage, Goetia, or creatures from stranger shores, this influence provokes a Clash of Wills. In most cases this will be a simple matter, however where the influence comes from the mage's own mind, such in the manner of his Vice, or a persistent Mental Condition, the ST and player should come to an agreement about the strength of the Goetia which represents this influence. Should the Mage triumph in their Clash of Wills against such an entity, they receive the benefits of having fulfilled that Vice, or gain a Beat from that condition. However should the Mage fail, their struggle compels them to act out that Vice, or act in the manner consistent with that Condition's beat, however they immediately lose a Willpower point (rendering the Vice gain pointless, and suffering a penalty for the Condition's Beat).

This is basically a combination of Mental Shield, and the 1e spell Goetic Struggle. The former aspect is very simple to understand, however it is the latter which should be explained. When this Bulwark is established, the Mage gains an additional way to fulfil their Vice and contribute to Mental Condition, by succeeding in a Clash of wills against their Mental Demons. The ST should hopefully design mental Demons for the mage to continually deal with, not an overly effort-intensive thing to do, given that this will likely merely involve their Vice and perhaps a persistent Condition or so.

Optional Arcanum: Spirit 3

With such mastery over their own mind, the Key-Bearer may turn their attention to the Demons which plague the physical world, and demand service from them. With an Instant Action, the mage may attempt to touch and compel obedience from a Spirit he can perceive. If the Mage's dots in Spirit exceed the Spirit's Rank, then the Spirit must perform services for the Mage equal to the discrepancy within the next day (rising to the next Week at Spirit 4). Any action compelled of the Spirit which would go against its self-interest (such as abandoning a Host or Fetter, or assailing a much more powerful Spirit) will provoke a Clash of Wills.

This is Command Spirit, with reach in Instant Casting and Prolonged Duration. Pretty funny how you can just up and command a Spirit to serve you with a touch.

Fourth Attainment: The Binding Seal

Pre-Requisite: Mind 4, Spirit 4, Empathy 4, Expression 4

The Key-Bearer has at this stage reached such a level of power over his Demons that he may excise them from himself and bind them in physical form. Drawing upon the power of the Keys in a Place of Power, the mage may summon forth a Demon from his Oneiros and bind it in the form of a Fetish, removing its control over him and bestowing upon him a measure of its power.

This Attainment takes a scene of ritual activity and a point of Mana to activate, excising a Goetia from the Mage's own mind, and entrapping it within a fetish. Bar Archmastery, this Attainment only functions upon the lesser Demons of the Mage's mind, those of Rank 1-2. The fetish that is formed will contain either 1 or 2 dots (for Rank 2 and 1 respectively) of either the Goetia's Influences, or their Numina, and will last for a Month (rising to a year when the mage's Mind or Spirit reaches 5). If the Goetia is summoned using a Place of Power that requires Mana to activate, only a single point is required.

The Fetish must still be powered by Essence however, however given the Key-Bearer's proficiency in both matters of both Mind and Spirit, harvesting this Essence should be no great task.

Craft Fetish requiring Conjunctive Mind 4 for it to function on Goetia. Fairly simple, Potency 3, Duration Primary.

Fifth Attainment: The Devil's Chain

Pre-Requisite: Mind 5, Empathy 5, Expression 5

The ultimate power of the Key-Bearer is not to struggle with his own Demons and bend them to his will, but to forge new ones whose very nature of subservient to their true master. With a scene's worth of ritualistic actions, the Key-Bearer may forge a new key for himself, creating a new Rank 1 Goetia, which immediately takes existence in Twilight. These Demons are immediately subservient to their creator, and will serve him loyally. These Goetia exist for a single year, unless the mage preforms the ritual again to maintain their existence.

Psychic Genesis, awesome. Reach for Advanced Duration.

Optional Arcanum: Spirit 5

True Mastery takes its form as a chain, one forged not of metal but of thoughts and true will. As an Instant Action, the Key-Bearer may bind a Spirit, or Goetia he is touching to the Fallen World, granting Manifestation Conditions equal to 3 minus its Rank. Many Key-Bearers use this to grant their newly created Demons physical manifestation that they might better serve them.

Bind Spirit, with Reach for Instant Casting, and Advanced Duration.

The Blank Badges

See the Free Council book for all fluff.

Doctrine

Parent Path:	Acanthus, Free Council (the latter only by descent, not by active support)
Prerequisites:	Mind 2
Initiation:	
Magic:	
Ruling:	Mind
Yantras:	Succeed on an “anti-social” Social roll relevant to the spell (+2), cast on someone in a state of shock or wonderment (+1), rebel against the lie in some effort-intensive way (+2).
Oblations:	Acts of rebellion (flouting authority, graffiti tagging, minor lawbreaking); attending a rock show (preferably punk or thrash and moshing or rushing the stage); breaking taboos (making out with someone of the same sex or streaking in public, for example); panhandling; random acts of weirdness and wonder to help wake people up.

Attainments:

First Attainment Question Everything

Pre-Requisite: Initiation

Most people are so depressingly, mind-numbingly dull, so entranced by the Lie they don’t even understand how predictable this makes them. For those who know how to look, they wear their hearts on the sleeve, which is quite helpful when trying to wake them up. As an Instant Action, and with Aimed Attack, the Mage may determine the Virtue, Vice, and the number of dots in Mental and Social Attributes an individual has.

Emulates Know Nature, Reach into Instant Casting.

Optional Arcanum: Occultation 1

Separation from the world grants the Rebel something which few others truly have, time to think, all the time in the world. So long as the mage maintains their Occultation they can hold two individual and wholly distinct trains of thought at once, so long as neither is physically demanding. Many Rebels use this “second train” to continually question things around them, refusing even for a moment to see the world as the Lie would want them to.

Emulates One Mind, Two Thoughts, Reach into Advanced Duration, maintaining Occultation is the “ritual”.

Second Attainment: Not a Number

Pre-Requisite: Mind 2

As a Blank Badge progresses in their study of the Arcane Lore of the Mind, they are better able to avoid the pitfalls and subtle traps of the Mind. So long as the Rebel maintains their Occultation, they benefit from a

persistent Mental Shield spell. For the purposes of a Clash of Wills, its duration is equal to the Mage's Mind Dots on the Prolonged Duration table.

Emulates Mental Shield, Reach into Advanced Duration, maintaining Occultation is the "ritual".

Optional Arcanum: Occultation 2

The Blank Badges draw strength from their anonymity. As they do not officially exist, they dare all, a mysterious stranger who demands respect, and receives it in turn. So long as the Mage maintains their Occultation, when they enter a mundane social situation with individuals who do not know who they are, they are treated as having dots in Status with those individuals equal to her dots in Occultation.

Emulates... Nothing. Simple dice pool benefit that only functions in some circumstances with some people, after a Scene travelling there in Occultation.

Third Attainment: Wake Up!

Pre-Requisite: Mind 3

As their understanding of the Mind Arcanum grows, the Blank Badge is capable of subverting the control the Lie has over a group of people. The Rebel may project a singular thought, feeling, or emotion into a group of people, its sensation affecting their future actions. This Attainment takes an instant action to activate, affects a small room (increasing to a large room at Mind 4), and lasts for a scene. So long as the Mage's Mind dots exceed any affected individual's Composure, for the remainder of the scene they gain a Condition designed by the mage.

Creative Thaumaturgy, granting a Condition under the purview of Mind 2. Reach into Instant Casting and Advanced Duration. No need for sensory range with AoE effect, which is fed the secondary spell factors.

Optional Arcanum: Occultation 2

The Mage's ability to question the Lie has progressed to the point at which she mage may impart this ability even into the Paradox she may incur in her actions. The strength of her Occultation and her challenge to the nature of reality permits her to contest Paradox. Whenever a Blank Badge incurs Paradox (from whatever source) and attempts to contain it, she may roll her Occult dots, decreasing Paradox successes by one for each success rolled on this test. This carries risks however. If the Rebel still incurs a Paradox condition after contesting Paradox successes with Occultation and Wisdom, the resulting Condition will have some effect on her Occultation, potentially rendering it inaccessible, or turning it against her.

Emulation of 1e ability under Quiet One. However that needed to go later, and nobody wants to wait until the Fourth Attainment to get the Legacy's cool "anti-paradox" effects.

Fourth Attainment: Quiet One

Pre-Requisite: Mind 4

The Rebel's abilities are now more than mere anonymity, at this proficiency, by talking to an individual, they can convince them that they are someone else entirely. With an Instant Action, the mage may attempt to convince an individual that they are in fact, someone else entirely, creating a sensory illusion for that other individual which confirms this claim. To many this can be highly shocking, however so long as the Mage's Mind dots exceed their Composure, they cannot contest the fact that the mage is in fact who they say they are (however they may be able to fear for that other individual's sanity, if the mage engages in rather shocking behavior). This Attainment is active so long as the Mage maintains their Occultation, and may decide whether to apply this effect or Not a Number, however the Mage must still take an active action in order to convince someone of the exact nature of the person they are mimicking.

Emulates Imposter, with Instant Casting, and Advanced Duration. I worded it weird perhaps. It's basically a "suggestion aura", spend an Instant Action to tailor it to someone, and then they think you're that person until you convince them of someone else. I dropped the Manipulation + Subterfuge aspect, because I don't think Blank Badges would care too much about that. It's a lot more poignant to have someone see one of their oldest friend sin a shocking new manner, plus it can't cause Dissonance or Quiescence, as this is an Attainment.

Optional Arcanum: Occultation 3

The Rebel's very soul now resonates with the occlusion of Occultation, and their powers over minds reinforce this with active mystical potency. The Rebel can now increase their Occultation dots beyond the normal maximum of 3, up to a maximum of the mage's dots in Mind. Normally this will mean the maximum dots in Occultation will be 5, but legends persist of Blank Badge Archmasters whose mystic powers are so proficient that they can hide from the Supernal itself.

Breaks Occultation rules. But fuck it. Occultation 4+ motherfucker! Fuck your attempts to read my nimbus or target me with Sympathetic Magic!

Fifth Attainment: Nothing is True, Anything is Permitted

Pre-Requisite: Mind 5

The Lie is now malleable to a Blank Badge, and they may convince Sleepers of this as well. With an Instant Action the Rebel may attempt to convince witnessing Sleepers that what they are perceiving is entirely normal, either through telling them a lie, or the quite shocking truth.

In doing so, the Mage creates an Attainment-based hallucination within the minds of all witnesses, ensuring that they do not perceive true Awakened Magic and thus do not count as witnesses to the spell, and do not provoke Paradox or Dissonance.

Create an Attainment Illusion to disguise your supernal spell, ensuring that it doesn't cause witness Paradox. Simple in effect. Reach into Instant Casting, and Advanced Scale (area), only lasts for a few seconds, so make sure your spell doesn't take all day.

Optional Arcanum: Occultation 5

With a sufficiently advanced Occultation, the Rebel may now seek to defeat the Lie entirely, and instead of feeding a lie to the witnesses, may disclose to them the complete and utter truth, and attempt to use their Occultation and Magic to strip the veil of the Lie from their eyes.

Instead of merely witnessing a non-Supernal illusion, the witnesses have their mind's eyes opened by the Mage's spell. The Sleepers still count as witnesses to the spell, however the Paradox pool does not again a dice trick based on the number of Sleeper witnesses, and at the end of the scene, Dissonance does not affect the spell from those witnesses, and they do not suffer Quiescence.

Of course, this Attainment infuriates the Guardians to no end, as the Rebels don't even have the common decency to allow Quiescence to take hold, instead leaving more work on the Guardian's plate in upholding the Veil. Of course, this in many cases counts as a severe breach of Consilium laws with regards to practicing Magic in front of Sleepers. However the recorded possibility of this Attainment leading to spontaneous Awakenings or emergence as Sleepwalkers means that Rebels proficiency enough to utilize it rarely care for the oppressive laws of the Consilium.

Hardcore Magic. Sure you take 1 Paradox die, but all the witnesses aren't harmed by Quiescence for witnessing the spell, don't cause a Dice Trick, and you might get a spontaneous Awakening or Sleepwalker out of it. I removed the dice roll here as well. I'm not a fan of dice rolls to activate Attainments in 2e.

The Sisterhood of the Blessed

See the Silver Ladder Order book for all fluff.

Doctrine

Parent Path:	Acanthus, Silver Ladder
Prerequisites:	Fate 2, Subterfuge 2, and 2 dotes from Socialize, Empathy and Expression
Initiation:	Prove your worth to the Sisterhood, both monetarily, socially, and through your interest in achieving your goals working behind the scenes

Magic

Ruling:	Fate
Yantras:	Succeed on a socially graceful roll relevant to the test (+2), casting while in a position of privilege (+1), gather information about the subject utilizing your mundane resources (+2), gain the confidence of your subject (+2).
Oblations:	Extended and careful grooming, selecting and putting on fancy dress, planning social events, networking.

Attainments:

First Attainment Good Fortune

Pre-Requisite: Initiation

The members of the Sisterhood are blessed with perpetual luck. Throughout the course of their lives, they are continually granted a small host of minor blessings which serve to make their lives that much easier to live. The Sister herself at this level has almost no control over these blessings, but appreciates the assistance they provide in living a life of comfort. The prevalence of these blessings is such that they general occur at least once an hour, however their potency is limited to perhaps at most finding a lost \$20 note.

This emulates the Reading the Outermost Eddies spell, however due to the worthlessness of its otherwise, I am stating that in exchange for gaining two free Reach for changing Duration to Primary, as well as Advanced Duration and one-hour Twists, it can only affect the user, and they have little control over its nature. Furthermore it doesn't end after the minor boon. Really this is mostly fluff, with some really minor benefits, it shouldn't be hampered that much.

Optional Arcanum: Mind 1

Sisters have busy lives, and scarcely enough time for one train of thought, let alone the multitude which are required of them. During initiation, most Sisters are also taught how to manage the stresses of their busy lives, allowing them to hold two distinct trains of thought at the same time, so long as neither are physically demanding.

Emulates One Mind, Two Thoughts. Helpful for a Sister having to calculate Cabal expenditure while talking with an incredibly long-winded Councillor.

Second Attainment: A Humble Request

Pre-Requisite: Fate 2

The sister has progressed sufficiently to be able to impose some control over the Blessings with which they are endowed. Though a scene's worth of concentration and wishing, the sister may ensure that a specific kind of person, place or thing crosses their path within the next day. This Attainment does require some cooperation on the part of the Sister in most cases, if she does not allow Fate to guide her steps towards the object of her desire, the Attainment will fail. Sisters are made aware of this flaw however, and most acknowledge this as a small price to pay for some control over their fortune.

In addition to finding comparatively rare individuals or groups, the Attainment can also grant the Sister access to various Social Merits with a rating no greater than 2 (rising to 3 at Fate 4). These resources are external, and dependent on the good graces of other contacted groups, and may be depended upon 2 times (rising to 3 at Fate 4) before the mystically granted good grace leaves. The Sister may however may spend Experiences to permanently purchase these resources, perhaps having come to rely upon them. Unless the Sister uses up these resources, they last for a period equal to her dots in Fate on the Advanced Duration Table.

This is Shifting the Odds, with Reach in Advanced Duration. At base, you have just enough time in the spell to find whatever it is you need, however as the Sister progresses in Fate, they may be able to accumulate entire webs of favors, due to the increasing duration of this Attainment. With just a scene's worth of wishing, they can for example get a couple of uses out of a 2 dot Mentor, which may last for days, weeks or even months before they lose interest.

Optional Arcanum: Mind 2

More than merely requesting a specific blessing, the Sister may also seem to be perfectly ordinary and fit entirely within other's expectations of her, blending in, in places where she would otherwise seem extremely out of place. Arriving in a new scene, the sister may spend a point of Mana to render herself Incognito for the remainder of the scene, ensuring that she cannot be actively perceived by any individual present, and all magical attempts to detect her presence must contest this Attainment with a Clash of Wills.

Incognito Presence, in exchange for only affecting her, requiring the activation at the start of the scene, and only lasting for a single scene, it gets essentially Instant Casting, along with Advanced Duration.

Third Attainment: Exclusive Benediction

Pre-Requisite: Fate 3

Jealousy is unbecoming, and in others potentially dangerous. Sisters make significant and almost continuous use of the Fate Arcanum, and such blessings can render the unlucky jealous of their good fortune. With this Attainment, the Sister ensures that others do not see the blessings they receive as the good fortune that they are, instead believing that in the absence of luck, these blessings are all entirely deserved by the mage. To mundane rationale, it is impossible to conceive of any aspect of the Sister's resources or nature as being related to luck or fate in any way, and to detect such effects with magic provokes a Clash of Wills.

This is the Practice of Veiling in Fate, in an application that isn't truly referenced in the book. This spell has two aspects. First and foremost, it renders people incapable of perceiving anything that occurs with regards to the Sister as having been in any way influenced by Fate. In physical terms, they are not considered by others to be "lucky" or "blessed", and thus do not attract the jealousy that might otherwise foster, furthermore unless they display any supreme skill it cannot be attributed to such aspects as well, to a witness that's just how the event occurred, there's nothing more to it at all. In addition, this also renders all Fate based spells or abilities on them (including Destiny and all these Attainments) as being invisible, unless a detection spell succeeds on a Clash of Wills.

Optional Arcanum: Mind 3

While the Sister may seem to not be lucky to all those who perceive her, she can also ensure that other acknowledge her importance, seeing her current status as not the work of luck but as the reward for her important status. As an Instant Action, the Sister may impart herself with special importance in the eyes of all those who perceive her, gaining the Fate Merit with dots equal to her dots in Mind. The nature of this fame is indistinct, and lasts for at most a day, however many Sisters will disable this Attainment as soon as it has fulfilled its function. The nature of this fame is indistinct, and depending on her current location those present will make assumptions accordingly

Creative Thaumaturgy, granting a Merit equal to the Mage's dots in Mind. Should be otherwise 2-dots, so Instant Casting, and Advanced Duration.

Fourth Attainment: Accidental Auspices

Pre-Requisite: Fate 4

The Sister's control over fate has reached superlative levels. With an Instant Action and the expenditure of a point of Mana, they may endow themselves with a supreme blessing, granting themselves the Rote quality on 3 mundane dice rolls, permitting them to succeed at virtually any task they set out to accomplish. These blessings may be used at any point within the next month (or year at Fate 5).

This is Superlative Luck, with Reach into Instant Casting, and Advanced Duration.

Optional Arcanum: Mind 4

Her control over others has become exceptional at this degree of proficiency. With an Aimed Attack, the Sister can afflict an individual (whose Composure is lower than her dots in Mind) with a sensory illusion. Due to the nature of their magical practice, these hallucinations are almost universally mild in nature, and usually used to spread malicious gossip, or distract individuals with glimpses or sights which should draw their attention. These illusions only last for a short time, 3 rounds at most. But a cunning Sister, using the full benefit of her other attainments, can make significant use out of even the smallest lie.

Hallucination, with Reach into Instant Casting. Potency is Mind dots, Duration is secondary, for 3 rounds. Best used for short snippets of information. At this level (Gnosis 6), the Sister should really have no trouble succeeding on an aimed attack during social situations. Especially as targets are unlikely to be able to perceive her Attainments (without Mind sight) and thus cannot attempt to avoid it.

Fifth Attainment: A Charmed Life

Pre-Requisite: Fate 5

Through a scene's worth of wishing, the Sister may redefine their the path that their life will take. Specifying an event which she wishes to happen, her luck begins to unfold in such a way that it points towards ways in which she might achieve her desired goal. These opportunities present themselves to her at least once per day, and can help her achieve any possible goal, no matter how remote. It is never publicly admitted, but a Sister is at this point also capable of endowing this blessing upon another, a secret gift granted to scarce few, and almost always to ensure that they follow the sister's plans for them. This Attainment lasts for but a year, however Sisters of this proficiency frequently change their own goals so frequently that the Attainment rarely lasts its full duration.

Strings of Fate, reach into advanced duration and once-per-day occurrences.

Optional Arcanum: Mind 5

As the Sister redefines her future, she can also change her present, weaving large-scale networks of individuals into cooperation where previously there was none. Through a scene's worth of planning, the

Sister may endow herself with dots in Allies, Contacts, or Status equal to her dots in Mine. These benefits last for only a week, so unless the Sister merely wants to create a short-lived network for use and disposal, she should either devote some time each week to mystically maintaining this network, or spend Experiences in order to formulate sufficient cooperation to work without mystical guidance.

Social Networking. With reach into Advanced Duration. In many ways inferior to the 2nd attainment, however the important factors are that you can get 5 dots in status in an organization you create, and you can create these things from nothing. Literally nothing. You could make a network formed of nothing but Police Chiefs and Hobos if you wanted.

The Transhuman Engineers

See Legacies – The Sublime for all of the fluff

Doctrine

Parentage: Obrimos, Free Council or Seers of the Throne (*splinter Legacy*)

Prerequisites: Forces 2, Science 1

Initiation: Impress your mentor. That's it. Show me what you got.

Magic:

Ruling: Forces

Yantras: Succeed on a Science test relevant to the spell (+2), use of an appropriate technological gadget (+1), customization of a tool for the spell (+2), the spell manipulates technology (+1), establishing a rapport with the subject over technological advancement (+2).

Oblations: Convincing another person to try some "new" tech, hacking a system you never hacked before, playing with a newly purchased (or stolen) "toy", reaching a hidden level or secret in a video game, ritually inscribing a favored tool with alchemical symbols, writing a computer program

Attainments:

First Attainment Connection

Pre-Requisite: Initiation

With an Instant Action, the Prime Mover can "Tune In" to the information which flows freely in the world surrounding her. This allows her to listen to and hear almost all technological communications in their original language, even allowing her to see the information pass through optical fiber. This Attainment lasts only for as long as the Prime Mover retains her focus.

Tune In, reach into Instant Casting.

Optional Arcanum: Prime 1

The Prime Mover can sense falsehood in any data. Lies corrupt the Supernal Truth inherent in technology. As such, the Mage is fully away of any falsehoods perceived through use of the Connection Attainment.

Second Attainment: Transmission

Pre-Requisite: Forces 2

The Prime Mover can now hijack wireless communications, changing the transmitted data, its frequency, or even its destination. This Attainment takes an Instant Action to activate and only lasts as long as the Prime Mover continues her concentration. Attempting certain feats of manipulation, such as complicated video editing in real time may require a Skill roll at the ST's discretion. This Attainment can only be used to

manipulate data the Prime Mover has immediate access to, and as such should probably be used at the source, at a bottleneck, or immediately next to your recipient for most efficient effect.

Transmission, reach into Instant Casting. Had to split the first attainment up, no way to do editing with only 1 dot.

Optional Arcanum: Prime 2

The Prime Mover can now imbue her transmission with Supernal potency and Truth. Any individual who receives her transmission will be able to comprehend the Truth inherent within it. So long as the Prime Mover communicates only the truth, all recipients of her message will understand this.

Words of Truth, slightly modified. Does not decrease Doors inherently, and ditches some of the other factors, because honestly I'm stretching it a bit here. All we're doing is imbuing the message with the power of truth. It's not forcing anything on anyone, so it's not Withstood, but it's a nice tidbit to add on with the Optional Arcanum. A suitable compromise I thought for justifying a "Words of Truth"-like spell using only 1 reach.

Third Attainment: Dissolution

Pre-Requisite: Forces 3, Stealth 2, Subterfuge 1

The Mage can draw upon the power of the Aether to render herself entirely invisible and silent. This attainment is usually used to infiltrate high security locations, or merely to go unseen. This Attainment takes an Instant Action to activate, and lasts for a Scene.

Practice of Veiling for both Sound and Light. Justified because it's self-only, has no secondary factors, and lasts for only a singular scene.

Optional Arcanum: Prime 3

At the same time as she renders herself invisible to most mundane perception, the Mage can also veil herself from mystical perception. When activating this Attainment, the Mage also renders herself and her active spells and attainments on her own person invisible to passive mystic senses. Any active attempts to perceive her magical effects provokes a Clash of Wills.

Fourth Attainment: Activation

Pre-Requisite: Forces 4, Science 2

The Prime Mover at this point gains the inherent ability to store large amounts of energy within her pattern, and release it at will. As an Instant Action, the Mage may turn herself into a "battery" for a specific kind of energy, absorbing an number of "levels" of energy equal to her Dots in Forces (see page 146 for what each level might include). The Mage can keep this energy within her Pattern for up to a Week, and may release it at any rate. The practical effect of this is it permits the Mage to absorb and channel electricity into her devices, keep a car rolling after it has run out of gas, or even heat his dinner without a microwave. Each of these uses requires the Mage to maintain her energy levels however, and keep her Attainments up and running to provide batteries. This Attainment can also be used to store and channel a main power line into some poor schmuck for about a single round, but Prime Movers with such proficiency rarely share that dirty little secret.

Practice of Weaving to create a kind of "energy bank" within the Mage's body that she can let energy out of. Should possibly be 5 dots, but I feel this is balanced enough at 4. Reach into Instant Casting, and Advanced Duraiton, primary factor is Potency.

Optional Arcanum: Prime 4

The Prime Mover's skill at manipulating energy extends at this point to Mana. With an Instant Action, the

Mage can Channel an amount of Mana equal to her dots in Prime from any reservoir of Mana she can see. This amount is capped by the Mage's mana-per-turn limit, however that doesn't fuckin' matter as to learn this you need Gnosis 6, and max Potency is 5. So go nuts. Drain those motherfuckers dry.

Channel Mana, reach into Instant Casting, and Sensory Range. Just keep sucking out their juicy mana.

Fifth Attainment: Redefinition

Pre-Requisite: Forces 5, Science 3

With an Instant Action, the Mage can transform a level of energy equal to her dots in Forces into another kind of energy. This transformation is long-lasting, being maintained for an entire year. However at that point, entropy will likely have spread it so widely throughout the world that its reversion will be mostly irrelevant.

Transform Energy, reach into instant casting and advanced duration

Optional Arcanum: Prime 5

In a scene-long ritual spent with a Sleeper, the Prime Mover can awaken within them a similar drive which propels the Mage. For a single year, the Sleeper gains one of the Mage's Obsessions (usually with regards to the Mage's Legacy), and can accrue Arcane Beats through pursuing it. The Sleeper cannot use these Beats however unless she later Awakens, however gifting another the same drive a Mage feels might be reason enough to use this Attainment.

Forge Purpose, Reach into Advanced Duration. Hopefully they'll Awaken. Or perhaps just go mad.

Tamers of Rivers

See Legacies – The Ancient for all the fluff.

Doctrine

Parentage:	Thysus
Prerequisites:	Matter 2, Life 1, Empathy 3
Initiation:	Find a mentor willing to take a student, undertake a period of purgation and cleansing, and let go of some aspect of your former life. Then shape your soul naked, baptized under a river and almost drowning.

Magic:

Ruling:	Matter
Yantras:	Succeed on an Empathy roll relevant to the spell (+2), presence of water (+1), ritually preparing water for use in the spell (+2), a ritual cleansing (+2), let go of some thing that defines her (+1, +2 if this creates a Condition).
Oblations:	Praying or meditating near a perfectly clean spring, riverbank or stretch of seashore. Spending time beautifying an ugly area (for example, cleaning up graffiti or painting a mural over it, planting flowers overnight in a derelict scrub area). Mending something that is broken and giving it to a river. Spending an hour river fishing without bait and without catching anything. Making love with a stranger.

Attainments:

First Attainment Refresh the Waters

Pre-Requisite: Initiation

The Traveler first learns how to read the waters, and cleanse them of particulate impurities. With an Instant Action, the Traveler can read the composition of a body of water, determining the precise elements that exist within it. Furthermore, the Traveler can subtly manipulate water currents to move non-soluble impurities away to any part of the body of water, working to purify the body of water through isolating contaminants.

Both Knowing and Compelling water. Balanced, because it's only for water. And honestly of comparatively little use otherwise.

Optional Arcanum: Life 1

The Traveler can also read the health of a living being through the waters that run through its form. As an Instant Action and a touch, the mage can determine the species, age, sex, overall health of a plant or animal, as well as an illnesses, injuries or conditions it is ailing under, as well as its rough physical capacity (how many dots in Physical Attributes it has).

Second Attainment: The Hidden Current

Pre-Requisite: Matter 2

Drawing upon the free-flowing symbolism of water, the Traveler can render some inanimate matter as “mundane” as water, despite its hidden worth. With a Scene-long ritual involving immersing the object within water, the Mage can render some object beneath notice. Mundane attempts to detect it automatically fail, and Supernatural attempts provoke a Clash of Wills.

Pretty uh, questionable. But I thought it was decent enough given it takes a water-bestowing Scene. Also I can't put Shaping at this level, because that doesn't have enough reach. Ah well. Decent enough. Just don't try and hide your Walkman. Instead, use it on a plastic bag or something, then hide your stuff within that. Travelers. The ultimate drug mules. Gotta hide your magic pot from the Seers.

Optional Arcanum: Life 2

The Traveler can at this stage learn how to help a living creature improve itself by ensuring the waters of its body flow clear and free. Spending a scene immersed by herself or with another living being, the Mage can improve the functionality of their body enhancing them in a way identical to that of the Body Control spell, with a Potency of 2 (rising to 3 at Life 4). This lasts for a duration on the advanced duration table equal to her dots in Life, and must thus be refreshed.

Body Control, Reach into Advanced Duration

Third Attainment: Mold the Waters

Pre-Requisite: Matter 3

The Traveler at this point can mold water as she desires, shaping its aqueous form in defiance of even gravity. This Attainment takes an Instant Action to activate, and only functions on liquids which have a reasonably significant water content, including water-based products. With a touch, the Mage can shape a small room's worth of water (rising to a large room at Matter 4) into any form she desires for a scene. Particularly intricate shapes may require a Wits + Crafts roll at ST discretion. If this shaped water is used to perform some task, it is considered to have a Strength and Dexterity equal to the Mage's dots in Matter.

Shaping, Reach into Instant Casting and Advanced Duration

Optional Arcanum: Life 3

The Traveler can now draw upon the power of the waters to refresh the mind and body of trials both forced upon them and even self-imposed. With an Instant Action, a touch, and an application of water, the Mage can heal a number of boxes of Bashing damage equal to twice her dots in Life.

Knit, Reach into Instant Casting

Fourth Attainment: Tap the Wellspring

Pre-Requisite: Matter 4

In a ritual, drawing upon her connection to the waters, the Traveler can produce a wellspring of water. This Attainment takes a scene to activate and transmutes some of the readily available matter in the universe (probably air) into water. This effect is so long lasting that it might as well be Lasting. So sure, it is. Don't want that drunk water turning back into air when it's now a part of your blood stream. This attainment can create up to a large room's worth of water.

Transubstantiation. Reach into Advanced Duration

Optional Arcanum: Life 4

The Traveler can extend her control over the waters to permit her power over the living body. As an Instant Action, the Traveler can take control over the waters with a living being (of size 7 or less) she can touch for a

single scene. This allows her to create a custom Condition and apply it to the subject. This Attainment with Withstood by Composure, and gains Potency equal to the Mage's dots in Life.

Control Instincts, reach into Instant Casting, Advanced Duration, and changing he Primary Factor to Potency.

Fifth Attainment: Return to the River

Pre-Requisite: Matter 5

The Traveler relinquishes the hold which solidity and rigidity has upon an inanimate object, allowing it to flow back to the primordial river from which all existence springs. This destroys the Matter. As an Instant Action, the Traveler can "relinquish" inert matter, destroying any non-Magical object with a Durability less than her dots in Matter. This is not "destruction", and Travelers get quite upset when you call it that.

Annihilate Matter, Reach into Instant Casting

Optional Arcanum: Life 5

The Traveler may immerse herself (or another) within the river, and seek to remake their physical body as she desires. In a scene's worth of evolution, the Mage may enhance 2 of the subject's physical attributes by a total amount equal to her dots in Life. This enhancement lasts for a week, before the ritual must be performed once again.

Honing the form, Reach into changing Primary Factor to Potency, Advanced Duration

Threnodists

See Legacies – The Sublime for all the fluff

Doctrine

Parentage:	Mastigos, Free Council
Prerequisites:	Space 2, 2 dots in Investigation, and 2 dots between Academics, Crafts, and Science
Initiation:	While suffering from a “derangement”, listen for the susurrations of a quantum demon, and craft your soul after a consideration of this contact.

Magic:

Ruling:	Space
Yantras:	Succeed on an Investigation roll relevant to the spell (+2), directly observe the subject (+1), calibrate the influence of “quantum demons” upon the spell (+2), foster a “deranged” perspective on the subject (+1, +2 if this imposes a Negative Condition on the Mage).
Oblations:	Scientific practices approached with a meditative and devotional mindset, thought experiments and working out mathematical proofs as meditation, occult practices stripped of their arcane mumbo-jumbo and redressed in clear, precise, modern, scientific gobbledygook, yoga plus biofeedback machines, chanting mantras of chemical names, visualization of subatomic interactions

Note on Attainments:

The Legacy-book talks about the evolution of this Legacy away from its strictly scientific origins, and consideration of the Mind Arcana. Especially towards Forces and Matter, or even Life. If someone wants to come up with their own Optional Arcana, it’s worth considering it.

Attainments:

First Attainment Waveform Pattern Recognition

Pre-Requisite: Initiation

No waveform can exist separate from reality, everything must be connected to something else. The first lesson learned by any Threnodist is to read the sympathetic ties which bind together a waveform. At least, the strongest ones. The ones that define its relationship with reality best.

As an Instant Action, the Threnodist may read a number of the strongest sympathetic connections of a subject his touching equal to his dots in Space, including the nature of the relationship as understood by the subject. Furthermore, if that subject is within sensory range, the Mage immediately knows this, and where.

Correspondence, Reach into Instant Casting

Optional Arcanum: Mind 1

Mind and Space inform and complement one another, and a Threnodist who comprehends the basic principles of both of these Arcana can attempt to read key facts defined by the interlinking of connections in the subject's waveform. These can relate to the subject's mental or emotional state, and not the specifics of any memories. This Attainment takes an Instant Action to activate, can only be used on a subject the Mage can touch, and the Mage can read a number of these answers equal to his dots in Mind minus the subject's Composure.

Mental Scan, Reach into Instant Casting

Second Attainment: Superliminal Information Transference

Pre-Requisite: Space 2

One of the fundamental problems classical physicists had with quantum mechanics was its apparent violation of Einsteinian relativity, which dictates that neither matter nor energy may exceed the velocity of light, a fixed universal constant. Information, being neither matter nor energy, can break this cosmic speed limit with impunity, using the wave function as a sort of "carrier signal" instead of light.

In effect, this permits the Mage to concentrate on a specific waveform to create a Scrying window to that location. This effect can only be used with Sympathetic Range, and persists for a number of rounds equal to the Mage's space dots before it must be re-"cast". The Potency for this spell is the secondary factor, meaning it starts at 2, before rising to 3 at Space 3. This can make it difficult to Scry unfamiliar subjects. However wise Threnodists collect items to borrow their waveform connections before using this Attainment.

Okay, this a LOT of unaccounted for Reach, but really, I don't care. Scrying is stupid easy to do as a spell, and you can't boost this spell's Potency.

Optional Arcanum: Mind 2

Even within a Mind, the speed of thought can be much too slow. Through routine mental exercises, the Threnodist can enhance the speed at which information passes through his mind and wave-form, allowing him to perform two separate Mental instant or extended tasks at the same time, so long as neither is physically demanding. This Attainment takes a scene to activate and lasts for a duration equal to the Mage's dots in Mind on the Advanced Duration table.

One-Mind, Two Thought, reach into Advanced Duration, and Instant Action capacity

Third Attainment: Correlated Entanglement

Pre-Requisite: Space 3

For some people, the most striking implication of the Copenhagen Interpretation is the idea that consciousness creates reality, a notion that is not unfamiliar to the Awakened. Heisenberg's uncertainty principle indicates that even the most passive observation causes changes in that which is observed. When two separate objects are compared in the mind of the observer, their respective waveforms become inextricably entangled so that anything that affects one will have some correlated effect upon the other.

An Awakened application of this principle permits a Threnodist to more tightly entangle the Sympathetic connections between a subject and another element. After a scene's worth of concentration and calculation, the Threnodist may increase the strength of any of his, or another present (and willing) subject's sympathetic connections by 2 steps (rising to 3 at Space 4). This effect lasts for a number of steps on the Advanced Duration table equal to the Threnodist's dots in Space.

Web-Weaving, Reach into Advanced Duration. Given the lack of spell control with Attainments and the long duration, it's entirely possible for a Threnodist to maintain strong connections to anything he wants. Which should come in handy for the 4th Attainment.

Optional Arcanum: Mind 3

Threnodists are usually pushed for time, or spend far too long studying their sensory equipment and Machines. At this stage of their advancement however, most learn how to regulate the functionality of their own minds, temporarily winding down operation of certain sectors and leaving others to pick up the slack. Through this cycling, the Mage can operate at full capacity constantly, and need never Sleep.

Sleep of the Just, Reach into Advanced Duration. Never sleep. Too much work.

Fourth Attainment: Harmonious Correspondence

Pre-Requisite: Space 4

It is as well-known fact proven to a high degree of certainty that an enhanced sympathetic connection is directly connected with an increased comprehension of the interlinked waveforms. A judicious application of a spatial patterning into the nexus of an individual's waveform can allow an incredible intuitive insight into the nature of his strong connections. In fact, it's even possible to realign any attempt to target the subject's Waveform, to intersect with another sufficiently linked waveform.

Through a scene of calculation, the Threnodist can modify the interaction of a subject with their sympathetic connections. This grants them an 8-again in any interactions or tests with a subject of one of their Strong Sympathetic connections (RAW that includes Magic, use wisely). In addition, when the subject is targeted by Sympathetic Magic, the Mage is aware and can engage in a Clash of Wills to attempt to redirect the spell to one of the subject's known Strong sympathetic connections.

Optional Arcanum: Mind 4

While Threnodists can alter the tangle of another's Waveform, to modify their interaction with their sympathetic connections, they can also leave a mental payload to unfold within the subject's mind, and modify their mental capacity, for good or ill.

As an Instant Action, the Threnodist can instill within another subject within Sensory Range a specific mental pattern, taking the form of a Custom-made Condition. This effect lasts for up to a Week, and influences the subject's mind constantly until that time ends, or the Mage seeks to end it. Even fulfilling its primary condition will not end it's activity, merely suspending it for an hour before it re-applies. Some Threnodists use to attainment to keep students awake, alert and interested, others use it to curse their enemies with listlessness, ADHD-like symptoms, or a horrendously disturbing and uncomfortable attractions to inanimate objects or tile patterns.

"Create Condition" custom spell, with reach into Instant Casting, Sensory Range, and Advanced Duration.

Fifth Attainment: Non-Locality

Pre-Requisite: Space 5

According to Bell's Interconnectedness theorem — and the experimental data that supports it — reality is non-local. Distance, direction and size are not immutable absolutes, but simply coordinate aspects of the wave function. This mathematical property of the wave equation has led some physicists to dub these coordinate functions as mere "spacelike separation." Another mathematical property of the wave equation is that any waveform can be transformed into any other type of waveform by compounding it with itself enough times. Some Threnodists become so adept at altering their own vibrations in such geometrically

precise ways that they actually rewrite the coordinate functions of their own bodies. From their own point of view, they re-adjust the coordinates of the world around them.

With an Instant Action, the Threnodist can redefine the location of either himself, or an object of size 7 or less he is touching. Instantly transporting it either to a location within his own visual range, or entangling it with the wave-form of a representative medium in his immediate possession, accessing Sympathetic Range. For the purposes of Sympathetic Connection, this Attainment has Potency equal to the Mage's dots in Space.

Teleportation, with Instant Casting, and Sympathetic Range, as you already have half-sensory range.

Optional Arcanum: Mind 5

The physical body is particulate matter entangled with the spatial axis of a subject's waveform. But no longer. As an Instant Action, the Threnodist can disentangle these two elements in either himself, or a subject he can touch. This shunts the subject's Mind out of their body, and into the state of Twilight as per the spell Psychic Projection. This effect lasts up to a year, and has a Potency of 3 (bar Archmastery), meaning it is usually used on either the Mage themselves, or willing companions.

Psychic Projection, with Instant Casting, and Advanced Duration.

Legion

See Summoners for all the Fluff

Doctrine

Parentage:	Any Path, Scelestus
Prerequisites:	Life 2, Occult 2, Medicine 2
Initiation:	Deliberately summon a small Abyssal Spirit into your own body, allowing it to replace one of your organs.

Magic:

Ruling:	Life
Yantras:	Succeed on a Medicine roll relevant to the spell (+2), your spell with modify a living being in a detrimental manner (+1), ritually collecting biological samples from your subject (separate to any benefits from a Sympathy Yantra) (+2), scar your body as a sacrament (+1, +2 if this imposes a Negative Condition).
Oblations:	Deliberately revealing one's deformities, inflicting unnecessary and unsafe bodily modifications — amputations, human or animal grafts, etc. — upon an unwilling subject, making peaceful contact with an Abyssal spirit summoned by a Paradox Manifestation, meticulously and maliciously disfiguring another, performing a service for a Gulmoth without requesting compensation, performing scarification upon oneself, ritually sacrificing human organs or other body parts to the Abyss

Note on Attainments

Each member of this Legacy is likely to have a unique Attainment. Summoning a Gulmoth to replace a specific organ, for a specific purpose. As such, I have tried to couch the following Attainments in as general a bunch of terms as possible. However ultimately, I tried to keep it roughly separate from Life spells, as ultimately I feel that the Life Arcanum is too constrained by what IS, rather than the Abyss's MO which is what ISN'T.

I have provided some examples, mostly loosely worded, of different possible Attainment-effects, such as Peripheral Abyssal detection, compelling natural responses, flight, eventually leading to shapechanging and eating Paradox successes for Mana. Most of these are just me rehashing the 1e versions.

Ultimately, talk to your GM, and make your own organs. The benefits of this Legacy's writeup should really just be me having written the Yantras, and Oblations. This legacy involves too much individual work for me to give really a thorough work-through on how to create your own individual organs.

Also, don't count a member of Legion learn Attainments as if he were devising them himself. All the heavy lifting is done by the Gulmoth he replaces his liver with, the Life requirement is just learning how to stick it in there without dying.

Attainments:

First Attainment Pound of Flesh

Pre-Requisite: Initiation

This attainment is uniform among the Legion, it is the end result of their initiation that ends with them as a biological host for a horrifying, minor creature of the Abyss. Taking up residence in some minor part of their body, such as an eye, hand, or their tongue. The presence of this Abyssal entity marks the Mage as an ally of the Abyss, and gives Gulmoths, Acamoths and other Scelestus reason not to attack them.

Exactly what the nature of this entity is, is to be discussed between the ST and the PC. However its effect at this stage should be limited to some minor effect, such as detecting the presence of abyssal phenomenon within the Mage's periphery (an eye), granting him the ability to speak with beasts (tongue), or to detect the maladies and failings of a physical being through touch (hand).

Second Attainment: Perversion of Function

Pre-Requisite: Life 2

At this point, the Mage's parasitic entity has grown strong enough to manifest its vile purpose upon the Mage's command. This grants the Mage use of some vile Numina or comparable effect, tied to the nature of its function.

For example, the Abyssal eye might now permit active and focused Mage Sight with an "Abyssal" Arcanum, the tongue might permit the Mage to attempt to force a subject to act in accordance with their nature, and the hand might gain a touch-based attack inflicting a Toxicity equal to the mage's dots in Life.

Third Attainment: Abyssal Metamorphosis

Pre-Requisite: Life 3

Cutting away more of himself in service to the Abyss, the mage invite another Abyssal monster into his flesh, replacing yet another organ. Similar to the second attainment, this abyssal entity provides the use of another power. However unlike the previous instance, this can be a major organ including arms, legs, or the addition of additional forms of functionality such as wings.

The GM and player are encouraged to come up with a single benefits at this stage, a mundane physiological ability provided by the modification, such as the ability to fly, a prehensile tail, or an increase to strength for an abyssal musculature. Look to spells such as Honing the Form and Transform Life for effect, assuming that Potency is the secondary factor.

Fourth Attainment: The Horror

Pre-Requisite: Life 4

Fully active, the second Abyssal parasite grants its host the use of its power. Once again, work with the GM to determine the true, horrific nature of the anti-symbol power provided. For example, the ability to instantly regenerate lost tissue (Mend spell) for corrupted tissue, the ability to shift shape for corrupted skin (Shapechanging), or the ability to devour the living essence of another being for a mouth (touch-based Life Force Assault).

Fifth Attainment: Unlife

Pre-Requisite: Life 5

One final abyssal entity is incorporated into the Mage's form, tying himself and his destiny forever to the Abyss. This is a horrifying power, such as the ability to reflexively consume Paradox successes and turn them into Abyssal anti-Mana, the complete immunity to the Mind Arcanum (bar Archmastery), or the ability to count as a whole host of Sleepers for another Mage's Paradox rolls, increasing the dice pool and granting it the rote quality.

Lords of the Inanimate

See the Silver Ladder Order book for all fluff.

Doctrine

Parentage: Thyrsus, Silver Ladder

Prerequisites: Matter 2, 2 dots in Persuasion, 1 dot in Craft, and 1 additional dot between Craft, Socialize and Politics

Initiation: Maintain and care for your material possessions until one of them Awakens, and then with this assistance of this Spirit and your Mentor, craft your soul.

Magic:

Ruling: Matter

Yantras: Succeed on a Persuasion roll relevant to the spell (+2), caress/stroke a relevant physical object (the subject, a used tool, etc) (+1), casting upon an inanimate subject, with the cooperation of its resident spirit (+2), repair, maintain or otherwise improve the situation of an inanimate object subject (+2).

Oblations: Polishing or caring for tools and equipment, knitting, carving or performing other handcrafts, selecting materials for use in some craft project.

Attainments:

First Attainment Commanding the Inanimate

Pre-Requisite: Initiation

Animists know well within every physical object lies a slumbering spirit, a small bundle of potential not yet realized. With but a whisper, the Mage can temporarily rouse this Spirit into animation, the entity following his requests in its animated slumber. As an Instant Action, the Animist can talk to an inanimate object within sensory range without an awake Spirit, and request it perform a specific course of action. The Spirit remains animated for a number of rounds equal to the Mage's dots in Spirit.

Control Object, reach for instant casting, and sensory range. However, he must talk to the object, and it only works on ones without awake Spirits, so I feel it's balanced.

Optional Arcanum: Spirit 1

The Spirits of items know many secrets, having been present, if half-awake, for everything they have ever done. As an Instant Action, the Animist can ask the sleeping Spirit within an item a question about any action it has been actively involved in. A piano half-remembers every song ever played on it, a magic item remembers some information about every user it has had, and a knife remembers every life it has taken. This groggy awareness is not perfect, as such Spirits have neither the full awareness, or wakefulness for total recall, and the ST is to consider this when determining what information a Spirit will know. The more strongly resonant the act however, the more likely it is to have roused the Spirit enough to remember it.

Creative thaumaturgy, asking an item what it has done. Reach into Instant casting. Tell me your secrets!

Second Attainment: Inanimate Attunement

Pre-Requisite: Matter 2

Lords of the Inanimate learn how to waken the Spirits of objects well enough to communicate their form and function. Understanding their purpose, issues which are halting their potential operation, and granting insight into how best utilize this function.

This Attainment takes an Instant Action and a touch to activate, and grants the Animist a comprehensive understanding of the purpose and impediments to this for a specific item, as well as granting him the 8-again on the item's use, and removing any potential untrained penalty for its use in relevant skill tests. This benefit lasts for a number of rounds equal to the Mage's dots in Spirit.

Craftsman's Eye, reach into Instant Casting, and Reach option.

Optional Arcanum: Spirit 2

Attunement to the Spirits of objects grants additional insight into the Spirit world as a whole. At this stage, the Animist can open herself up to the experience of Spiritual Twilight, allowing her to perceive and speak with Spirits in the physical world, as well as detect the presence of Spirit-related Manifestation Conditions and Reaching conduits. This Attainment takes an Instant Action to activate, and lasts for a duration equal to the Mage's dots on the Advanced Duration table, in addition if needed this enlightened awareness can be shared, and the Attainment used upon others.

Exorcist's Eye, reach into Instant Casting and Advanced Duration

Third Attainment: Shepherd of the Craft

Pre-Requisite: Matter 3

A sufficiently trained Animist can learn to control and affect non-living matter to bolster and aid the spirits of objects and repair the inanimate. By touching and talking with an item, the Mage can repair an amount of lost Structure equal to his dots in Matter. In addition, such an intimate understanding of the item grants the Mage the Informed Condition in relation to that item until the end of the Scene.

Nigredo and Albedo, Reach into Instant Casting. Added in the condition because otherwise the only benefit is being able to fix stuff in front of Sleepers.

Optional Arcanum: Spirit 3

As the Animist learns how to repair the inanimate, they can also realign the structure of the inanimate to awaken the Spirits within such objects. In a scene-long ritual, the Mage may rouse the spirit within an object affected by this Attainment into full activity. This requires a sufficient amount of Essence to fully fill the Spirit's capacity, and it awakens with only its rightmost Corpus box cleared. The Spirit remains awake for a period equal to the Mage's dots in Spirit on the advanced duration table. At this end of this time, the Spirit will fall asleep again, unless the Mage casts some other spell to grant it a condition or purchases its services with a Merit such as Retainer, Ally or Familiar, representing the Spirit's increased capacity to stay awake without Supernal assistance.

Rouse Spirit, Reach into Advanced Duration

Fourth Attainment: Inanimate No More

Pre-Requisite: Matter 4, Fate 2

That the inanimate holds much potential is a truism. An even greater truism however is that the inanimate need not necessarily be so. Having learned greater secrets as to the nature of the interaction between Spirits

and objects, an Animist can borrow some elements of a Spirit's own nature to grand ambulation to what was once unmoving.

In a scene-long ritual, the Mage can animate a non-living object capable of ambulatory movement, such as a robot, car, or doll (but not an unmodified skeleton, for example), so long as a promise or agreement between it and the object's spirit is somewhere contained on its person. This creation counts as a Retainer equal to the Mage's dots in Matter, however its purview is limited to very simple tasks such as simple physical labor, combat, and other very simple tasks. This creation has no Defense, a Durability based on its composition, and a Structure equal to Durability + Size. The Golem lasts for a period of one Month, but may be pre-emptively disrupted if the agreement contained within it is damaged, or removed.

Golem, with Advanced Duration, and the Conditional Duration Attainment used to increase the duration to a feasible timeframe.

Optional Arcanum: Spirit 4

If the Mage is sufficiently learned in the arts of Spirit, they may forsake the agreement between themselves and the Spirit in exchange for a personal compact. In doing so, the spirit is willingly bound into the vessel, serving as an animating intelligence. Its capacity is still limited to the Mage's dots in Matter, however the Spirit can use all of its abilities, and its 'field' is now any task the Spirit can undertake. However should the Mage breach his agreement with the Spirit, the Attainment will fail. Some Mages undertake more specific agreements with Spirits, that are more easily breached to extend the duration of the Attainment further, for details, see the Conditional Duration attainment.

Modification of the Golem spell with the Spirit 4 element.

Fifth Attainment: Honour of Transmutation

Pre-Requisite: Matter 5

Having mastered his Legacy, the Mage can now shape matter to his desire, allowing him to reconfigure the structure of objects touched, transforming them into whatever form they desire. This allows the Mage to transform the molecular structure of an amount Matter of up to size 5 permanently into another shape. This for example could permit a Mage to turn a chunk of steel into an engine, paint and canvas instantly into artwork, or another person's clothing into a straightjacket.

Patterning effect, with Instant Casting and "Lasting" effects, re-arranging the atoms within a structure into a new formation.

Optional Arcanum: Spirit 5, Fate 2

As the Mage re-structures an item, she can bind the Spirit slumbering within it into its new structure, imbuing it with the ability to hold Essence, and/or as well as granting the bearer access to its Numina and Influences. This Attainment takes a scene to activate, and lasts for a month, and creates a Fetish. The created Fetish contain an amount of Influences or Numina equal to the Mage's dots in Spirit, minus the Spirit's Rank. Activating these powers is an instant action and uses the Spirit's dice pool, and uses the slumbering Spirit's essence pool, and can be recharged with an appropriate source of Essence. If created without using the slumbering Spirit's powers however, such items merely contain 10 + Spirit dots Essence without any powers.

Any action which triggers the Spirit's Ban or Bane will destroy the fetish, so will it gaining Essence equal to the Spirit's Corpus. In addition, when crafting the Fetish, the Mage promises to the Spirit to not disrespect the boon he has been granted, and any actions taken in such a manner, in violation of the sacred trust, also will cause an end to the spell.

Craft Fetish, Reach into Advanced Duration and changed Primary factor, added Fate 2 for Conditional Duration for misuse of trust (+1 factor).

The Tamers of Winds

See the Legacies – The Ancient book for all fluff.

Doctrine

Parentage:	Acanthus, Free Council, or Mysterium
Prerequisites:	Forces 2,
Initiation:	Find the Mentor who sent you an invitation, and enter a state of guided meditation in a high, outdoors location, then “jump”.

Magic:

Ruling:	Forces 2, Investigation 2, and 2 dots between Academics, Socialize and Politics
Yantras:	Succeed on an Investigation test relevant to the spell (+2), the spell is cast in search of the truth of a matter (+1), making a record of the subject for a purpose relevant to the spell (+2), listen to the wind (+1).
Oblations:	Taking apart and re-assembling a media recording or playback device. Spending an evening developing photos or in other ways editing recorded materials for clarity of truth. Writing down the events of the day in perfect order. Listening to a recording of the sound of weather. Keeping a detailed journal of every event of the day.

Attainments:

First Attainment **Hear the Wind**

Pre-Requisite: Initiation

Voices carry on the wind, and an Aeolian has a connection to the winds that few can understand. The Mage’s soul is highly attuned to the whispers of the wind, granting him a bonus to all auditory perception tests, and all tests primarily based on auditory perception equal to his dots in Forces.

Modified version of Receiver, advanced duration. No requirement for a ritual, as it’s a quite specialized benefit and doesn’t extend perception to extra-sensory capacity.

Optional Arcanum: Mind 1

Throughout the history of the Tamers of the Winds there has existed a great lamentation as to how much has been lost or forgotten. Summoning the Winds to invigorate the mind and bring forth memories long suppressed, the Mage is capable of granting an individual touched perfect recollection of an number of memories equal to their dots in Mind. This Attainment takes an Instant Action to activate.

Perfect Recall, Reach into Instant Casting. EXTREMELY useful for use with Sleepers.

Second Attainment: **Blow the Wind**

Pre-Requisite: Forces 2

The Tamer of Wind’s soul can reach out at this point, compressing and expanding wind so that the sound it carries can be amplified and moved in ways it cannot normally do. The Aeolian can take control of the sound that travels through the area in his immediate vicinity, to the maximum area of small room. This not only

allows the sound to be controlled in its direction, but also allows him to increase or decrease the volume of this sound by a factor of up to 2, increasing to 4 at Forces 4.

This Attainment takes an Instant Action to activate, and Lasts for a number of rounds equal to the Mage's dots in Forces.

Control Sound, Reach into Instant Cast. Primary Factor duration, secondary factors primarily attributed to size scale, then potency.

Optional Arcanum: Mind 2

The Winds transform an Aeolian's mind, granting a lightness and capacity few Sleepers can grasp at. The Mage can perform two extended or instant mental actions at a time, so long as neither is physically demanding.

One Mind, Two-Thoughts, Reach into Advanced Duration, and "Instant" Reach option. Can't be bothered to write the ritual element. It's easy.

Third Attainment: Direct the Wind

Pre-Requisite: Forces 3

The Mage's will bends the forces of the wind to his command, allowing her to channel it as he desires. As an Instant Action, the Mage can manipulate the flow of air around him, channeling any existing air currents into such a pattern as he desires. While this can be especially potent in areas of high winds, even a gentle breeze can be potent when all of the energy in a large area can be focused on a single point.

This Attainment takes an Instant Action to activate, and lasts for a number of rounds equal to the Mage's dots in Forces. The Mage gains the ability to redirect the kinetic energy of roughly a parking lot or small warehouse's worth of air, becoming a large warehouse or supermarket at Forces 4. The strength of this effect should be determined between the player and ST, however be lenient. Even in areas of light winds, all that energy focused on a single person can send them flying.

An unwritten spell "Control Kinetic Energy", something sorely lacking from Forces 2, probably because of how fucking bullshit powerful it is. Also because the only way to really do it is with wind.

Optional Arcanum: Mind 3

Winds can carry more than just sound between individuals, and a Disciple of Mind learns how to connect the thoughts of two individuals through the winds. This Attainment takes an Instant Action to activate, and synchronizes the surface thoughts of two subjects for the remainder of the day. This can provide a bonus (or penalty) to certain skill rolls equal to the Mage's dots in Mind, decreased by the subject's Composure for an unwilling participant. This Attainment lasts initially for a single scene, however at Mind 4 it lasts for a day.

Telepathy, Reach into Instant Casting, and Advanced Duration. Use to talk to sleepers, I guess.

Fourth Attainment: Friend of the Wind

Pre-Requisite: Forces 4

The Wind is the Mage's ally, the one friend that will never abandon him. His transformed soul can now call upon the wind outside of himself. As like sings to like, the winds wrap and clothe him, lifting him from the ground and granting him the ability to move upon its gusts. The Mage gains the ability to fly in areas with an airflow, gaining him a flight speed equal to 6 + Gnosis, or wind speed, whichever is higher.

Telekinesis, modified to not be utter shite. Fly at a speed of 3+3+Gnosis in the place of Strength + Dexterity + Size in areas of teeny tiny wind. Or at the speed of the wind, when it actually blows. Balanced, in that it can only be used on the Mage himself.

Optional Arcanum: Mind 4

The Minds of Sleepers and the Awakened alike keep locked away many secrets, both innocent and sinister. With an Instant Action, the Mage can attempt to delve into the unconscious mind of a touched individual, granting him the ability to sift through their memories, laying bare their lies, mistruths, and deceptions, even those which they inflict upon themselves. This Attainment is Withstood by Resolve, and Lasts for up to week, requiring such a subject to either maintain constant and incredibly mentally taxing vigil, or requires an extreme will to resist such an inquest.

Breach the Vault of Memory, Reach into Instant Cast, and Advanced Duration

Fifth Attainment: Call the Winds

Pre-Requisite: Forces 5

The Mage has become initiated to the ultimate secrets of the Wind, and may call it to his side wherever he is. With an Instant Action, the Mage may call upon the Winds and they shall rush to his side. This may create Extreme Environments up to a level of 4, and depending on from where the winds blow, this may differ as well. The Mage may summon any level of winds he requires within a matter of seconds, or minutes at the most, given that wind is extremely easy to acquire in comparison to the various other forms of weather. This change in weather conditions will persist for up to a week.

Control Weather, with a LOT of Reach. Instant Casting, Advanced Duration, changing Primary Factor to Potency. Secondary Factor into Duration. Yes, summon, with an instant action, a hurricane that blows for a week.

Optional Arcanum: Mind 5

The Winds connect all of mankind, and in a scene-long ritual, the Mage can seek out the connections and whispers that pass through the winds and the temenos. Informing himself on these, the Mage may gain a number of merit dots between Allies, Contacts or Status equal to his dots in Mind. These boons last for a week before the Mage must listen to the Winds once more to adapt to the ever-changing nature of man and society.

Social Network, Reach into Advanced Duration. Free social merits. Please abuse it. You Gnosis 8 2nd-degree Master.

Forge Masters

See the Legacies – The Ancient book for all fluff.

Doctrine

Parentage: Moros, Adamantine Arrow, Free Council, or Seers of the Throne

Prerequisites: Prime 2, Matter 2, Craft 3

Initiation: The tutor forges a furnace of stone and clay using no magic, and only tools he himself has forged. A hollow in the furnace contains a cup of the tutor's blood and as much tass as he can accumulate. The initiate climbs into the furnace carrying a nail of Siderite.

While the tutor fires the furnace with Supernal flames, which causes pain but no harm, the initiate will drive the Siderite nail through a wrist and let his blood fall through the Supernal fire to pool with his tutor's. He then meditates and starts to craft his soul, absorbing as much Tass as he can.

The tutor then breaks open the furnace, and as the initiate steps out, the tutor hits him with a Platonic Form of a hammer, created in the image of the initiate's soul. He is then "hammered" into form, and then jumps into a waiting bath of cold water to cool. This consumes the Siderite nail and tass, and while the initiate, now a full member, cools, the tutor destroys the furnace so it may never be used for a lesser purpose.

Similar processes are used for learning the later Attainments. But read the book to get them... Forge Masters are fucking metal.



The Initiation Rite.

Included because of how fucking awesome it is.

Magic:

Ruling: Prime

Yantras: Succeed on a Crafts roll relevant to the spell (+2), spend a short moment preparing all of your tools for the spell (+1), spend time preparing the subject to receive your spell (+2), exhaust yourself in your devotion to your Willworking (+1, +2 if this imposes a negative Condition).

Oblations: Smelting your own metal from ore you dug yourself. Using that metal to make a tool or weapon for a client, in one day. Forging a small item and quench it in blood. Melting down scrap metal to make something both useful and beautiful. Repairing a weapon or armor that was damaged in battle so it's as good as new.

Attainments:

First Attainment

The Evaluation

Pre-Requisite:

Initiation

The first ability a Forge Master learns is the ability to detect the Supernal power hidden within phenomenal matter. As an instant Action, the Forge Master can ask a number of questions about a visible enhanced item, imbued item, or artifact equal to his dots in Prime. These questions must be related to its nature as a Magical item, and can extend to the capacity of the Mage who crafted it, if one did. If the subject is not such an item, the Forge Master is aware of that fact.

Supernal Vision, limited to "items", and as such granted the twin benefits of sensory range, and 'who made it'-questioning, as a Forge Master is more likely than most to be able to detect the workmanship of another.

Optional Arcanum:

Matter 1

In addition to the Supernal elements of the subject, with a closer, physical inspection the Forge Master is also capable of determining the subject's exact chemical composition, weight and density, as well as all other physical aspects of a subject, such as its durability, conductivity, etc.

Discern Composition, reach into Instant Casting. Got to use touch-range for this one, nothing to exchange for the each bonus here.

Second Attainment:

The Master's Hand

Pre-Requisite:

Prime 2, Matter 2, Craft 4

The knowing hand of a master craftsman can work away slight imperfections in a tool, enhancing its performance. A knife becomes sharper, a gun better balanced, a car handles better, a hairpin can even become a better lockpick.

With a scene's worth of maintenance, the Forge Master can enhance a physical object, bringing it close to its Supernal ideal. For a period equal to the Mage's dots in the lower of Prime or Matter on the Advanced Duration table, the modified object grants the 8-again trick to all dice rolls for which it is used. ***This extends to the use of Tools as Yantras in spells, and the activation rolls for Imbued Items.***

Find the Balance and As Above, So Below, with one free reach into Advanced Duration, then I limited it to physical items which can be worked on in order to get another free Reach to turn it into 8-agains.

Third Attainment:

Primal Tempering

Pre-Requisite:

Prime 3, Craft 5

As a Powersmith rises in master, he can strengthen the power of will and purpose in any man-made object to make it realer than real, capable of cutting through the skein of creation. Such items become physically "real" to all manner of Ephemeral being, including Ghosts, Spirits, Goetia, Strix, and even so-called "Angels". To use this Attainment, the Powersmith must work on the subject item for a scene, empowering its reality with his own force of will and his Awakened soul.

Such effects last for a duration equal to the Powersmith's dots in Prime on the Advanced Duration Table, and can affect objects of up to size 5. However, this is capable of functioning on "parts" of a greater whole. Such as the bumper of a car for example.

Ephemeral Enchantment, reach into advanced duration.

Optional Arcanum: Matter 3

In addition to enhancing the item's capacity to affect all levels of reality, the Mage may also refine its physical effect, increasing the item bonus (or damage for weapons) of a Tempered item by 2, or 3 with Matter 4. This can only increase such item's bonus or damage to a maximum of 5, and lasts for the same duration as the main element of the Attainment.

Simple boost to Weapon Bonus.

Fourth Attainment: Supernal Refinement

Pre-Requisite: Prime 4, Matter 4, Craft 6

Base, fallen matter is a worthy material, however Forge Masters practice with one with far more power, Perfected Materials. In a scene-long process of refinement and imbuing, the Power Smith may refine a metal into its purified form. This permanently transforms an amount of metal of up to size 5 into its Perfected state. Having Forged this material himself using his very soul, should the Forge Master then attempt to use the Imbue Item attainment on it, he gains the 8-again trick to his dice pool.

Hone the Perfected Form, with the original +2 Reach option, reintroduced because this is an Attainment which can break the rules a little bit. Added in the 8-again to give Prime something at this dot-level, and an excellent shot at a free relinquishment of an Imbued Item is pretty well for a 4th Attainment.

Fifth Attainment: Primal Forge

Pre-Requisite: Prime 5, Craft 7

At the apex of the Legacy's power, a Forge Master no longer needs a forge. He has so internalized the power of toolmaking that he can conjure weapons, armor or simple mechanical devices from pure Mana or tass. As an Instant Action, the Powersmith can generate a physical object of size 5 or less, and has a number of points to divide between increasing its item bonus, its durability, or its uses. This creation lasts for a single day, before dissipating back into nothingness. In addition, any uses of the item gain the 8-again trick.

If the Powersmith takes a scene to activate this attainment, he can also imbue this item with Primal Tempering, however in addition it can be specified as a specific "Bane" of an Ephemeral entity. No matter its capacity, this item only requires 1 Mana to create, and only contains one mana, and this point cannot be extracted at any time, it is stretched too thin by the Mage's own soul to be recovered.

Optional Arcanum: Matter 5

Having forged the tass-skeleton for his creation, a Powersmith who is also a Master of Matter can now gird it in the rigidity and power of his craft. The creation is treated as if it is treated as if it is any specified perfected material, or alloy thereof. This means that any use of Mana to which that perfected material could be put, is accessible by a use of one "use" of this Attainment. The alloy Sophis channels scavenged mana directly into the body of its wielder, rather than storing it in itself.

Based on Platonic Form, with Reach into Instant Casting, Advanced Duration, and 8-agains for tools. Primary factor is Potency, granting 5 points to split between enhancing item bonus, durability, and "uses" which is originally Mana capacity. However as Attainments decrease mana costs to a minimum of one, I decided that this would transform "capacity" into how far you can stretch that singular point of Mana.

Modification with Primal Tempering should turn this powerful Tass-sword into something capable of killing all manner of nasty creature. Especially as I added on the "bane" element for free. The Optional effect is the icing on the cake, allowing a Master of the Legacy to access any Perfected Metal or Alloy at any time, for the

cost of a single point of Mana. The creator can for example create Thaumium Amulets containing 6 free universal Clashes of Will against any unconsenting spell for their bearers, at the bargain price of 1 Mana each.

The Carnival Melancholy

See the Silver Ladder Order book for all fluff.

Doctrine

Parentage:	Acanthus, Silver Ladder
Prerequisites:	Death 2, Subterfuge 2, and 2 dots between Empathy, Expression and Persuasion.
Initiation:	Impress upon your mentor your willingness to extinguish the essential spark of humanity for personal gain, Supernal immortality, and good fortune.

Magic:

Ruling:	Death
Yantras:	Succeeding on a Subterfuge roll relevant to the spell (+2), have your subject's attention (+1), succeed on a game of chance or skill against the subject (you MUST cheat) (+2), casting on a subject, having improved your Impression level, or opened at least 1 door (+2).
Oblations:	Engaging in or running games of chance (fixed or otherwise), entertaining a crowd with games or tricks, holding an audience's attention with a flamboyant speech, leading others on an aimless journey, selling worthless junk (good luck charms, "miraculous" cure-alls, etc.) for an appreciable profit, successfully preying upon the charity of strangers.

Attainments:

First Attainment An Easy Mark

Pre-Requisite: Initiation

People, sleepers especially are pathetically easy to read, and a Charlatan's evolved soul grants them insight into the many, various, and crippling flaws in others. As an Instant Action, the Mage may discern the existence and nature of any negative persistent conditions upon a subject, as well as their vice. In addition, the Mage gains a subtle insight into the subject's "weak points", his personal flaws that will lead to his ruination. This grants the Mage the Informed condition with regards to these flaws, when the Mage attempts to manipulate the target socially, while taking advantage of these in some way.

Homebrew spell for determining someone's weaknesses, their failings, falls nicely under Death

Optional Arcanum: Fate 1

Even the most purehearted and stout souls fall before a Charlatan, as an Instant Action, the Charlatan can attempt to determine an appropriate course of action that will lead her towards a stated goal. This information makes itself known symbolically, but clearly.

For when you can't read a failing, just asking fate what to do is a good substitute.

Second Attainment: Nothing up my Sleeves

Pre-Requisite: Death 2

Charlatans learn how to hide many things up their sleeves. Weapons, path tools, aces, even souls. In a scene-long ritual, a Charlatan can bind a disembodied soul to himself, containing it within his form, rendering it invisible to passive magical detection, and provoking a Clash of Wills for all active abilities that can detect the presence of souls. This soul remains attached for a period on the Advanced Duration table equal to the Mage's dots in Death. Charlatans can have a veritable hoard of souls up their sleeves, and due to the fact that this is an Attainment, it can be quite hard to dislodge them.

Soul Jar, tying the soul to themselves. Reach into Advanced Duration.

Optional Arcanum: Fate 2

The very presence of a Soul attached to a Charlatan means that he always has at least some power to burn to attract lady luck's smile. After a scene's worth of balancing his souls, the Mage can decrease a number of penalties equal to his Fate dots by an equal amount, for the next day (next Week at Fate 4). Once these have been used up, the Charlatan must stack his deck once again, and ensure all of his souls are in good working order. However, if the Charlatan can take a turn to "aim" an action, he can use one of these uses for a bonus to his next action equal to his Fate dots.

Quantum Flux, Reach into Advanced Duration, and changing the Primary Factor to Potency

Third Attainment: The Slow Hand

Pre-Requisite: Death 3

At this point, the Charlatan has learned how to harvest the human soul, cozening it free from the flesh. To do this, the Charlatan must spend a scene with the target close enough to touch him, usually achieved through a game of cards, dice, fortune telling, or some other personal interaction. At the end of the scene, if the Mage's dots in Death exceed the subject's Resolve Withstand, then the subject's soul is loosed from his body and enters Twilight. The soul remains so separated until the Charlatan ends this Attainment, or a day has passed (a week at Death 4).

After this has occurred, most Charlatans will immediately store the soul in a temporary Soul Jar spell, or prepare to use Nothing up my Sleeves. In addition, at this point the Charlatan can only steal the souls of Sleepers. Mages, Sleepwalkers, and other stranger beings cannot have their souls (or whatever takes its place) so easily.

Sever Soul, simple, reach into Advanced Duration

Optional Arcanum: Fate 3

Charlatans make use of such stolen souls, burning out the inexorable spark which animates them and drinking deep from the Good Fortune within. As an Reflexive Action, the Charlatan can devour a single point of Integrity from a stolen soul to grant the Rote action to his next mundane dice roll. This decreases the maximum Integrity of any individual who gains use of the Soul, and should this be reduced to zero, then the Soul quickly unravels into nothingness. It is for this reason that Charlatans value the pure, radiant souls of innocents, for they contain the most power.

Superlative Luck, with Reflexive activation and no Mana cost, in exchange for only one use per activation, and for requiring use of a limited resource.

Fourth Attainment: Nostrum Remedium

Pre-Requisite: Death 4, Fate 4

Named after the "miraculous home remedies" sold by wandering quacks, this attainment grants the

Charlatan the ability to store a soul within a mundane item. This grants the bearer the ability to draw upon its Integrity to gain the rote quality on dice rolls, in a manner identical to the 3rd Attainment's optional Arcanum effect. The bearer must have been told that the item is "lucky", though they need not truly believe in this.

So long as the item exists, the Charlatan can focus on finding it, and he will inevitably follow a path which leads him to it. In addition, the Charlatan is aware of when the item has been used, and when its uses have been exhausted. The existence of the soul within the item is obscured in the same manner as the attainment Nothing up my Sleeves. Such creations last for a month, or a year at Death/Fate 5, however their blessings are almost invariably used up long, long before then.

Combination of the previous attainments, kinda. Used by Charlatans to get a kick out of someone else for example wasting their daughter's soul on their gambling addiction. However it's also a useful marker, or tool to offer someone. The power to reflexively get the rote quality on mundane actions?

Fifth Attainment: The Priceless Treasure

Pre-Requisite: Death 5

A power maintained by only the most powerful, ancient, and insane members of the Carnival Melancholy. This attainment permits them to steal the souls of other Mages. Any Charlatan who learns and uses this attainment is under no illusions as to how far they have betrayed the Silver Ladder, for with this Attainment they burn another's enlightenment for their own gain.

In a scene-long ritual, the Charlatan unmakes the grip with which an Awakened Mage's Gnosis holds their soul in place. This looses the Soul into twilight, ready for the Charlatan to steal. The soul remains separated for up to a year, or until it is placed in some other container. This only functions on subjects whose Resolve Withstand is less than the Mage's dots in Death.

It is worth noting that a Charlatan can also steal the souls of other non-Awakened individuals with this Attainment. While lesser beings such as Sleepers, Proximi, Revenant, Wolf-Blooded, Psychic, and others cannot be used to fuel the optional Arcanum ability of this Attainment, the souls of other major Supernatural beings can be used for a single use of this. Certain extremely powerful Charlatans for example, prey upon Vampires. Forcing them to sire, and then stealing their souls to burn to cinders for a single lesser "miracle".

Sever the Awakened Soul, reach into advanced duration

Optional Arcanum: Fate 5

By sacrificing the enlightenment of an Awakened soul, a Charlatan can reap a boon incomparable to lesser Mages. By spending an Instant Action, and a point of Wisdom from the attached soul, the Charlatan can make any low-probability event occur. Such as making lightning strike a man standing in a storm, causing an obese individual to suffer a heart attack, causing a security agent to completely ignore any moderately suspicious activity or items. Awakened Souls are more resilient than Sleeper souls however, and Mages may re-purchase lose Wisdom for their re-attached soul as per normal.

However should a Charlatan use the last point of Wisdom, the soul cracks, and becomes one of a Mad Mage. For every hour a Charlatan has a Mad Soul attached, he must suffer an Act of Hubris against Falling Wisdom as the insane soul leaks Supernal power into his mind. Such souls may be either abandoned, at which point the will disincorporate, purportedly returning to the Supernal. Or the Charlatan can imbue it into a soulless individual, turning them into one of the Mad.

Miracle, with the same treatment as Superlative Luck in the 3rd Attainment. You're burning a soul, it's GOT to be better than the spell.

The Fallen Pillar

See the Legacies – The Sublime book for all fluff.

Doctrine

Parentage: Thyrsus, no Order

Prerequisites: Life 2, Survival 2, and 2 dots between Athletics, Brawl, and Empathy

Initiation: Each initiation is unique to the tutor, however you must display your capacity for sacrifice, either physical, emotional or spiritual. This may involve subsisting off bread and water for a week in a bare room, destroying every relationship the Mage has ever had, or living for a month with a severe bodily mutilation. At the end of this period, the Mage internalizes this sacrifice and carves her soul into the model of pure bodily liberation.

Note, Fallen Pillar tutors frequently seek out initiates on their own, seeking Awakened who have fallen and find themselves trapped in abusive or co-dependence relationships, addictions to various substances or binge sexuality, or even to darker practices such as blood sacrifice, soul destruction, or casting befouled spells.

Magic:

Ruling: Life

Yantras: Succeed on a survival test relating to the spell (+2) engage in a period of “liberation” (what others would call denial) (+2), cast while suffering from some form of pain (+1), purposefully suffer to enhance spiritual fulfilment and enhance your spell (+1, +2 if this imposes a negative condition).

Oblations: Branding, exposure to the elements, feats of physical sacrifice (starvation, thirst, holding one’s breath, staying completely still for hours on end, hanging on hooks through the skin), making someone laugh, ritual bleeding or self-cutting, ritual dancing

Attainments:

First Attainment **Pain, not Pestilence**

Pre-Requisite: Initiation

An exultant seeks the liberation of pain from the lesser concerns of the world, their enlightenment flowing from the increased personal and spiritual worth they find in suffering for their cause. However persistent maladies of the form have no place in their design, and initiates are taught to expel these weaknesses from their frames, such that they might only experience liberations of their own design.

As an Instant Action, the Mage may take an immediate resistance roll to any disease, toxin, parasite, or similar effect which is currently affecting their body, gaining a bonus equal to their dots in Life. Given that

exultants can continue to do this every round, it is a rare member of this Legacy who can be found laboring under such a malady, without the desire to do so.

Cleanse the Body, with reach into Instant Casting and Instant Testing, however secondary factors are disavowed, and it only applied to the Mage themselves, which I feel justifies an additional reach.

Optional Arcanum: Prime 1

Given the exultant's own emancipation of their flesh from its desperate distractions, they gain the innate ability to see the Supernal power hidden behind such a flimsy façade of the "real". As an Instant Action, the Mage can perceive the Supernal nature of a perceived phenomenon or entity, and may ask a number of questions about this nature equal to their dots in Prime.

Supernal Vision, reach into Instant Casting, no need for secondary factors, just keep using every turn.

Second Attainment: The Enlightened Skin

Pre-Requisite: Life 2

Mages of the Fallen Pillar are legendary ascetics, and this can largely be attributed to their control over their own bodies. Through an acceptance of pain and wounds, an exultant can deploy exceptional control over their own physical forms. This attainment is perpetually active so long as the Mage continues to practice his ascetic lifestyle, and the effect takes the form similar to the spell Body Control. For each dot the Mage has in Life, halve their necessary oxygen intake, halve their necessary spell of their heartrate, double the time period before tests need be made for deprivation and fatigue, add +1 to their initiative, and gain complete control over the Mage's own scent.

This Attainment does not however decrease the healing interval for Bashing Damage, as the Fallen Pillar teaches that bruises and lesser injuries are welcome visitors, who bring with them profound insight, and need not be pushed out the door so readily.

Body Control, reach into Advanced Duration, and (extra) into changing Primary Factor, this doesn't grant the biggest benefit however, which is the healing factor, because that doesn't mesh with the entire purpose of the Legacy. So in exchange for that, another free Reach, and given it only works on the Mage, no need to specify the specific scene-long ritual once/day or week at Life 4.

Optional Arcanum: Prime 2

His skin raw, his body in turmoil, the exultant has never felt more alive and free. The liberation of his soul granting a protection unsurpassed by lesser effects. The Exultant gains a Withstand of 2 (rising to 3 at Prime 4) which applies to all hostile, direct Magics. If the Mage has some other Withstand rating that already applies, the two are combined. While primarily used to stop hostile Magic, some exultants feel the ultimate expression of bodily freedom is the freedom from all Magical manipulation, and thus maintain this Attainment against all spells which would affect them.

Wards and Signs, reach into Advanced Duration, can't be fucked to state the length of effect and the ritual to activate it. Only affects self, yada yada.

Third Attainment: The Willing Victim

Pre-Requisite: Life 3

A wise predator goes for the weakest of the herd first, and with this attainment the Exultant may appear to be that weakest members. His back bows, his robes show, his skin takes on a jaundiced pallor. Foes lured into this trap however invariably find the mage is not nearly as weak as he appears to be.

As an Instant Action, the exultant can redistribute a number of physical attribute dots equal to their dots in Life from one category into another. This effect lasts for a single scene, and visibly affects the Mage such that their appearance takes on the nature of the decreased attribute, but not the increased one. Such is the sacred nature of this ability, that the sacrifice the Mage undertakes permits them to exceed their Gnosis-derived attribute maximums, however such a sacred ability still requires a tithe of 1 point of Mana.

As such, an exultant might decrease their Stamina by 3 dots to 1, appearing to be frail, thin, and infirm, while striking the then advancing Werewolf with a ferocity unknown to all but the greatest of its kind.

Weird Degrading/Honing the Form effect. Technically reach into Instant Casting, Advanced Duration, exceeding Maximum ratings, and changing the Primary factor to Potency. However there is no secondary dice factors, it only applies to the self, and has a further negative effect in that it requires self-harm for its benefits. Which to me justifies two additional reach.

Optional Arcanum: Prime 3

As the exultant makes himself a victim, so to can he shared this learning with others. In a scene-long ritual, the exultant and assist a willing Sleeper in understanding, if for a short time, the world which he is faced with. Forcing him to see and acknowledge the world as he finds it, but gaining knowledge, and bearing his scars personally.

For a duration equal to the Mage's dots in Prime on the Advanced Duration table, the Sleeper becomes a Sleepwalker. All breaking points from witnessing Magic and Quiescence are held off until the Attainment ends, however if the subject continued to wish to understand, the Exultant can continue to use this Attainment. However ultimately, this is no way to Awaken, and eventually the individual must come to terms with his state, and with the end of this attainment, may be left a shattered, broken wreck. Because of this reason, exultant are hesitant to grant this boon, and will never do so unless the subject is aware of what it entails.

Stealing Fire, reach into Advanced Duration. Starts off as a Week of Truth, then can evolve into a Month, or Year, or evne long if they keep coming back. Exultant suffers no Act of Hubris for this enlightenment, the subject will Awaken, or learn to live with their scars.

Fourth Attainment: The Unshackled Soul

Pre-Requisite: Life 4

The soul is hindered by the presence of the body and mind, with most Mages slaves to their biological urges and corruptible instincts. The Exultant frees herself of such shackles and corporeal obligation, and more importantly, from fear itself. Through use of this attainment, the exultant changes the very nature of her biology, ridding it for the imperfections of nature, impulse, and fear, and rendering it immune to the frailties and weaknesses of corruption. Such things are essential for a lesser being, unaware of the true state of its existence, but an exultant is no such being.

The Mage can no longer be emotionally, biologically, or mentally manipulated by mundane means, and all supernatural means to do so provoke a Clash of Wills. In practical effects, this means the Mage's doors cannot be opened by intimidation, seduction, emotional coercion or other such effects, and they are not affected by poisons, toxins or parasites, and supernatural attempts to impose such effects on his body are Clashed.

Specialist Life spell which uses Patterning to remove all instinctive failings from the body, and render it an inhospitable environment for diseases and parasites, and immune to (most) poisons.

Optional Arcanum: Prime 4

The exultant is now so imbued with Supernal power that his soul radiates truth. As an Instant Action, the Mage may dispel the lies and falsehoods which fester in their immediate vicinity. All mistruths, either active or passive as revealed as what they are, all sincere promises rings with the potency of their truth, and speech rouses within the listeners hope for the future.

This ability affects any individual whose soul is open to such Truths, however those who wish not to listen may ignore it if their Resolve exceeds the Mage's Prime dots. All affected individuals can understand any falsehood they see as what it is, and any who speak sincerely as to the truth of a matter decrease their subject's doors by the Mage's dots in Prime (minus any active Resolve), should that Truth be sufficient to convince the other. The radius of this power is sufficient to affect something akin to a large warehouse, or a supermarket.

Words of Truth, reach into Instant Casting, Advanced Scale, and Advanced Duration, secondary factors into area. Combines Pierce Deception with Words of Truth.

Fifth Attainment: Life Remade

Pre-Requisite: Life 5

Exultants have progressed to the ultimate comprehension of life and bodily control. As an Instant Action, by touching another living being and spending a point of Mana, they can completely heal all injuries which affect an individual, including all levels of Bashing, Lethal and Aggravated damage, all persistent and transitory negative conditions, regrowing and repairing all lost or damaged organs, and curing all diseases and purifying a body of all toxins.

Such is the power of this Attainment, that while it cannot heal *resistant* wounds, the exultant may transfer them from the subject to themselves.

Healing, but better. Because fuck how shitty the regeneration spell is.

Optional Arcanum: Prime 5

The exultant has purified and reigned in such control over his form that he can turn himself into a walking font of Supernal power. Quite literally. By spending a point of Mana and performing a ritual of bodily scarification, the Mage can align his form to the Supernal World itself, becoming a living Hallow of Rating 3 (bar Archmastery). The Mana he produces contains a resonance relating to his Legacy, as well as his Path and Nimbus.

Create Truth, which for Life 5, Prime 5, can turn a person into a Hallow. Try not to walk around in public with this. You'll only cause Mages to gawk, stare and salivate. Advanced Duration. Primary Factor into Potency. Given Legacy Rules, creating this only takes 1 Mana.

Brotherhood of the Demon Wind

See the Adamantine Arrow Order book for all fluff.

Doctrine

Parentage:	Mastigos, Adamantine Arrow
Prerequisites:	Time 2, Weaponry 2, Quick Draw (Weaponry)
Initiation:	Perform some intensive physical effort with your hands, and no magic or tools, while your Mentor instructs you in the secrets of the Demon Wind. Then leave that location, never to return.

Magic:

Ruling:	Time
Yantras:	Perform a Weaponry roll (a kata) relevant to the spell (+2), applying the Wisdom of one of the Korans of Hagetaka (+1), cast upon a subject while in pursuit of a cause (even acquiring your wage will do) (+1), pursue your subject even to significant personal detriment (+1, +2 if this imposes a Negative Condition).
Oblations:	Admiring beauty in a reserved and respectful manner, creating art (especially spontaneous and/or minimalist works), meditating, persevering through adversity (such as illness or a grievous wound) without using magic or accepting aid, practicing combat forms, reading or writing martial philosophy, ritually maintaining one's weapons and armor.

Attainments:

First Attainment Kanja Megumi "Patient Grace"

Pre-Requisite: Initiation

A wave-man's attunement to the Demon wind grants him visions of the immediate future, blown to his eyes upon the Demon Wind. As an Instant Action, the mage can enter into a state of readiness, glimpsing hints as to the immediate future. For the remainder of the scene, at any time the wave-man may spend a turn planning an action, losing his Defense and remaining still. On the following turn, the Mage gains a bonus to their next non-Magical Instant Action equal to their dots in Time.

Perfect Timing, reach into Instant Casting, Advanced Duration, and changing primary factor to Potency. However secondary factors are removed, and it cannot be used on anyone else. Furthermore, it eats into action economy, and I'd personally rather not have done the bullshit option and made it Advanced duration, requiring a scene to activate. Plus, the Fate 1 spell is a thousand times better. So fuck that shit.

Optional Arcanum: Space 1

As the wave-man's eyes glimpse the future, his understanding of the space around him is also expanded, the Demon Wind blowing throughout all space, as well as through time. As the mage activates this attainment, he also bends his perception to see in all directions to the limit of his visual capacity. This makes him almost

impossible to surprise, and decreases all penalties from range, cover or concealment by his dots in Space. This lasts for the same duration as the primary effect of Kanja Megumi.

The Outward and Inward Eye, with the same reach use as the primary ability. It's powerful, I get that. But there's limited else which makes sense for an Awakened Swordsman with powers over Space and Time.

Second Attainment: Yanagi ni Kaze "A Willow in the Wind"

Pre-Requisite: Time 2

As the Demon-Wind blows, the wave-man must bend with it, and decide in the immediate present how to act in the future. As an Instant Action, the mage can sense whether a subject within sensory range will prove beneficial or detrimental to him in the immediate future. While most wave-men use this attainment to read potential threats, many use it to determine whether their own potential actions will be harmful.

Should the information suggest a proactive solution, then the wave-man gains a bonus to his initiative equal to his dots in Time for the next round in order to engage that solution.

Momentary Flux, with reach into Instant Casting, Sensory Range, and the +1 reach effect. This is one more than it "needed", however ultimately it's a highly covert spell and there is literally nothing it does otherwise that cannot be simply and easily done with a single casting.

Optional Arcanum: Mind 2

As the wave-man reads the danger in a subject, the Demon Wind carries with it hints as to their intent. For every point by which the mage's dots in Mind exceed the subject's Composure, you may ask a general question about the subject's mental and emotional state. For example, you might discern that the Police Officer who called to you, and is approaching you across the street is not angry, and is not supernatural, but is instead incredulous and mundane. This optional Arcanum is highly useful for many wave-men, who find discretion the better part of valor, and don't go for their weapon in the face of a "detrimental" subject, who merely wants to ask you boring, lengthy questions about your sword.

Essentially a simple form of Mental Scan. Reach into Instant Casting and Sensory Range.

Third Attainment: Tazei ni Buzei "Few Against Many"

Pre-Requisite: Time 3

With this Attainment, the wave-man pulls the power of the Demon Wind into themselves, greatly enhancing their speed as it propels them forwards. Activating this attainment takes an Instant Action and one point of Mana, and for the next 2 rounds (3 rounds at Time 4), the Mage's speed is multiplied by their dots in Time, they always go first in the initiative order, may disrupt other's turns with your own as a reflexive action, may employ your Defense against firearms, and may add your dots in Time to your Defense before doubling it for Dodge actions.

Acceleration, with Instant Casting. I love this attainment, especially because with the Defensive Combat merit, you can parry fully-automatic gunfire from an entire squad of Hunters, using only a katana, and it doesn't even cause Quiescence.

Optional Arcanum: Space 3

Also connecting themselves to the spatial aspect of the Demon Wind, the wave-man can use its power to propel them past a single inhibitor to their movement. As an Instant Action, the mage can blink past some obstacle as if swept by a great wind. This permits them to pass through spaces otherwise inaccessible, including passing under doors, into locked vehicles, through ventilation screens, or out of a straightjacket, to name but a few. The Onikaze must be touching the obstruction to activate this ability however, and there

must be some method of passage, even if it is even but as thin as a hair, or a closed, locked, hermetically sealed door. No, the space between atoms is insufficient, there must be some symbolism of being able to “pass through” to use this.

Break Boundary, with Reach into Instant Casting, and the “impossible to pass” option.

Fourth Attainment: Akuma no Ken “Demon Sword”

Pre-Requisite: Time 4

The wave-man has now reached such a point of perfection that they may interpret the future through the Demon Wind with great precision. By spending an Instant action, and a point of Mana, the mage can gain complete knowledge of the immediate future for 3 rounds. During this time, he is aware of the future actions of every other individual he can perceive before they take them. This allows the Mage to freely act at any point in the initiative order, and need not roll initiative.

Furthermore, when interacting with others socially, the wave-man may decrease doors equal to his dots in Time, as he knows exactly what to say to convince an individual to what he wants, so long as such a thing is in any way, shape or form, and to any degree of probability, possible. In addition, the ST is encouraged to inform the wave-man about any immediate actions which will most likely occur in his immediate presence within those next 3 rounds.

Present as Past, reach into Instant Casting. Very helpful for intimidating, strong-arming, and so forth.

Optional Arcanum: Space 4

Such precision with the Demon Wind grants the wave-man the ability to bodily leap through it, travelling great distances. As an Instant Action, the Mage can teleport himself and any items he is touching no larger than a hiking backpack to any location with sensory range.

Teleportation, reach into Instant Casting

Fifth Attainment: Naru Kaze “Become Wind”

Pre-Requisite: Time 5

The wave-man immerses himself fully within the Demon Wind, becoming unstuck from time, and allowing free movement through reality. As an Instant Action, and by spending a point of Mana, the wave-man may immerse himself into the Demon Wind fully. For a “year” of subjective time, reality itself is stuck in time, a state through which only those outside of Time can influence. This state ends either when the wave-man chooses to end it, or immediately after he takes an action involving interaction with something that is frozen in time.

Temporal Pocket, with Reach into Instant Casting, and the “Time in a Bottle” attainment as a Mana use. Because really you can already do that, without risk of Paradox, and this needs to be at LEAST as good as that.

Optional Arcanum: Space 5

The wave-man can do more than merely enter the Demon Wind, the ultimate secret of the Legacy is their ability to excise elements of reality wholesale, and throw them into the Wind. Doing so does not merely remove them from easy access, but traps them separate from reality, exiled from causality by the Wind itself, erasing any influence they had ever had upon the Timeline. As an Instant Action, and by spending a point of Mana, the wave-man can exile up to a “large room” and all of its contents from reality for a single year. Any effects that the contents of this area have had upon the timeline is removed as if it never existed, however should the effect end, the original state is re-asserted.

Certain ancient and legendary masters of the Legacy use this attainment to undo heinous acts performed by criminals, bringing their victims back to life. Their wanderings at this point become an eternal pilgrimage to ensure these wards are maintained, lest reality shudder and quake under the combined effects of all those exiled within the Wind once again returning to history.

Quarantine, Reach into Advanced Duration, Time in a Bottle attainment for Instant Casting, Time 5 optional effect for retroactive erasure from history.

The Austere

See the Guardians of the Veil Order book for all fluff.

Doctrine

Parentage:	Guardians of the Veil, Mastigos
Prerequisites:	Matter 2, Life 2, Crafts 2
Initiation:	Construct and implant, with the assistance of your tutor, your Mainspring, enter into a trance-like state, and implant it into your chest or abdominal cavity while shaping your Soul around it.

Magic:

Ruling:	Matter/Life (Choose one)
Yantras:	Succeed on a Academics check relevant to the spell (+2), acting 'logically' (+1), investigating the functionality of the target (requiring either disassembly and reassembly, or vivisection) (+2), putting aside distractions and focusing on the matter at hand (+1, +2 if this removes a Positive Condition).
Oblations:	Observing the function of a large, mechanical structure such as a Ferris wheel, watching the movement of the stars and planets in the night sky, disassembling and reassembling (without using magic) an object with complex moving parts (such as a pocket watch), committing an act of minor but dispassionate cruelty against a stranger, receiving a permanent or semi-permanent body modification (such as tattooing, piercing or scarification), performing the former on another according to that person's specifications, vivisecting a living creature.

Note about Attainments:

Use of an Attainment is never an Act of Hubris. So, get to Gnosis 4, Life 3, Matter 3 ASAP, and then temporarily fuse gun into your body whenever you think shit might go down. You'll thank me later.

Attainments:

First Attainment Mainspring

Pre-Requisite: Initiation

Implantation and attunement to a Mainspring is the first and only step in becoming Austere. This first step down the path towards purity from the tyranny of biology and emotion grants immediate awareness of and the ability to sense both the purity of the inanimate and the corruption and failing nature of the animate within the Mage's immediate surroundings. As an Instant Action, the Austere can detect the presence of lifeforms, and specified kinds of matter around them. Initially, the Austere can only detect such phenomenon within a small room, however at Life and Matter 4 this extends to a large room. This knowledge is sustained for a number of rounds equal to the higher of the Mage's dots in Life or Matter.

Detect Life/Matter, Reach into Instant Casting, secondary factors into scale, primary into mostly-irrelevant duration.

Optional Arcanum: Mind 1

People do not necessarily wear their flaws openly, but such failings are easily read by a member of the Austere. As an Instant Action, the Mage can determine the Virtue, Vice and Mental/Social Attribute dots of an observed subject.

Reach into Instant Casting, and perhaps (unaccounted) Sensory Range? Really the spell talks about "observed", so I'm happy to give it free sensory range. As that info is easily found anyway.

Second Attainment: Activation

Pre-Requisite: Life 2, Matter 2

The implantation of the Mainspring into the Austere's body is only the first step, with additional training, the Mage can draw directly upon its power to charge their own bodies. With an Instant Action, the Austere can draw upon the Mainspring to control the actions on their body for a scene. This replicates the effects of the Body Control spell with Potency equal to the Mage's dots in Life.

In addition, the Mainspring's integration into the body of the Mage grants additional benefits. Firstly, the Mainspring is invisible to magical detection, and contests any detection with a Clash of Wills, using the lower of the Mage's Life or Matter, this is counted as having an Indefinite duration. Additionally, as an Instant Action, the Mage can shield themselves from technological detection, provoking a Clash of Wills in any Magical attempt to detect them through technology.

It's pretty much 2-3 abilities in one, however the first element only works for a scene, and must be continually re-activated which can eat into action economy. So assume most Austere don't re-activate it every scene, and shame ones who do.

Second ability is mostly just to hide that they are Austere, and also to add in a little invisibility-from-cameras ability.

Optional Arcanum: Mind 2

If the Mage is versed in the Principles of Mind, he may use the Mainspring to shift the perception of witnesses away from himself. As an Instant Action, and by spending a point of Mana, the Austere may render himself "invisible" to the perceptions of others, as per the spell "Incognito Presence" for a single Scene.

Incognito Presence, Instant Action, "unaccounted for" Advanced Duration. But only works on self, no secondary factors to help others, so balanced.

Third Attainment: Cog in the Machine

Pre-Requisite: Life 3, Matter 3

As the Austere advance, they learn how to integrate mechanical devices into their own body, becoming closer to the Eternal Movement. As an Instant Action, the Mage may integrate a number of elements from one mechanical device into another for a scene, as per the spell "Wondrous Mechanism". Alternatively, the Mage can integrate these elements, or technologies into their own body. These are fully integrated and the Mage will suffer no harm from these item's operation for the duration of the implantation, for example implanting a heater into the Mage's body will not cause burning.

Wondrous Machine, Reach into Instant Casting, and “unaccounted for” reach for Advanced Duration. Secondary factors are however removed, and the Attainment can only be used on the Mage themselves, so it’s balanced.

Optional Arcanum: Mind 3

The Austere seek to purify themselves of the disgusting pity, sentiment and other mental flaws which prevent Mages from truly comprehending the Eternal Movement. Application of the principles of the Mind Arcanum are thus much cherished in purging these hated failings from the Mage’s mind. As an Instant Action, the Mage can suppress one mental condition or tilt per dot of Mind for the remainder of the scene.

Clear Thoughts, same as above. No secondary factors, only on self, justifies scene duration.

Fourth Attainment: Major Enhancement

Pre-Requisite: Life 4, Matter 4

With this Attainment, the Austere learns how to implant technological devices permanently into his own body, replacing his failing, weak flesh with the rigid certainty of inert matter. The Mage must fully construct such devices before they are implanted, and may seek assistance in this matter from trusted allies. The exact method by which they are constructed is left to be determined by the ST.

Once the item is constructed, a scene-long ritual of implantation is performed by the Mage, at the end of which his fleshy organ has been replaced by his construct. Each specific construct becomes a part of the Mage’s body, and has abilities based on its construction, which should additionally be determined by the player and the ST. Some examples include:

- Independent Hand, a mechanical hand which may detach itself and move at Speed 3 on pre-assigned tasks, or be reflexively directed by the Mage, relying on its sensory information.
- Prehensile Eyes, eyes which may extend on up to 4-foot long stalks, seeing into small spaces, around corners, or merely looking behind them.
- Implanted Weapon, weapons hidden within the Mage’s own body which can be extended or hidden with an Instant Action.

Such implanted enhancements can be further enhanced with Cog in the Machine.

Life 4, Matter 4 spell to graft inanimate objects into a subject’s body. Primary Factor is duration so it’s essentially indefinite, secondary factor is mostly irrelevant, as the effects are not really based on Potency.

Optional Arcanum: Mind 4

If the Austere is sufficiently trained in the Mind Arcanum, their attunement to the Eternal Movement through their Mainspring can be channeled to enhance their Mind such that they may operate with greater efficiency. With an Instant Action, the Mage can enhance one Mental or Social attribute by an amount equal to their dots in Mind for up to a single day.

Augment Mind, Reach into Advanced Duration, and Instant Casting. No need for the “week” duration part, most Austere will likely just enhance all their mental attributes at the beginning of the day, and then walk around all day as the smartest, most charismatic, most resolved, and well composed cyborg cat you will ever meet.

Fifth Attainment: Perfection

Pre-Requisite: Life 5, Matter 5

At this stage, the Austere becomes one with the Eternal Movement. He is at this point fully capable of transferring his entire mind, soul and consciousness into a bio-mechanical construct of his own

conceptualization, constructed with his mind and magic. This new assumed form is persistent, unless the Austere performs a scene-long ritual to craft a new form for themselves.

The form may be crafted of any material of which the Austere can theorize, and may even require magic to operate, due to a violation of physical laws. In practical terms, the Austere replaces Stamina with Durability, which may be increased as per normal with Matter spells (requiring Life Conjunctive). In addition, neither Matter nor Life is sufficient to affect him alone, and requires the other of the pair conjunctive in order to operate (but not detect, a la Knowing/Unveiling). In addition, when constructing his new form, the Austere may include any number of “enhancements”, and may indeed reuse previous standbys. At the core of this, and every body he must assume is however the Mainspring, which the Austere must either re-use or construct a new version. It is this item to which his existence is now bound, and is greatly protected as a result. If it is removed, the Austere must construct a new one taking a scene, and until that time is counted as being Soulless.

Patterning your body into a new one. Reach for complexity of the new form, and including “mods”. Reach into Advanced Duration, and Complexity.

Optional Arcanum: Mind 5

Purity of form does not necessarily come with purity of mind. That takes something more. With Mastery of Mind comes protection from all manner of malady, as the Austere reworks his entire consciousness to fit better within his new existence is a heartless machine of mechanical flesh. The Mage is now immune to all manner of mental condition, and gains the Rote quality on all mental tests. In addition, the Mage is impossible to influence by mundane means, and all Supernatural Means of doing so causes a Clash of Wills... Good luck winning that one though.

Patterning your mind into a “cleaner” form. Can’t be influenced, and supremely logical. Reach into Advanced Duration, and “Rote-Quality”.

The Cult of the Doomsday Clock

See the Legacies – The Sublime book for all fluff.

Doctrine

Parentage: Moros

Prerequisites: Time 2, Occult 2, Science 1

Initiation: Prove your loyalty through murderously betraying your former colleagues, navigate the Maze of Aenigma Temporis within the Clocktower, and craft your soul with the assistance of your future self (who is actually just an Anachron or Toller in disguise).

Magic:

Ruling: Time

Yantras: Succeed on an Occult roll relating to your subject's weaknesses (+2), utilize information from a 'destroyed' history (+2), inform your subject of their weaknesses and failings (+1), destroy an important record of your subject (+2).

Oblations: Causing death and destruction by disrupting a schedule or deceiving someone about the time (anything from tricking someone into mis-timing her medication, to reprogramming traffic lights), using Death and Prime to annihilate something completely, meditating on oblivion in a room full of clocks.

Attainments:

First Attainment An Eye on the Time

Pre-Requisite: Initiation

A Tick-Tock Man with his initiation learns how to keep watch for the telltale signs of temporal manipulation. This attainment expands the Mage's perception of time, refining it down to a perfect second-by-second understanding of it's flow. By spending a turn aiming, a Tick-Tock man can gain a +2 bonus to his next non-Magical Instant Action, which increases to a +3 at Time 4.

Since Mages can already detect all Magical manipulations of time with Peripheral Mage Sight, I thought it a bit redundant to merely duplicate the second half of the 1e 1st Legacy.

Optional Arcanum: Death 1

With an Eye on the Time, the Tick-Tock Man can also gains an instinctive sense of the weaknesses and flaws that surround him, the endings which are yet to come. This attainment takes an Instant Action to activate, and allows the Mage to detect any 'flaws' in subjects he perceives. This includes stress lines in materials, vices in beings, even Banes in ephemeral entities.

Unveil the weaknesses of those around you. So you can take advantage of them. Under the purview of 'endings'. You can see the man is guilty about cheating on his wife, that the vase has been glued back together after being broken, that the man before you is bluffing and poker hand is a piece of shit.

Second Attainment: Time out of Joint

Pre-Requisite: Time 2

The Tick-Tock Men have many enemies, and need every advantage that they can get in their endless quest. Through a scene's worth of meditation and disruption of their own personal timeline, the Tick-Tock Men can slow the progress along the timeline, effectively making them appear much faster to everyone else. For a day after this attainment's use, rising to a week at Time 4, the Tick-Tock Man increases their Initiative by their dots in Time. When making use of this Attainment however, the Tick-Tock man may intermittently seem as if he is springing to action in a disjointed way, his bent time making him seem almost as if a marionette jumping on it's strings.

Tipping the Hourglass, Reach into Advanced Duration, didn't want to go with Acceleration, as that's not really the Tick-Tock Men's style. Instead they'll Shifting Sands, and shoot you before you try anything. The ultimate dick move.

Optional Arcanum: Death 2

All of the Time in the world won't help if you're constantly on the run, and with this Optional Attainment the Mage can tamper with their personal Aura, appearing to all viewers as if they are a Sleeper, and making them significantly harder to read, imposing a -2 penalty on all attempts to read their emotional or mental state. Magical attempts to see through the disguise provoke a Clash of Wills.

Suppress Aura, Reach into Advanced Duration. Lasts for a Day at first, then gets progressively longer.

Third Attainment: Bid Time Return

Pre-Requisite: Time 3

Tick-Tock Men of sufficient power gain the ability to jump back along their own timeline, reliving precious seconds and retaking various actions for which they have seen the negative consequences. A Toller who takes a wrong action can merely step back, and try again, so long as he survives. As an Instant Action, the Mage steps back a number of rounds equal to his dots in Time. This shifts him back as he currently exists when he casts the spell, e.g. all Mana and Willpower spent remains spent, and he does not heal any wounds suffered in the intervening Time. When he 'arrives' in the Past, the Mage has 2 rounds to take his actions (3 at Time 4), if this leaves him with time left over, he skips those remaining turns and returns to the future he has created.

Shifting Sands, Reach into Instant Casting. Hop back for rounds equal to Time dots, then stay for a period based on your secondary factors. Very useful, given no Dissonance, Dispel-ability, or Quiescence.

Optional Arcanum: Death 3

Bid Time Return normally returns the subject to the past in the exact state in which they were when the Attainment was used. However if the Tick-Tock Man is a Disciple of Death, then such is his ability to affray the timeline and the decay that passes with it, that when the Mage pushes himself backwards through time, he is capable of disrupting any harm which was occasioned to him in the intervening time. When the attainment is used, any 'harm' which was done to the Mage in that intervening time is undone, this includes wounds done to him, willpower lost, or mana destroyed. This does not however return 'spent' resources, as those are not within the purview of Fraying Death. If the Mage is not capable of undoing the effects which caused that harm however, when he once again catches up to the present, such effects are either reapplied to him, or maintained, depending on whether he suffered them or not in the past.

Manipulation of Bid Time Return, such that you undo harm done in the intervening time. Don't try and use this to regain spent mana, it doesn't work, someone has to have 'destroyed' your mana for you to get it back.

Fourth Attainment: Strip the Mechanism

Pre-Requisite: Time 4

All things wither and die before the progress of time, a fact that Tick-Tock Men utilize with great gusto. As an Instant Action, the Mage can rend the remaining seconds or hours of a subject's lifespan, tearing apart the little time they have left. This deals lethal damage to the subject equal to the Mage's dots in Time, and is not reduced by durability or armor, however certain 'timeless' entities such as ephemeral entities and vampires may not be affected.

Rend Lifespan, Reach into Instant Casting. Don't worry, the best is yet to come.

Optional Arcanum: Death 4

With Adeptness in death, the Tick-Tock Man's ability to rend the lifespan of entities comes full circle to affect the timeless. Instead of rending the 'lifespan' of the entities themselves, the Tick-Tock man accelerates the Death of their existence, accelerating the rate of decay of the resources which maintain their presence in the Fallen World. This forces them to expend whatever precious vital resources are needed to maintain their existence. This requires Ghosts, Goetia, and Spirits to spend Essence, Vampires must spend vitae, and so forth equal to the Mage's dots in the lower of Death or Time. This is too, not Withstood.

In addition, should the Mage affect a non-Timeless, living entity with this Attainment, he can personally devour the time he has stolen and convert it to either Willpower or Mana. Doing so is more difficult than merely harming the subject however, as such a brutal theft of hours is not a perfect transfer. The Mage only gains a maximum amount of Mana or Willpower equal to the amount by which his Death dots exceed the subject's Resolve.

Devouring the Slain, Reach into Instant Casting, and no-limit. Devour living beings, or ensure the main attainment can 'strip' eternals of their animating juju.

Fifth Attainment: Off the Clock

Pre-Requisite: Time 5

The last, and most terrifying Attainment of the Tick-Tock Men, 'Off the Clock' allows them the greatest perversion of all, stepping outside of the flow of time altogether. With an Instant Action, the "Mage" can stop the progress of time altogether for himself and up to 2 companions, for a period equal to his dots in Time. Furthermore, at this point the Tick-Tock Man's soul has become so deeply carved with the message of the Cult of the Doomsday clock, that it's resonance to the Abyss allows it to be directly controlled by The Horae, the "Mage" now a willing, inhuman, monstrous slave to his Abyssal masters. However if by some freak chance the Mage should craft his 5th Attainment by himself without assistance by one of the Horae, or another Anachron, then he avoids this dark fate, and will be likely hunted down by the Legacy, such is the risk of allowing such a powerful Mage to exist out from under their thumb.

Corridors of Time, Reach into Instant Casting.

Optional Arcanum: Death 5

There is more than one way to step Off the Clock, as a 2nd Degree Master of the Legacy knows. In a ritual involving the creation and ultimate destruction of a handmade clock, the Mage (or more likely, Abyssal

entity wearing the Mage's existence as its own personal soul-endowed, thinking meat-puppet) can excise all traces of his existence from the Fallen World. They become invisible to the naked eye, all evidence of their existence is removed from the world as soon as it becomes known, all records of their existence become incapable of being comprehended, and relationships with other entities are suspended for the duration of the spell. This effect lasts for at most a year, or until the "Mage" perform a violent, overt action.

Create time for yourself, and remove all evidence of your existence from the world. Don't fuck with a Anachron.

The Secret Order of the Gate

See the Seers of the Throne Order book for all fluff.

Doctrine

Parentage:	Seers of the Throne, no Parent Path
Prerequisites:	Space 2, Occult 2, and 2 dots between Academics, Stealth, and Subterfuge
Initiation:	Travel to the Place Between, and find the Gate, the Lonely Exarch, the Warder, the Fearful Reconciler, the King of Zero. From her, learn the Parametric Language, carving your soul with a language of What is Not, a prison for entities of the Abyss.
Magic:	
Ruling:	Space
Yantras:	Succeed on an Occult roll relevant to the spell (+2), seek to tear down an element of the Fallen World, or build up one that has grown too weak (+1), go to lengths to maintain your façade of normality in a manner relevant to the spell (+2), deal with reality in the cold, unfeeling manner you wish you could treat it every day (+1, +2 if this imposes a Negative Condition upon yourself).
Oblations:	Singing hymns to the Gate in the Parametric Language, drawing the Gate's Iron Seal upon the mage's body, meditating in the Place Between.

The Place Between

The Place Between is an Emanation Realm of the Gate, perhaps the Gate even IS the realm. It is a twisted border-realm which appears much as the world where the realm was entered, however everything is twisted, rotten and corroded. Everything new is a ruin, covered in thick scrawled sigils, the sun pale and the stars a sickly red arranged in foreign formations. In this realm, the Abyss can manifest freely, for it is not truly an Emanation Realm of the Supernal, but the true shore of the Abyss. Furthermore, The Place Between is a Rating 1 Extreme Environment that deals *resistant* bashing damage that cannot be reduced by any Magic, making it unwise to remain for any extended period of time.

This Realm provides a +2 Yantra to all Space spells, which also do not add Paradox dice from overreach.

<Note, I have changed the nature of the Place Between and the Attainments that relate to it, in order to bring it into coherence with the 2e rules system, and the limited amount of Reach with which such Attainments can have, even with a bit of leniency.>

Attainments:

First Attainment Shadow of the Gate

Pre-Requisite: Initiation

After initiation, the Gatekeeper's life has been forever changed, most disconnect with what they now consider 'trivial' things, their lives and souls scarred by their exposure to the Gate. This however grants them a deeper insight into the nature of the Abyss than any Scelestus will ever have, the blind, foolish slaves that they are.

With an Instant Action, the Gatekeeper can draw on the power of The Place Between to show her the Abyssal nature in any entity, or phenomenon before her. This reveals whether the subject is any form of Scelestus, whether they have been affected by an Abyssal Numina, Influence or Manifestation, whether they have recently suffered Quiescence, are a Sleeper, as well as revealing the Abyssal nature of an entity, if there is any doubt. If the subject is using any concealing Magic to hide, then this will provoke a Clash of Wills.

Detecting the Abyssal Nature of anything without a test. Reach into Instant Casting.

Optional Arcanum: Mind and/or Spirit 1

The information the Gatekeeper gains about their subjects is now deeper, and fuller. More than merely understanding the existence of some Abyssal taint, they can determine it's nature, and any other Abyssal Resonances that they have. When used while viewing an Acamoth or Gulmoth respectively (Mind/Spirit), the Mage can ask a number of questions about it equal to their dots in the respective Arcanum, minus the entity's Rank. In addition, the Mage can see the existence of Abyssal Entities, Resonances, Conditions, Irises and Verges in Active Mage Sight, and comprehend them through Focused Mage Sight.

Know Spirit/Goetia with a little bit of Mage Sight added on to the end. One Reach in excess (sensory, instant), but that's fine.

Second Attainment: Shroud of the Borderland

Pre-Requisite: Space 2

Using this Attainment, the Gatekeeper partly enters The Place Between, his flesh semi-substantial and his appearance mutating and changing to seem Abyssal in nature. His eyes may weep blood or mucus, his flesh becomes leathery or pale and diseased, or various other unnatural, unhealthy, Abyssal appearance may take place. This however permits the Mage a certain degree of freedom of movement otherwise unattainable. This permits the Mage to pass through any obstacle that could conceivably be made to be removed, passing through doors, handcuffs, and out of straightjackets to name a few. This state is maintained for a number of rounds equal to the Gatekeeper's dots in Space.

Break Boundary, Reach into Instant Casting. Was tempted to make it actually intangible, but that's too much.

Optional Arcanum: Mind and/or Spirit 2

As the Gatekeeper can ward himself against petty Fallen obstructions with the power of The Place Between, so too can his comprehension and relationship with that realm be used to fend off the powers of the Abyss. This Attainment is persistent in effect and protects against any Abyssal Powers used against the Mage by Acamoths and Gulmoths respectively for Mind and/or Spirit 2.

Abyssal Shield, less useful than Mind/Spirit shields, but fair in that it's persistent in effect.

Third Attainment: Walk the Place Between

Pre-Requisite: Space 3

The Place between is by no means a safe location, however it's sympathy to the Space Arcanum is used by many Gatekeepers for Paradox-free, risk minimized travel. Furthermore, as it's entrance is limited to Gatekeepers and Abyssal entities, it is one of the few places they can remain safe, and away from either Pentacle or Seer Mages who have discovered their true identity. Despite this, if the Gatekeeper attempts to open such a crossing in a location which has been spatially Warded, this will still provoke a Clash of Wills.

As an Instant Action through intoning the Parametric Language, the Gatekeeper can fray the skein of reality about her, creating an overlap with The Place Between. This overlap is the size of a small room, but increase to a large room at Space 4. This overlap lasts for a number of rounds equal to the Mage's dots in Space, and in that time any members of the Secret Order of the Gate, or Abyssal Entities can cross into it. Other Mages, no matter how potent, cannot cross into the realm, and Archmages know better than to try without an invitation.

Co-Location, Reach into Instant Casting. Given it's not another 'place' but a different layer of reality, I thought it fair to put this Attainment at this level. It might be a bit broken that people can't follow, but these are the Gatekeepers. Everything's stacked against them, and even Gate-Senpai doesn't really help overtly. The least they can do is have a hidey hole.

Optional Arcanum: Spirit and/or Mind 3

More than merely Walking the Place Between, the Gatekeeper has learned how to perform a ritual to summon an Abyssal Entity forth from within The Place Between. This takes the form of a ritual identical to a Supernal Summoning, (see page 94), however there is no duration for such entities, they must instead find the Essence and Resonant conditions needed to sustain them. These rituals must be performed in The Place Between, which as an Emanation Realm removes 3 necessary successes.

Note, that the summoned entity understands that it has been summoned for a specific purpose, and by a member of the Secret Order of the Gate, including what that entails. It is unlikely to make the foolish decision to attempt to challenge it's summoner (unless they have bitten off substantially more than they can chew) and will likely gratefully set about whatever destruction in the Fallen world the Summoner has in mind. If the Summoner makes more tests than is safe, or suffers a Dramatic Failure, the same effects as normal happen, as the Summoner's Magics have proven insufficient to bend the Abyss to his will.

In any case, the entity is able to push it's way from The Place Between into the Phenomenal World with ease, slipping from the shore onto the mainland. The Gate herself takes no action with regards to these intrusions, except in the most dire, apocalyptic circumstances such as the arrival of an Annunaki, or the unchecked formation of an Abyssal Iris or Verge.

This is an Abyssal Summoning. But not a reckless summoning like the slaves of the Abyss, the Scelestus perform. This is ordered, structured, and based on Parametric Symbology. Which is why if you fuck up, you get burnt, same as everyone else. You're trying to summon the Abyss with Parametric Language.

Fourth Attainment: Condemn to Oblivion

Pre-Requisite: Space 4

A horrific Attainment only learned by powerful Gatekeepers, the use of this power forces those subjected to it to suffer a horrific, nightmarish experience resulting in a spell in The Place Between, suffering assault by Abyssal Entities, and the Environment of that realm, with little hope of escape. Should they survive, they are returned to the Fallen World weakened, and likely facing a properly prepared and somewhat impressed Gatekeeper.

This Attainment takes an Instant Action to activate, and allows the Gatekeeper to twist a 'bubble' of space, perverting, fragmenting it, and throwing it into The Place Between. For the next 24 hours, those who were in bubble (which must be thrown with an Aimed Attack roll, and has a maximum size of a small room) are trapped in The Place Between, and no Magic bar the workings of one of the Gatekeepers (or a bargain with a powerful Abyssal entity) can remove them from it. During this period, they must face the horrors of the realm, predation by Abyssal creatures, and the *resistant* Extreme Environment of the realm.

This is a horrifying version of Ban. Instant Casting, and Advanced Duration. Rather than trapping them in a normal bubble of space, it throws them temporarily into The Place Between. Not being Gatekeepers, they cannot stay, but the power of this Attainment forces them to deal with it for the time being.

Given an Average Stamina, after 2 hours you'll start taking one Bashing damage an hour, given the 24 hour duration, that will be 22 Bashing, which should be enough to fill the track of any normal person with Aggravated Damage. Even Stamina 3 gives you just enough to die by the time you're released. So you'd better have Stamina 4-5, and/or make a deal with an Abyssal Entity or other Gatekeeper to get out of there. Or better yet, not have pissed off a Gnosis 6 member of the Secret Order of the Gate.

Optional Arcanum: Mind and/or Spirit 4

Where normal people can be thrown into The Place Between, the Gatekeeper now gains the ability to call forth from it an Abyssal Entity, pulling it forth for a time, before the Attainment ends and it is forced to once again return to it's Dark Realm. This Attainment takes a Scene to activate, and must be performed in the Place Between, summoning an Acamoth or Gulmoth (depending on where it is performed) into the Fallen World.

The number of services the entity owes you is equal to your Mind/Spirit depending on the nature of the entity, minus it's Rank. The entity will persist in these tasks for the next week, or until they are completed, at which point it is drawn back through The Place Between and into the Abyss.

Pretty much Abyssal Summoning Spell, reach into Advanced Duration, and getting Favors equal to Potency. Don't need Sympathy or anything, because of The Place Between.

Fifth Attainment: To Reign in Hell

Pre-Requisite: Space 5

Few Gatekeepers ever reach this level of proficiency, their souls grown so deeply engraved with the Parametric Language, that they are likely close to becoming one with the Gate. At this point, the Gatekeeper can gather about him a section of the Fallen World, and drag it with him into The Place Between. In practical effects, this removes that section of the Fallen World from existence, while maintaining it's twisted reflection in The Place Between. This Attainment takes a scene to activate, and can affect an area about the size of a large house. When the Gatekeeper who performed this Attainment rite stand in that part of The Place Between, he does not suffer the effects of the Extreme Environment of that realm.

Optional Arcanum: Mind 5 and Sprit 5

The Gatekeeper now holds as full control over the entities of the Abyss as he is ever likely to hold, bar Archmastery. With an Instant Action a touch, and a Clash of Wills, the Gatekeeper can utterly destroy an Abyssal Entity, Unmaking it's existence by exhaustively defining it in the Parametric Language. This Attainment does not however function on Entities of Rank 5+. Such entities cannot spend Willpower to enhance their Resistance Attribute, such is the power of this definition.

Unmake Abyssal Entity. No ability to spend Willpower, Reach into Instant Casting. Still a CoW, but when you're Gnosis 8, Mind 5? They're unlikely to beat you with what is likely Rank 4, Influence 4.

The Illumined Path

See the Keys to the Supernal Tarot book for all fluff.

Doctrine

Parentage:	Thyrus
Prerequisites:	Forces 2, Empathy 2, and 2 dots between Expression, Occult, and Socialize
Initiation:	Attune your soul to the service of Awakening, through either educating sleepers (safely, without breaching <i>Lex Magica</i>) about spirituality and seeking the unseen, or hunting down entities which seek to stifle a constructive understanding of the magical world. Then, with the assistance of your Tutor craft your soul in a semi-religious ritual. Usually with Sleepwalkers and Sleepers present, and thus taking the guise of another ritual such as a baptism.

Magic:

Ruling:	Forces
Yantras:	Succeeding at an Empathy roll relevant to the spell (+2), presence of a suitable intensity of light (+1), the spell seeks to assist another with their understanding or comprehension of the mystic world (+2), put yourself at a disadvantage to assist another (+1, +2 if this imposes a Negative condition).
Oblations:	Guided meditation, teaching, tutoring, philosophical discourse, experimenting with magic and Paradox, volunteering time for a helpful charity.

Attainments:

First Attainment Into the Dark Wood

Pre-Requisite: Forces 1

The Illumed Path begins with a desire to bring light to those who persist in darkness, as their ‘founder’ pointed out. Through use of this Attainment, the Mage gains the ability to penetrate the darkness of the world, and even extend this blessing to others, should their souls be receptive to this majestic light. As an Instant Action, the Mage can grant an individual the ability to see without impediment even in the darkest of nights. this removes all penalties that would otherwise be imposed by low light or pitch blackness.

However should the subject be exposed to bright light during this time, they may be temporarily blinded, suffering penalties akin to those they would suffer from low or no light, from corresponding levels of greater light, inflicting the Blind condition until the Attainment is ended. This Attainment only functions on those whose souls are receptive to such light, this includes all Mages, all Sleepwalkers, and Sleepers with an Integrity of 5 or greater, and lasts for a single scene, however if the affected individuals are present when the scene changes, the Mage can maintain this Attainment upon them.

Nightvision, limited to Light, for +1 Reach. You don't get to see radiation and waves of kinetic force. I guess that might not be fully balanced

Optional Arcanum: Spirit 1 and/or Death 1, and/or Mind 1

The illumination granted by the Guide need not stop at the limits of the 'real', if they sufficiently understand the nature of the strange realities which brush up against our own, such a Mage is capable of illuminating these realms to those who travel with him as well. For the duration, an affected individual can see into Spirit/Death/Mental twilight respectively, depending on which optional Arcana are selected.

Haven't done an Optional Arcanum which incorporates 1, 2 or even 3 Arcana before. But I think it's a weird case to leave this attainment purely to Spirit, given that these guys are about enlightenment, including ALL supernatural stuff.

Second Attainment: The Majesty of Illumination

Pre-Requisite: Forces 2

Those who have joined the Illumined Path have learned of the great light which dwells within each Mage, calling upon this power, initiated members can draw upon it in order to exert control over the light which immediately surrounds and suffuses them. As an Instant Action, the Mage can take control of the light in their immediate presence, controlling the way in which it travels, amplifying or dispersing it by doubling or halving it's candescence a number of times equal to their dots in Forces, or even alter it's wavelength. If used offensively, this might inflict the Poor Light tilt, or even the Blinded tilt if capable of shining enough nearby light into the eyes of the unprotected. This effect lasts for a single round, and can affect all the light within the Mage's immediate presence, which is initially all that contained within a 'small room', rising to a large room at Forces 4.

Control Light, Reach into Instant Casting, and an extra reach for swapping primary factor, because really this is an attainment about flaring light, not about extended loops. Shift around light in the area of effect, which is centered on you. Also removed the stupid +1 Reach option for Blindness, if you can throw enough light at someone, then that's blindness, not just 'poor light', especially when you're sedectupling (16 times) the light level at Forces 4.

Optional Arcanum: Spirit 2

The Light of Illumination forces those who view it to display their inner selves. Those who are directly touched by the radiance of The Majesty of Illumination reveal their true enlightenment and soul for all to see. Any affected individual must in the next round take an instant action in keeping with their level of enlightenment, and perspective towards the enlightenment of others.

Those who are higher Integrity, or devoted to the enlightenment of others are compelled into positive action, and those who are lower Integrity or selfish and who desire only their own power or betterment at the cost of others, are compelled to flee or cower before the Majesty. This will only affect an individual if their Resolve is less than the Mage's dots in Spirit however. If the individual is enlightened, then they gain the Inspired condition for their next action, if they act in concert with the majestic benevolence of this Attainment.

As an additional note, there have been a number of recorded instances of this power spontaneously generating Sleepwalkers from the Sleeper population when performed at an appropriate moment of spiritual revelation. However this has convinced many members of the Legacy to be remarkably liberal with the application of this power, in hopes of 'getting lucky'. The open practice of which has led to the Guardians of the Veil absolutely barring membership of this legacy within their Order.

Compel Spirit, Reach into Instant Casting and Area Effect, Potency is Spirit dots, compels instant actions in keeping with inner worth. Worth noting that a High Wisdom Mage who doesn't give a damn about others

will be cowed by this power, while a Low Wisdom Mage who has done everything in his power to aid other's enlightenment, will be inspired.

Third Attainment: Safeguard the Path

Pre-Requisite: Forces 3

Part of the reason why Sleepers tend to ignore the supernatural, Guides feel, is that the supernatural is so often dangerous to them, both physically and mentally. Most of humanity therefore chooses not to see the Magic right before them as a defence mechanism, however this very fact keeps mankind from advancing to a more enlightened state. The Illumed Path thus works to safeguard it's charges while guarding them. Thus, this Attainment grants the Guide the ability to generate a haze of protecting light around a person or a group of people, shielding and repelling all attacks which would otherwise penetrate it.

By spending a point of Mana, and making an Aimed Attack roll, or touching a subject, the Guide may safeguard an individual or small group from all manner of assault by blinding and repelling those who would assail them. If any subject would seek to negatively affect any individual within the haze of light, their Resolve must exceed the Guide's dots in Forces, otherwise they will be repelled and unable to either approach, or take up arms against them. Furthermore, should any mundane physical harm seek to be bestowed upon them, then all Bashing and an amount of Lethal damage equal to the Mage's dots in Forces is removed from it. This blessing will last until the end of the scene, and can protect any individuals within the immediate presence (about the size of a room) of the origin point.

Kind of a really weird Shielding spell which draws upon the symbology of repelling light, and also adds in repelling force. So people can't try and harm them unless their Resolve is high enough, and even if they do damage is probably reduced by Potency. Since it's Shielding, it gets two free Reach at 3 dots. So one for Instant Casting, and one for Advanced (scene) duration.

Optional Arcanum: Spirit 3

Not only does this Attainment safeguard those affected from physical harm it also shield them from the mental harm of the mundane horrors they might experience. Until the end of the scene, Sleepers and Sleepwalkers will not suffer Breaking Points from witnessing mystical or horrific sights. This however will not protect Sleepers from the insidious poison of Quiescence, repelling that hold that the Abyss holds over their souls is the next step of becoming a Sleepwalker.

Kind of another weird Shielding effect that I feel does make some sense in Spirit, which really got a bit of a shitty alteration in 2e in that it can't do that much to stuff that isn't 'really' a Spirit. So I think protecting people from Integrity breaking points from witnessing spooky shit is a good 3rd attainment optional power, if you're trying to protect them from harm. I decided not to give them the 'Spirit/Ghost' sight from the 1e version, because that's a bit too spooky, and you WANT your Sleepers not to go crazy.

Fourth Attainment: Light of Wisdom

Pre-Requisite: Forces 4, Prime 1

A mage who sees a strange, supernatural occurrence, can bring his spells, his Mage Sight, and his experience home to verify what has been witnessed. Those who have not yet progressed to such levels of enlightenment are not so fortunate, the Abyss hampering their ability to comprehend the sublime glory of the supernatural. Through this Attainment however, the Mage shares his discerning view with others, changing the properties of light nearby to illuminate only the Truth. As an Instant Action, the Mage may

affect any source of light which he has available, mystically altering it's properties to reveal the glory of Supernal truth to all those with eyes to see.

What this mean in practical effects is that any concealment of something's true nature is revealed, any lie falls dark from it's speaker's tongue, and the reflections of the possessed show the insidious nature of the entity who has stolen their form, to name but a few, obvious effects.

Words of Truth, supernal fonts of power, and the glory of enlightenment shine brilliant, reflecting their inherent worth. Whenever someone witnessing this Truth takes an action in regards to something which has had it's true nature revealed, they gain then Informed condition with regards to it. Once activated, this power will persist for a period of time equal to the Mage's dots in Forces on the advanced duration table. Occasionally Guides will prepare flashlights or torches for those they are educating, to allow them to seek the truth themselves. Yet another decision that keeps many Guardians of the Veil up at night.

Weaving Light, to modify it's properties into revealing the truth, with a little help from Prime 1. It only works on one source of light as a time

Optional Arcanum: Spirit 1 and/or Death 1, and/or Mind 1

The Light of Wisdom may illuminate the truth, but the truth incorporates more than mortal eyes could ever truly see. If the Guide is versed in the subtle Arcana of many of the other Paths, he is capable of imbuing light with the power to illuminate that which dwells alongside our world, and such sources illuminate all entities and phenomena which dwell within different frequencies of Twilight, regarding which optional Arcana he has.

See the first Attainment. It's a bit lackluster for the optional attainment of a fourth attainment. But eeeeeh, I tried to keep it as accurate an update as possible, and this is a LOT more helpful for helping Sleepwalkers if you can't be present, or Sleepers in the first place.

Fifth Attainment: Pass the Torch

Pre-Requisite: Forces 5, Spirit 5, Prime 5 and a VERY lenient GM

There are many levels of enlightenment, and the Illumined Path teaches that they are all progressed through on the path to true enlightenment. A sufficiently powerful Mage, who has advanced his knowledge to near unparalleled heights, and who is well versed in the Legacy, can learn how to TRANSFER some of his Enlightenment to others.

In a scene-long ritual, the Guide may commune with a Sleepwalker whose soul is receptive to enlightenment and Awakening, but who has not yet been chosen by the Watchtowers. In an act of supreme selflessness, the Guide may sacrifice a *dot* of his own Gnosis in order to impeach the Watchtower of the Primal Wild to awaken the aspirant before him. If the Mage is Gnosis 8 when this power is used, he immediately loses the ability to use this Attainment until he increases his Gnosis to 8 once more, which means that the few times this Attainment has been used, it has been done by a Gnosis 9+ Mage. This process may not be successful, however the potency of the sacrifice, and power and nature of both the Guide who is performing the rite, and the vanishingly great virtue and righteousness of any individual they would consider using this rite for, means that there have been no recorded instances of this Attainment failing to work.

This Attainment is a closely guarded secret amongst the Illumined Path, and those who are granted it's blessing are blessed beyond all compare. Each and every individual who has been granted it has invariably developed a potent Destiny and gone on to perform great, and noble feats.

Look, Gnosis 8+ Mage wants to sacrifice a DOT of Gnosis to Awaken someone, in a Legacy about promoting spiritualism and encouraging enlightenment and Awakening? I'm sure a shit going to allow it.

The Scions of God

See the Legacies – The Sublime book for all fluff.

Doctrine

Parentage: Obrimos, but *exclusively* Silver Ladder (*however the Seers have secretly created their own splinter of this Legacy. A secret a scant few know, and fewer still will admit*).

Prerequisites: Spirit 2, 2 dots in Occult, and 2 dots between Academics, Socialize, and Expression

Initiation: Construct an oratory furnished with an altar, lamp and censer, and in the manner of their Path's Watchtower and their Holy Guardian Angel. Ensure an entrance is present for Spirits. Study and read folklore, occult text and religious materials to inspire imagination of the Holy Guardian Angel. Then design and fashion the ceremonial mask and costume.

The initiation then beings, taking 40 days of fasting, and prayer to the Highest in the name of their Holy Guardian Angel, and imagining themselves in the form shown by the mask and costume. For this 40-day duration, the initiate must maintain a spell permitting vision of the Shadow. On the last day, at noon kneel at the altar, link souls with your tutor and look forwards to see your Holy Guardian Angel. Step into it, and join the Legacy.

Magic:

Ruling: Spirit

Yantras: Succeed on an Occult roll relevant to the spell (+2), wearing spiritual paraphernalia appropriate to the spell (+1) performing a full ritual in your Oratory appropriate to the spell (+2), assistance of a willing Spirit appropriate to the spell (+2), perform a ritual cleansing (+1, +2 if this removes a positive Condition).

Oblations: Celebrate a Mass in honor of her Holy Guardian Angel in a church or temple, exchange gifts with non-familiar spirits, attend a Spirit Court as a Spirit, convince a spirit to acknowledge your authority without magical compulsion.

Attainments:

First Attainment Angelic Sight

Pre-Requisite: Initiation

All Scions of God can discern the presence of Spiritual entities in their periphery, however initiation grants them the further capacity to see into Spiritual Twilight, and across into the Shadow at will. A Scion of God can always perceive the Spirit frequency of Twilight, including all entities dwelling within it, slumbering in objects, and even those possessing or claiming entities. As an Instant Action, the Scion of God can attempt to peer past the Gauntlet, shifting their senses into the Shadow to see that which dwells there. The Scion can

only do this in places where their Spirit dots exceeds the Gauntlet Strength, and lasts for only a short few rounds, requiring near constant focus to maintain.

Exorcist's Eye. A bit weirdly done, but fuck it, the Scions are all about the Shadow. Normally it's basic Exorcist's Eye, but the second half permits shifting over, which should honestly be 3 reach (Instant, reach option, and changing primary factor. Balanced though, given the ease with which you can actually cast this spell if you're not a total pleb, and the fixed Potency making it quite difficult for most Scions to get much mileage out of in populated areas.

Optional Arcanum: Prime 1

The Scion's Sight grants additional insight into the nature of the word around him, the secret hidden natures of Shadow entities and constructs bowing before his empowered insight. As an Instant Action, the Scion can command a Supernal or Spiritual item to activate, including Imbued Items, Artifacts, Fetishes, and stranger creations such as opening spirit-locked doors, or unlocking Japanese spirit jars. Should this item normally require an activation roll, the Scion is considered as having achieved successes equal to his dots in Prime, and should any cost be required in terms of Essence or Mana, only a single point is needed.

Word of Command, find some mana heavy thing, then spam it. Enjoy. Reach into Instant Casting.

Second Attainment: Embrace of God

Pre-Requisite: Spirit 2

The Shadow is a predatory, unforgiving world, and it does not treat weakness kindly. Learning how to draw on the power of their Holy Guardian Angel to protect them from Spiritual entities is one of the first lessons most Scions learn. Any unwelcome Spiritual power which is attempted to be used upon the Scion is subject to a Clash of Wills, if the Mage succeeds then he is not affected by it, however others may still be. Depending on the proficiency with the Scion has in the Spirit Arcanum, this Attainment grants a bonus to such tests as if it was a spell with a duration equal to the Mage's Spirit dots on the Advanced Duration Table.

Ephemeral Shield, Advanced Duration. Very useful, and potentially hilarious when you can shit all over Spirits with their Rank + Influence dice pool. Even a Rank 10 has only a dice pool of 10.

Optional Arcanum: Prime 2

The workings of many Scions are grand indeed, any can potentially draw unwanted attention onto their Willworker. Thus, many Scions are well versed in concealing their spells and abilities under the Spiritual Shadow of their Holy Guardian Angel. So long as the Scion can spend a scene in focus, he can veil anything which he carries with him on his person, or maintains a holy on, from magical detection for as long as it remains about his person, or with him. This protects against all Passive magical detection such as Unseen senses and peripheral Mage Sight, and provokes a Clash of Will against all active mystical attempts at perception.

Supernal Veil, Reach into Advanced Duration. Targeting is an area burst. Which means you can hold hands with someone and hide them in your Angel's shadow, and keep any item on your person hidden.

Third Attainment: Divine Command

Pre-Requisite: Spirit 3

As a Scion of God fuses his Supernal soul with his Holy Guardian Angel, he gains divine authority over all lesser spirits. He need no longer work Supernal power to bind them to his will, the radiant power of his soul

lends his voice and unquestionable authority, so long as those listening are not imbued with a greater power.

As an Instant Action, the Mage can compel obedience and acquiescence from any Spirit with whom he is conversing, or can make himself heard by. So long as the Mage's dots in Spirit exceed the Spirit's Rank, they are bound to perform services to the Mage equal to the discrepancy. These services must be performed within the next day however, or the Mage's divine right will falter, however should his Spirit dots rise to 4, so long lingers his power that this period rises to a week.

Command Spirit, Reach into Instant Casting, and Advanced Duration. Only fishy bit is "talking", but really I think that's fine, sure you can shout at a Spirit from across the room, but that's no big deal really. Just activate the Attainment when it comes over closer, if you don't like that. It's more thematic when it's actually the Mage's voice.

Optional Arcanum: Prime 3

The Scion's voice not only bows the Spirit before him, but also the fallen world. His tongue impassions all those who listen, and compels them to recognize his virtue and divine righteousness. So long as the Scion speaks no lies (which are unbecoming of a being such as him), all those who listen have their Doors against all relevant social interactions decreased by the amount by which the Scion's Prime dots exceed their Composure.

Furthermore, should any individual attempt to challenge the words the Scion says, this may be grounds for a Breaking Point, or Act of Hubris, depending on whether they are a Mage or Sleeper. Such is the unquestionable power of this Attainment, that there have been records of spontaneous generation of Sleepwalkers from hearing a Scion speak in such a way, and one report of an Awakening.

Words of Truth, Reach into Instant Casting, and Advanced Duration. Affects area in the same way as the first half of the Attainment.

Fourth Attainment: Bow the Gauntlet

Pre-Requisite: Spirit 4

The Scion of God's Holy Guardian Angel grows strong within his form at this point, his soul yearning for the Shadow and unity. It is at this point however that the Scion of God gains the ability to erode the power of the Gauntlet, weakening it's influence and the power with which it holds back the Spiritual from the phenomenal. Additionally however, the Scion may be strong, and draw upon his Holy Guardian Angel, as it resides in the Spirit to ward an area and protect it from the predations of the Spirit.

As an Instant Action, the Mage can increase or decrease the Gauntlet Strength within his immediate presence by an amount equal to the amount by which his Spirit dots exceed the Gauntlet Strength. This alteration is powerful, affecting roughly a small room's worth of space, and it persists for up to a day.

Place of Power, Reach into Instant Casting, and Advanced Duration. Primarily Useful for modifying Gauntlet Strength without spell control. Potency is still an issue, but bleurgh, what can you do?

Optional Arcanum: Prime 4

The power of the Holy Guardian Angel has grown so strong that it's resonance to the Mage's own soul endows it with some of the Mage's own Supernal power. As an Instant Action, the Mage can summon great gouts of Supernal fire, thrown as an Aimed Attack, and dealing damage equal to the Mage's dots in Prime. This is no base, fallen flame, and burn through all levels of reality, harming entities otherwise unassailable in Twilight, or other, stranger levels of reality.

Celestial Fire, Reach into Instant Cast. Suck on this, Strix.

Fifth Attainment: Hand of the Elohim

Pre-Requisite: Spirit 5

The Scion of God has progressed to a final understanding and unity with his Holy Guardian Angel, body and soul, and using it's power he can reach across into Twilight or vault the Gauntlet with a mere act of will. As an Instant Action, the Scion of God can make any part (or the entirety) of his body tangible to entities in Spiritual Twilight, or step across the Gauntlet and into the Shadow (so long as his dots in Spirit exceeds Gauntlet Strength). Should he arrive in the Shadow, he takes the immediate form of his Holy Guardian Angel, fully realized and a powerful Spiritual Entity in it's own right.

When he arrives in the Shadow in this, or any other way, the Scion gains the 'physical' form and attribute of his Holy Guardian Angel. Mechanically, this requires the player to generate statistics for a Rank 5 Spirit, but does not generate Numina, or Influences, the Scion's Supernal Magics are likely more than sufficient for his purposes. This form can never be brought back to, or be used to manifest in the physical world, even if the Reaching spell is used. It is the Scion's Holy Guardian Angel, and it exists physically, solely within the Shadow. There is no time limit on any element of translation, the Scion's Spiritual self is now fully released as a key, integral part of his nature.

So this is bullshit. I love it! Turn into a Rank 5 Spirit when you go into the Shadow. So crazy attributes are the norm. Sadly, don't do shit when you're not in the Shadow. But it does let you flicker between Twilight and not at will.

Optional Arcanum: Prime 5

The Hand of the Elohim not only grants the Scion the power to exert personal control over the world, but also allows him to shape his own vassals, servants formed of his will, power, divine might, and just a little Mana. In a scene-long ritual, the Scion can create for himself a celestial servant, an Eidolon of up to size 5, that can take any shape it's creator desires. The Mage has 5 Potency to split between mana capacity, durability, and tool bonus, however if the creation is a 'living' entity tool bonus is replaced with Retainer dots.

Such creations of the Hand are unfortunately mindless, and capable of primarily performing simple tasks, and last for a maximum period of a week. However if servants are needed, then the Scion can create himself a following out of but a pittance of Supernal power.

Eidolon, Reach into Advanced Duration. Spend Potency as you will.

Cwn Annwn

See the Left Handed Path book for all fluff.

Doctrine

Parentage:	Obrimos, Silver Ladder (Left Handed)
Prerequisites:	Prime 2, Expression 2, and 2 dots between Persuasion, Socialize, and Occult
Initiation:	Project your soul into Annwn so that you might craft it with the assistance of your tutor, allowing a Hound of Annwn to settle within you.

Magic:

Ruling:	Prime
Yantras:	Succeed on an Expression roll relevant to the spell (+2), perform an act of defilement (+1), cast upon a subject which has been wounded by a Hound (+2), casting with the aim of disguising the after-effect of your Hounds activities (+1).
Oblations:	Oblations are unpopular amongst this arrogant, impatient Legacy. However those that do participate in such acts do so in a manner which glorifies what they desire Annwn to become. Engaging in hunting, planning impossible structure, creation and destruction of unique art, and meditation on beauty of all stripes.

Annwn Itself

What is Annwn you might be asking? Annwn is a Lower Depths realm discovered by the Mage once known as Argent, when he decided that getting to the Supernal was too **hard** and decided to carve out his own realm with what he has available. Basically, he got lazy, and looked for a shortcut rather than putting in the hard yards.

So he then went to Gwynedd, a place in Northern Wales, a place which Merlin had thoroughly fucked up by sticking his dick through reality a few too many times, leaving the walls between worlds perilously thin. He performed a blood sacrifice ritual as directed by ancient texts, and found a void that was not the Abyss, projecting his soul into that realm. At that point, he starting shaping a crude world for himself within the realm out of Mana constructs, and as he carved that realm into shape, he carved his soul simultaneously into alignment with that realm. And a Hound of Annwn decided to settle in the cooling grooves sliced into his Gnosis.

In practical terms, Annwn itself operates much as a realm of the Astral, completely disconnected from any other realm. There is nothing within it that is not created, and the realm hungers for Mana, devouring that which it can to maintain its current state of existence, and avoid falling back into the Lower Depths. However, spells cast within Annwn do not cause Paradox, and cannot fall apart over time if unsafely relinquished.

It is entirely possible that Annwn is a wending that somehow managed to avoid falling into the Abyss by having almost every element of it's nature stripped away. But hey, what do I know.

Hound of Annwn

A Hound of Annwn is not a Spirit or Demon. Not a Goetia or Ghost. No, it is a creature of primordial energy that used to inhabit a strange Lower Depth known as Annwn. It exists within Twilight, however it is only visible to those who use Prime Unveiling to attempt to discern its presence (which is unlikely, given most believe there is no Prime 'frequency' of Twilight). To such sight, it appears as a large, skinless quadruped reminiscent of a dog. Such creatures are almost uniformly brought into the Fallen, bound to the Gardeners of Cwn Annwn, however rumors persist amongst the Legacy of lost hounds, separated from their Gardeners. Mages perhaps banished from the Legacy or killed by its founder Arawn, their hounds loosed through secrets known only to him.

Rank: 2

Attributes: Power 5, Finesse 5, Resistance 3

Initiative: Initiative 10

Defense: 5

Speed: 25 (Species factor 15)

Size: 4

Willpower/Corpus: None, they may spend their host's Willpower, and use their health.

Abilities:

Hounds have no Influences or Manifestations, however they maintain the Familiar condition to their Host, devouring any other Familiars he has when this bond forms (remember, Sanctity of Merits).

The Devouring:

The Hound may attempt to destroy patters with a Power + Finesse roll, living beings oppose this with Stamina + Gnosis, dealing Bashing Damage equal to successes. This is withstood by Durability for physical objects, removing points of Structure equal to successes, affecting everything within the host's Gnosis*3 in feet.

When the Hound devours, it sounds like a dog howling, and is audible even without Magic, however this does not cause Quiescence, however it is possible or even likely to cause a Breaking Point against Integrity.

Any action engaged in by the Hound leaves the Mage's residual nimbus on the subject.

Attainments:

First Attainment The Hound

Pre-Requisite: Initiation

Through initiation into the Legacy, the Mage has become host to a Hound of Annwn. This entity is a being of the Lower Depths, intangible and invisible, existing within twilight as mere scraps of primordial energy. See the section above on the Hounds of Annwn for further information about their nature.

To control their hound, such as to prevent it from feeding, or to compel it to attack a specified target requires a Resolve + Animal Ken test. If attempting to stop it from feeding, the Mage spend a point of Mana instead reflexively. It is important to note that Hounds do not have an Essence or Mana capacity, and do not in most respects function like a normal Familiar, they have no Manifestations. They exist within the Soul of

the Mage, who has carved their soul for the specific purpose of playing host to one, which precludes any Mana expenditure to keep the Hound active.

There is nothing to emulate. You get a Rank 2 Familiar... But it's nowhere near as helpful. As a normal one.

Second Attainment: Opening the Door

Pre-Requisite: Prime 2

Despite the grand designs of the Cwn Annwn, the realm of Annwn is still but a pocket realm which they cannot physically enter. However it has been learned that by defiling a Hallow with the symbols emblazoned upon their soul by Annwn, they can adjust its connection to the Supernal such that their minds and souls arrive in Annwn, instead of the Astral.

This is a ritual that takes a scene to perform, requiring access to a 3+ dot Hallow, in a location symbolically representative of emptiness, isolation or other related symbols. The Hallow must be allowed to build up mana until it is full, then the Gardener must dramatically alter this symbology, usually done by defiling it with destroyed purity, such as human sacrifice, or of "pure" animals such as white lambs or doves (as part of a Legacy Attainment, this is not an Act of Hubris). The Mage then attempts to meditate into the "astral", however the path is twisted and thrusts him into Cwn Annwn, consuming all of the mana which was stored in the Hallow.

Ruling? Veiling? Some combination? You basically create a portal to Annwn. Is it resource intensive? Yes. Is it probably not worth it? Yes. Would any sane Mage join this Legacy? Not on your life. Good thing they're not all the most sane, then.

Third Attainment: Afterimage

Pre-Requisite: Prime 3

As Annwn is a realm of pure mana, with sufficient initiation, the Gardener has learned how to mimic the properties of the Hound that is bound to him, stirring mana into shape and form, if not material physicality. As an Instant Action, the Gardener can create a mana illusion, taking any shape the Mage can conceptualize. This creation is obviously magical, has no physical form, and can be of maximum size 5. Such creations are Lasting, but can be ended abruptly by disrupting where their physical form ought to be with a solid object, such as waving your hand through the Afterimage of a wall, or wiping the veil off a window.

In addition, at this stage of advancement, the Mage's Hound has become sufficiently powerful to death Lethal damage with it's attacks, and deals twice its normal damage to structure. Anything which the Hound destroys appears in Annwn as a Phantasmal reproduction, with no physical form.

Prime Veiling? Kind of half-assed constructor with no physical form and no real benefit other than that they're illusions? Main benefit at this dot level is the Hound's got gud. Now it can tear shit apart with Lethal damage.

Fourth Attainment: Image made Real

Pre-Requisite: Prime 4

The Gardener learned from his Hound, and has advanced his mana constructs into maintaining physical form. As an Instant Action, the Mage can create a wholly physical construct out of Mana. These creations can

be of maximum size 5, and start at default Durability 1. The Mage has points equal to his dots in Prime which he can use to enhance the Durability, Mana Capacity, and Equipment Bonus of the creation (should it be usable as a tool).

In addition, objects destroyed by his Hound take on physical form in Annwn, including living beings, however these remain but stolen symbols, animated in some twisted perversion of the Supernal.

Platonic Form, Reach into Instant Casting and Advanced Duration. The Hound is also great at eating anything it kills, and shitting out the remains in Annwn.

Fifth Attainment: Stolen Strength

Pre-Requisite: Prime 5

At this stage, the Gardener has learned great secrets from his hound. How to tear apart the weave of the world, and gorge himself on the energies that burst free. As an Instant Action, the Gardener can attempt to shred apart a physical object or living being, requiring either an Aimed Attack roll, or physical contact. This assault deals lethal damage equal to the Gardener's dots in Prime, and grants him an equal amount of Mana. The after-effects of this action appear to be great, and heinous wounds dealt by some vicious hound-like animal. These wounds are *resistant*.

Unravelling, Reach into Instant Casting, and reaping a Mana Reward. Broken, but whatever.

Votaries of the Ordained

See the Guardians of the Veil book for all fluff.

Doctrine

Parentage:	Moros, Guardian of the Veil or Seers of the Throne (<i>splinter Legacy</i>)
Prerequisites:	Fate 2, Investigation 2, and 2 dots between Brawl, Athletics and Firearms
Initiation:	Devote yourself solely to the protection of a lesser Fate, protecting it through trials and travails until its destiny is fulfilled. Then work with your mentor to craft your soul in the image of the devotion, and self-sacrifice you have engaged in.

Magic:

Ruling:	Fate
Yantras:	Succeed on an Investigation test relevant to the spell (+2), engage in physical actions which protect your charge (+2), having suffered material harm not yet treated in the protection of your charge (+2), disregard other pleasures or benefits in the pursuit of your charge's safety (+1, +2 if you suffer a Negative Condition or sacrifice a Positive Condition as a result of this).
Oblations:	Guarding an object for the sole purpose of protecting it for a short period (such as holding a chair "for a friend"), standing stock still for a whole hour, spending some time maintaining or improving the integrity of a protected subject (such as reinforcing a door or building, or teaching a charge some rudimentary self-defense), developing contingencies for potential breaches in a hypothetical subject's security.

Attainments:

First Attainment The Eternal Watch

Pre-Requisite: Initiation

A Rook's watch must be eternal. The devotion they hold to a specific charge grants them an innate connection to it, and warns them at any point should they be in peril. After a ritual of devotion, the Rook gains a persistent Intimate sympathetic bond with a specified object or individual touched by destiny, and instantly becomes aware whenever it is placed in serious or mortal danger. This attainment lasts until the object fulfils its destiny, or the Rook dies, it cannot be cancelled prior to either of these events occurring, nor can it be repeating on any charge until this occurs. If any spell would seek to deceive the Rook's watchfulness, then this will provoke a Clash of Wills with the Rook, which they will detect.

Many younger members of the Legacy question the usefulness of this primary attainment. Surely they would be present to protect their charge at all times? More elderly members, when they deign themselves to answer such questions, state merely that their Watch must be eternal, and the power of their souls cannot be vanquished. It is worth noting that this Attainment devotes a Votary to a single Destiny until it is fulfilled, with no potential for backing out. This is intentional. Any Votary who has second thoughts about their charge's importance joined the wrong Legacy, or choose poorly.

Oaths Fulfilled, with an additional benefit of an automatic Intimate Sympathetic Connection. Reach into Advanced Duration, with an “automatically lasting” benefit in exchange for the inability to cancel it.

Optional Arcanum: Space 1

So long as the Votary maintains their watch, they are fully capable of discerning the location of their quarry. This will provide a distance and direction to their charge, as well as the knowledge of whether they have entered a different realm of existence (though perhaps not the precise one). The Rook can also spend an instant action to gain the Informed condition with respect to their charge’s current location.

Locate Object, reach into Advanced Duration, and tracking outside the area, in exchange for the aforementioned lack of control, and single-target relationship.

Second Attainment: Soldier of Fortune

Pre-Requisite: Fate 2

Votaries are not mere watchers of Fate, through their devotion they are forced to take up arms in the defense of their charges. To take forthright action to permit their inherent destiny to unfold, and protect it from the predations of opportunists, especially those of other Mages. At any time, the Votary may spend a Scene in a ritual to re-double their devotion to their charge, for the next day (or the next month at Fate 3) they gain a Boon with a Potency equal to their dots in Fate, which may be used either to protect their charge, or ensure that they meet their ordained destiny.

The nature of destiny is such that it attracts many powerful individuals who might seek to usurp it. As a result of this, the powerful pacts that Guardians have made with Fate grant this Attainment the ability to enhance their Spellcasting, strictly only for the aforementioned purposes. Throughout the history of the Legacy, many immoral Rooks have taken advantage of this book, purposefully placing their charges in harm’s way in order to reap the boons of their Legacy’s Attainment. While such actions do not vitiate the Legacy’s efficiency, other Legacy members who hear of such actions will be far, far less than impressed. Such a violation of the sacred, mystic trust is unbecoming of one who has devoted their lives to the protection of destiny.

Exceptional Luck, Reach into Advanced Duration, and 2 unaccounted for Reach to ensure it affects spellcasting. This is balanced however as it is strongly limited to apply only for a relatively short period, can only be utilized in relation to the protection or

Optional Arcanum: Space 2

The Votary’s understanding of their charge’s location has expanded to full awareness. With an Instant Action, they may open a scrying window to their charge’s current location. This window lasts for mere seconds, however through focus the Votary may expend Instant Actions to ensure it remains open. While this option is not always utilized, due to the danger of risking the Veil when their charge is a Sleeper, Votaries are capable of making this scrying window selectively two-way, such that their charge may hear and understand them.

Furthermore, for the duration of the Attainment, the Mage can spend an Instant Action to gain access to his charge’s Sympathetic Connections for the remainder of the scene.

Scrying, Instant Casting, and Sensory/Sympathetic. The Mage’s devotion is the Yantra. Not really how it works, but fuck it. It only works on a specific target, so that balances out the Sensory/Sympathy to my eyes.

Third Attainment: Doctoring Fate

Pre-Requisite: Fate 3

The Votary's protection of his ward is such that he can exercise his powers to smooth out the process of their Fate, to ensure the least troublesome progress towards its ultimate destiny. The Mage's ward is protected against all supernatural attempts to manipulate their fate, including the works of Changelings, the Gentry, other Mages, or even the arcane machinations of the God-Machine. All passive manipulations are automatically overcome, however direct manipulations will provoke a Clash of Wills with the Rook, with the full benefits for an Indefinite duration ability.

Furthermore, at this level of proficiency, the Mage's own construction of Imagos automatically adapts to protect his charge. Unless he specifically attempts to do so, the Mage's spells and attainments will automatically exclude their charge as a subject or individual affected by their spellcasting. Fireballs will flare around them, mind affecting spells exclude them from their purview. However spells which affect the subject as a side effect of manipulating some other factor, will still operate, so be careful with Gravity Manipulation.

Warding Gesture, with reach into Advanced Duration and the +2 AoE protection. Balanced because you can ONLY use it on your charge. Plus this is the 3rd attainment.

Optional Arcanum: Space 3

The Aeon of Fate, Medraut states that all kingdoms eventually fall from within, the downfall of good intentions. It is those closest to one that are the most likely to cause their downfall. A Rook is well prepared for this however, whenever the Rook undertakes an action against an individual who is a Strong or Intimate Sympathetic Connection of theirs then they gain the 8-Again trick on any non-Spellcasting test. Given that through Soldier of Fortune, the Rook can gain access to his charge's Sympathies, this is of significant use in going about their work.

Perfect Sympathy, Reach into Advanced Duration

Fourth Attainment: Fate Defends Itself

Pre-Requisite: Fate 4

When someone threatens a Votary's charge, the Rook's proficiency over Fate allows them to draw upon the most distant strings of Fate, entangling them with their foe and allowing Fate itself to protect its own destiny. With an Instant Action, the Votary can sharply affect the nature of Fate in roughly a large room's worth of space around them, causing a single non-supernatural, but extremely improbably event to occur, such as temporary blindness, reducing a subject's next action to a chance die, or causing a car to crash into someone. This charge may be occasioned within a number of rounds equal to their dots in Fate.

Chaos Mastery, Instant Action, 'thrown' into the area around you. Potency is 1. But that's enough for a single action Attainment.

Optional Arcanum: Space 4

A moment is all it takes for a situation to change, so a moment is usually all a Rook can spare. As an Instant Action, the Mage can teleport themselves to the location of their charge, no matter where they are in the world, or in any other world. They appear in the nearest possible amount of unfilled space, and correctly orientated. This will not however tell them exactly where their charge is, or what awaits them. Such possibilities are the luxury of those with time.

Fifth Attainment: Quicken the Path of Destiny

Pre-Requisite: Fate 5

True Masters of the Legacy are granted a luxury that many of their less initiated brethren have occasionally dreamed of. The opportunity to see Destiny fulfilled at their own pace. As an Instant Action, the Mage may instill within his charge a blessing such that his destiny is empowered and strengthened. One per day until this Destiny is resolved, the subject will be granted an opportunity to progress towards the fulfilment of their destiny. A man destined to beget a great leader will encounter his destined partner, a firearm destined to slay a tyrannical despot will find its way closer and closer to its target, and so forth.

Such an action is not taken lightly, for such actions upset the grand scheme of destiny, hurrying the subject to their eventual fate. Fate is rarely so kind as to continue to bless an individual after their purpose is fulfilled. Regardless, those Votaries who have progressed to his highest level of initiation find themselves in an opportune position to strengthen the grand scheme of Fate by granting fewer and fewer opportunities for those who would seek to usurp it to eventually succeed.

Strings of Fate, Reach into 1-day

Optional Arcanum: Space 5

While the empowerment of Fate can quicken the path of destiny, more mundane threats can continue to beset a charge. When the Rook activates this attainment, he can additionally seek to shelter his ward's Sympathy from unhelpful connections. For the duration of the Attainment, the subject will not forge any new Sympathies which are not destined to result as a part of fulfilling his Destiny. The man destined to find True Love will never sense a connection to anyone but that one person, the psychopathic murderer who will see Fate's justice done on an ancient Vampire will find no succor any anything else. Any attempt to manipulate the subject's Sympathy is contested by a Clash of Wills, and any inspection of their sympathetic connections with Mage sight adds 3 dots to its Opacity, in addition to the effects of stacking spells.

Forge no Chains. Advanced Duration.

Roses of Eden

See the Keys to the Supernal Tarot book for all fluff.

Doctrine

Parentage: Acanthus, Free Council

Prerequisites: Life 2, Crafts 2 (with a specialty in Gardening), and 2 dots between Survival, Socialize and Politics

Initiation: Receive approval from members of the Legacy to join their ranks (even if not capable of initiating yet). Desire for power or laziness are seen as negative qualities, while newly Awakened Mages are never rejected.

After six or more months of contact with their tutor, and work either refining Rose society, or purging the evils from Sleeper society. At the end of that time, a small ceremony is held and the aspirant crafts their soul with the assistance of their Tutor. No trials are held, such things are relics of the past that Mages should rise above.

Magic:

Ruling: Life

Yantras: Succeed on a Crafts roll relevant to the spell (+2), engage in selfless works relevant to the spell (+2), refuse to rise to an instance of poor treatment (+2), work yourself to the bone for others (+1, +2 if this imposes a Negative Condition).

Oblations: Writing or reading philosophy, volunteering or doing charity work, gardening, reading non-Atlantean occult work, educating Sleepers (About any topic).

Attainments:

First Attainment Blossom's Whispers

Pre-Requisite: Initiation

To say the Roses of Eden are unpopular would be to do a grave disservice to all truly unpopular people in the world. Many Consilii see them as nothing less than a terrorist organization, heretics against the Oracles, or willfully blind fools undeserving of the protection of the Lex Magica. In certain circumstances Noddists have been selected for assassination by Guardians of the Veil, or even other Orders (though rarely, if ever by the Silver Ladder).

In an attempt to protect their membership from such threats, the Attainment of Blossom's Whispers is taught. This Attainment allows the Noddist the ability to hear the whispers of life about them, granting them a mystic understanding of the presence of all biological organisms in a short distance around them (rising to a large room at Life 4). This Attainment is perpetually active, and through focusing on a specific perceived target, and spending an Instant Action, the Noddist may learn the rough age, sex and species of that creature. This will also inform the Noddist if an otherwise seemingly alive entity is anything but.

Web of Life, Reach into Advanced Duration, secondary factors into Area Factor, centered on the Mage so it travels with them when they roam. Additional second ability is a more limited version of Analyze life, a bit more than initially offered. But meh, it's fair. Simple enough to cast either of those spells anyway.

Optional Arcanum: Time 1

Many problems in one's life arise merely from being in the wrong place, at the wrong time. Through this Attainment, Noddists never have to deal with this problem. Subtle timing of events is smoothed out of the Noddist's timeline, ensuring elevators and taxis arrive just as they need them, ensuring they walk out of the bank just before it is held up, and that they arrive just in time to help a poor bystander who is suffering a heart attack.

Green Light/Red Light, Reach into Advanced Duration, perpetual activity, as it's pretty weak sauce.

Second Attainment: Blush of Vigor

Pre-Requisite: Life 2

Right or wrong, people react more positively to those who are strong, healthy or attractive. Given their frequently hectic lives seeking to resolve the evils which beset the world, Noddists make frequent use of this Attainment to ensure they are never seen as being as rushed as they invariably are. So long as the Noddist has been engaging in physically or mentally engaging acts seeking to improve the world and the lives of those around them, their body and mind will be eternally refreshed, entirely under their control. To activate this Attainment requires at some point during this work, the Noddist must touch the Earth's soil to draw deep from its bounty. It is also possible for a Noddist to suspend the physical appearance altering element of this Attainment, as may be required to avoid perceptions of not having engaged in physical work.

This Attainment contains various benefits, first and foremost the Noddist's body never displays any physical signs of exertion or being overworked. They are never flushed, clammy, never develop bags under their eyes, or any other signs that anything has been negatively affecting them. Furthermore, the Attainment regulates their breathing, heartrate, metabolism and reflexes, halving their oxygen needs (quartering at Life 4), doubling the interval for toxin damage (quadrupling at Life 4), doubling the period before food and water deprivation checks (quadrupling at Life 4), increasing their Initiative by +1 (+2 at Life 4), and halving the interval for healing Bashing Damage (quartering at Life 4).

Body Control, and oldie, but a goodie. Added a little more juice in that they never seem overworked, as that was kind of the initial purpose of the 2nd Attainment in 1e.

Optional Arcanum: Fate 2

Perpetually rushed, Noddists need ever advantage they can get, with the odds stacked against them. Thus, the second Attainment is taught to help ameliorate the cruelty of Fate, whenever an inconvenience cannot merely be avoided through mere timing. When a Noddist enters a situation without planning a course of action, they do not suffer untrained penalties to any roll. Furthermore, in unfamiliar social situations their impression level is improved by one, as Fate ensure that their eager and motivated attitude is well received.

Fools Rush in, Advanced Duration. Easy to activate, so I don't bother saying it takes a ritual. Lasts for days at Fate 3.

Third Attainment: Tree of Life

Pre-Requisite: Life 3

The Tree of Life grants invigoration, rejuvenation. The power of the earth speeding the healing of those who are not blind to its truths. By spending an Instant Action, the Noddist can draw upon the power of the Earth to refresh the energy within the Mage's subject. Activating this attainment require the Mage to be in physical contact with the earth, and heals Bashing damage the subject is suffering equal to their Life dots times two. Furthermore, this heals damage inflicted by deprivation, and charges the subject's system as if they had just received a full meal and plenty of water.

Knit, Instant Casting, and the food and drink boon, which is incredibly minor, and probably worth the "touch the earth" element.

Optional Arcanum: Prime 3

With sufficient knowledge of Prime, the Noddist can grow a true Tree of Life. This process takes as long as it requires for the specific tree to grow, and require intermittent performing of a special ritual in order to maintain its growth. This process cannot be enhanced by Life Magic, however some highly advanced Noddists have noted that Mastery of Time Magic is more than sufficient for artificially enhancing its growth. Once the tree has matured, the Noddist can touch it, and with an Instant Action imbue it with a number of points of Mana up to their mana limit per turn. Over the next 24 hours, the Tree will sprout a number of pieces of fruit equal to the amount of Mana invested in it (even if the plant was not one that could sprout fruit in the first place). When eaten, these fruits will heal a number of points of Bashing or Lethal damage equal to the Mage's dots in Life, however if they are not eaten before the begin to rot, they will lose all their mystic potency, and the mana contained within them will sublimite back into the universe.

Prime 3 option to modify the function of the Life attainment to contain it within Prime 3 Imbued item charges. Further modified with the option for healing Lethal damage, at the cost of lesser Bashing. Given the effort to establish a true, and the fact that any Mage with Gnosis 4 will likely already have Life 4, this is well balanced, to my eyes. Also, it's the most faithful update of the 1e Attainment I could make.

Fourth Attainment: Living Communion

Pre-Requisite: Life 4

"Awakening is the act of eating of the Tree of Knowledge," Abigail Mitchum liked to say. "We listened to the Serpent, no matter what form he wore at the time, and we took a big bite. That's not the Fall. The Fall was assuming that eating that fruit meant we knew something that other folks didn't, and could never know." Arrogance, elitism and pride are the enemy, and division strengthens that great enemy. This Attainment seeks to ensure that people understand that Knowledge can heal, just the same as it can paralyze or divide.

With an Instant Action and a touch, the Noddist makes minor adjustments to the Patterns of all biological organisms within a short distance of them (a large room on the standard area table). This grants ever participant an intimate sense of the health and pattern of all other affected individuals, furthermore each becomes incapable of harming other affected individuals, though they can defend themselves (suffering -1 penalty to offensive physical attempts to do so). Furthermore, affected individuals become deeply linked and can make collective Reactions, and so long as one individual is not surprised by an action none of the rest are either. They also gain the ability to disperse damage amongst them, separating harm occasioned to one member across the link to the remainder.

If a subject does not wish to join this Living Communion, they Withstand its effects with their Stamina, which is contested by the Noddist's life Dots. The effects of this attainment last for a single scene, and have been

noted as extremely unsettling for those individuals who are not used to such an intimate sense of other's bodies and physicality.

Life 3 Weaving spell to link the life forces of affected individuals. One Reach for Instant Casting, one reach for Advanced Duration, primary factor in Potency, Secondary Factors into Advanced Scale.

Optional Arcanum: Time 3

Unified as one, the Mage can go further, and pull his companions back with him a short distance through Time. When the Noddist activates Living Communion, they may choose to shift themselves and all affected individuals back full scene of time. This does not heal any damage, or return any mana or willpower points expended in this time. The subjects all arrive in the past in exactly the state they left the future.

Shifting Sands, Reach into Instant Casting and Scene-Length capacity.

Fifth Attainment: Tree of Knowledge

Pre-Requisite: Life 5

The living world holds a great deal of information that few ever think to consider, the Tree of Knowledge grants the Noddist three distinct abilities, drawing upon the this great bounty of information.

Firstly, as an instant action and by touching a living organism, the Mage can sense the symbolic marks which have been left on it by any action which it has been a participant of over the course of its lifespan.

Secondly, in a scene-long ritual, the Mage can transform their physical form into that of any living organism of size 15 or less which they have perceived in their life.

Thirdly, in a similar scene-long ritual, the Mage may fuse their physical form with that of any plant life. In addition to giving one a wonderfully change perspective on reality, while in this state, the Mage ages at a rate roughly comparable to that of the tree itself. The Mage still maintains access to their cognitive processes, though these may be slightly slowed, but not diminished, and may still cast spells, although bar further shapechanging they will doubtless be forced to rely upon mystical perception for targeting.

Look, I couldn't think of anything hippie-eden-mage-ish for the 5th dot. So you get some past info, some Shapechanging, and merging with a tree to live for hundreds of years.

Optional Arcanum: Time 5

These powers are further enhanced by the Noddist's understanding of the Time Arcanum. When perceiving a past action, the Noddist can perceive precisely the event that occurred, and knows exactly when in time this happened.

Secondly, when the Mage merges with a plant life-form, he unifies himself with its timeline on an intimate level such that its past becomes their past, which they may peruse at will.

Thirdly, and most horrifyingly, given this unity of timelines, through a Scene-Long ritual, the Mage when unified with a plant, may travel back along its timeline with it into the past, potentially hundreds or thousands of years before the Mage themselves were born. While the Mage cannot disentangle themselves from the plant without disrupting their access to the past, this does not limit their capacity to use Shape-changing magic to render their plant-form ambulatory and capable of communication.

First option is meh. Second one is a set-up for the third one. And the third one? What can I say. I like goddamn ludicrous 5th Attainments. Tree-based time travel. Good fucking lord.

Chrysalides

See the Seers of the Throne Order book for all fluff.

Doctrine

Parentage:	Thysus, Seers of the Throne
Prerequisites:	Mind 2, Socialize 2, and 2 dots between Intimidate, Persuasion and Subterfuge
Initiation:	Craft your ideal form, and with your mentor, carve channels in your soul, to burn what you have, in search of your grand ideal.

Magic:

Ruling:	Mind
Yantras:	Succeed on a socialize roll relevant to the spell (+2), cast on a subject which has genuinely praised you (+2), cast on a subject which has refused to acknowledge your grandeur (+1), express your distaste for the ugliness which surrounds you (+1, +2 if this imposes a negative Condition upon you).
Oblations:	Sacrificing something which is dear to the Swan's Husk, maintaining a false identity beyond that of the ideal.

Attainments:

First Attainment Achieving Airs

Pre-Requisite: Initiation

Immediately after initiation, many Swans are flush with excitement, their Ideal is now a very real thing to them, even though they cannot yet assume its full form. Taking this first step towards seeking perfections grants the Swan a new perspective on the flawed, fallible, unwashed masses they have left behind. As an Instant Action, in any social scene the Swan may read the failings and weaknesses of a lesser being.

This grants them knowledge of the Virtue, Vice, and mental and social Attribute dots of their subject, laying bear the heart and soul of such lesser entities. Furthermore, they learn of the subject's Aspirations, and any Obsessions if they have any, and gain a general impression of their perspective towards the situation they are in, and the Mage themselves.

This distance however affects the Swan in a deeply, fundamental way. No longer can they ever gain Willpower from a Virtue based around going out of one's way for what they see as a lesser being. Neither can they ever benefit from any power, system, condition or other such element relating to any deep appreciation or satisfaction with the actions of a lesser being. This affect is suspended however should the individual be a current aspirant, seeking to join the Legacy.

Know Nature, Reach into Instant Casting, and Aspiration/Obsession information, however limited to social scenes, where it shouldn't be hard to aim a 'thrown with your eyes' aimed attack. The downside is the main social downside of the Legacy placed into mechanical form. It's not really that big a problem, as no self-respecting Swan would ever have a Virtue like Charity, but it's there to enforce that.

Optional Arcanum: Life 1

While a lesser mind is consequently fraught, worrying about such petty problems as seeking to achieve grandeur, a lesser body has all manner of frailties which might be exploited by an opportune Mage. Swans, when activating Achieving Airs may also choose to gain an insight into their subject's physical condition, reading their mind as well as their body, and gaining insight into their species, sex, and overall health, as well as their dots in Physical Attributes and any illnesses or injuries they are suffering.

When a Swan takes a social action against an individual, making use of a Vice, or a mental failing in order to coerce or persuade them into a certain course of action, they may enhance this control through a focus on the subject's biological reactions. This grants them the Informed condition with regards to the subject's frailty.

Condition generation is acceptable at 1-dot when based on an existing frailty, and I thought this was good way to put the information from the primary half of the attainment into practical, mechanical effect.

Second Attainment: Spreading the Wings

Pre-Requisite: Mind 2, Life 2

It is a very rare Swan, who once initiating into the Legacy will not immediately demand that their tutor teach them the second, and most important Attainment. For it is through this Attainment, and this Attainment alone that they may assume the new identity of their Ideal. Transforming into the Ideal takes an Instant Action, and a single point of Willpower, at which point the Swan's physical form warps and reshapes itself into the idealized concept they have crafted. This can change gender, height, weight, coloring, accent and so forth, and while they may vary to whatever the Swan decided when they were initiated, they cannot be a duplicate of an existing person, although they may be mistaken for relatives.

The Swan may maintain this form for as long as they have a single remaining point of Willpower, however while in it, they do not regain Willpower from rest, which requires them to either continually indulge their Vices, or pursue a rather refined application of their Virtue to worthy individuals (which is one reason why many Swans seek to find and induct new members of the Seers into their ranks, and even more engage in petty, vicious rivalries).

While in their Ideal form, the Swan gains the Striking Looks merit at 2 dots. Furthermore, when the Swan enters a new social scene, they may subtly influence all those present by invoking a sense of awe and appreciation, tinged with slight (and sometimes not so slight) sensations of jealousy and envy. This means that whenever the Swan interacts with a person, they may remove a number of Doors from their subject with regards to an action they desire, or add a number of Doors with regards to an action another desires, equal to their dots in Mind minus the subject's Composure.

Depressingly, such power comes with a stark downside. Whenever the Swan has not taken the form of their ideal, their body reverts to its state as a Husk. This form is now much depreciated, and suffers greatly from its symbols of worth being dragged from it, and transposed into the Ideal. When as a Husk, the Swan suffers a -1 penalty to all social rolls, either out of other's dislike of their appearance, or their comfortability at being in their Husk form.

Ultimately, this probably should be Weaving, but you're not adding tentacles or anything, so I feel it's balanced at 2 dots. Especially since you're only getting Striking Looks, which is more a vanity thing than an effective spell. Seers have MUCH better ways of getting people to do what they want than getting them hot under the collar. The second spell element is the Mind part, Emotional Urging, Reach into Instant Casting and Advanced Duration. Blow down some Doors. Enjoy life. Make them WISH they had what you had.

Third Attainment: Refinement of Form

Pre-Requisite: Life 3

The Swan's continual study and initiation has borne succulent fruit, and their Ideal has grown in beauty, and so too has the envy with which others treat it. When in their Ideal, the Swan's Striking Looks merit progresses beyond the mere 2-dot maximum into a Supernaturally potent 4-dot merit. Such is the beauty and grace with which she appears, that all those who perceive her are awestruck, and those who know more of the supernatural elements in the world will suspect that their beauty has no terrestrial origin, though they too may be powerless under the Swan's sway.

In addition to this enhanced grace, the Swan has gained the ability to enhance their Ideal physically, at the expense of the health of the Husk. When the Swan assumes the form of their Ideal, they may enhance any number of its physical attributes by a total equal to their dots in the Life Arcanum. When in their Husk form however, they must decrease their base physical attribute levels by a number of dots equal to their Life dots divided by two (rounding up), however not falling below 1-dot in any category. Furthermore, any further expenditure of experiences to enhance physical attributes (as if anyone would) apply only to the Ideal.

A bit weird, but I feel reassigning elements of a form should justify a bit of a weirder effect.

Optional Arcanum: Mind 3

If the Swan is a Disciple of Mind, they may perform a similar enhancement effect as mentioned above to their Mental or Social Attributes, suffering penalties in the appropriate categories, and restricting future attribute advances similarly.

See above.

Fourth Attainment: Scatter the Vermin

Pre-Requisite: Mind 4

There will always be those that cling to the coat-tails of the worthy, to seek to hold them back from greatness either out of jealousy, or the desire to steal some of their power and prestige from themselves. Advanced Swans know this all too well, and this Attainment was developed to assist Legacy members in disposing of such... Nuisances. As an Instant Action, and by staring directly at their subject, the Swan may override their will, forcing them to undertake almost any action she desires. This Attainment will only function however if the subject's Resolve Withstand does not exceed the Swan's Mind dots.

The compulsion lasts for the remainder of the scene, during which time the affected individual is forced to take any action which the Mage demands of them, so long as it does not put them in serious danger, or involve performing suicidal acts. This however is dependent upon the knowledge and perspective of the puppet, and many cunning Swans have found ways to convince others to walk blindly to their deaths, never knowing the true nature of what they were doing. Furthermore, while social situations can be horrendously damaging to one's future prospects, one may not truly understand the ramifications of what they have done until well after the moment, further enhancing the capacity of this Attainment.

The downside of this Attainment is however that such demanding power affects the Husks's capacity to interact with others even further. In order to even deign to interact with a Husk in a positive manner requires the individual to expend a point of Willpower to overcome the utter disgust which they feel for the craven, misbegotten wretch.

Psychic Domination. At 6 Gnosis. For no morality problems, and no dispelling.

Optional Arcanum: Life 4

More than merely commanding a lesser being's Mind, the Swan may also severely affect the functioning of their body. As well as affecting the subject's mind, the Swam may exercise full control over all their biological functions, including those over which the subject has no conscious control (not getting into this "stop a heart" shit, talk to your GM). Depending of the nature of the influence, this may impose a temporary Negative Condition upon the subject that lasts for the remainder of the week, unless resolved. For this to affect the subject, the Mage's Life dots must exceed the subject's Composure Withstand.

Control Instincts, Reach into Instant Casting, Sensory Range, and Advanced Duration... Also swapping primary factor. But at this point you're already Gnosis 6. Who cares about a single point of reach. It's only inflicting a Condition.

Fifth Attainment: Burn the Husk, Free the Ideal

Pre-Requisite: Mind 5, Life 5

The Swan has reached the pinnacle of their studies, no longer will they ever have to worry about living within the wretched prison that was their Husk. The Mage no longer has a Husk form, and may regain Willpower from rest while in their (now singular) Ideal form. The Ideal now never need eat, sleep, or drink water, although they may derive pleasure from doing these, and no wound left on their form will ever scar, except those that they permit to remain.

Furthermore, such is the Ideal's purity that through a single moment of self-refection the Mage can completely refresh their Willpower points, and through the expenditure of a single point of Mana may heal all damage, including all *resistant* damage. Any egregious harm which is occasioned to the Mage, such as the removal of whole limbs, which cannot be so simply closed as a chest wound, will regrow in over the next few days. Such is the power of the Ideal that even the removal of key organs, such as the heart, liver, kidneys or lungs will not cause the Mage's death, unless their damage track has been fully filled with Aggravated damage. Which may be a difficult measure, given the extreme powerful of such a well initiated, and experienced Gnosis 8+ Mage.

Turbo-Mend. Also removing previous restrictions.

Masters of Destruction

See the Seers of the Throne order book for all fluff.

Doctrine

Parentage:	Moros, Seers of the Throne
Prerequisites:	Death 2, Larceny 2, Stealth 2, Crafts 2
Initiation:	Swear your oath before your mentor of your devotion to destruction. Whether this takes the form of a mercenary oath of work for payment, or as a sacred undertaking. This act culminates in the profound destruction of something very important to the Mage, separating them from their past life and finding a future in the cause. Then, and only then will the Tutor assist their pupil in crafting their soul.

Magic:

Ruling:	Death
Yantras:	Succeeding on a Larceny roll relevant to the spell (+2), spend at least a scene observing your subject, and planning their destruction (+2), physically destroy something relevant to the subject (+2, not mutually exclusive with such an object's benefit as a sacrament, or sympathy), destroy something of personal important and relish in the masochism of such an act (+1, +2 if this imposes a Negative Condition on the Mage, not mutually exclusive with the object's benefit as a sacrament or sympathy).
Oblations:	Repairing, servicing or destroying any complex object or device.

Attainments:

First Attainment Gaze of Weakness

Pre-Requisite: Initiation

The first step in mastering this Legacy is learning to make objects easier to destroy. At initiation however, most Destroyers have to settle for understanding how to lend fallen tools to destroying objects. As an Instant Action the Destroyer can focus on a perceived object, and seek the flaws in its form which will aid him in its destruction. This immediately informs him of the object's Durability, size, as well as any flaws in its construction such as stress fractures and susceptibility to heat or pressure. If the Destroyer makes use of fallen tools to destroy a structure so analyzed, they gain the Informed condition with regards to this task.

Simple condition generation from a Knowing of Flaws.

Optional Arcanum: Matter 1

A object to be destroyed is rarely just a hunk of inert matter, and Destroyers can learn of the important secrets held by such objects before their untimely destruction. As an instant action and by focusing on a non-biological subject matter, the Destroyer can determine its exact chemical composition, its structure, the purposes for which it was constructed (including those which could not be inferred from physical clues

alone, such as its construction being motivated out of jealousy to win another's heart), as well as any hidden or overt features such as hidden compartments, a hydrophobic polymer coat, and so forth.

Matter knowing, reach into instant casting.

Second Attainment: Ruin of Ages

Pre-Requisite: Death 2

While knowledge may assist, to Destroyers are well aided in their attempts to perform their work by the second attainment, which renders the physicality of objects transient, and fleeting. As an Instant Action and by touching a material object, the Destroyer may decrease its Durability by 1 for each point of Death he has. These changes last for only a few short seconds, and so are usually performed by destroyers just before the demolition of an object, whether by explosives, wrecking ball, or fire axe.

Decay, reach into Instant Casting, duration is in the seconds, so really most Destroyers will just use this when they're seen by others, and cast in most circumstances. Helps when you can snap a gun in half in your hands.

Optional Arcanum: Matter 2

A Destroyer's work involves a lot of movement in very built-up areas, and the influence of the Panopticon has brought mass-surveillance to the forefront. The blessing of the Chancellor however renders the Destroyers well protected from such sleeper intrusions, and so long as the Destroyer continues their work on a regular basis, unless they desire so, their presence will never be detected by any technological device, no camera, no microphone, no heat-sensor, nothing. This includes his body, his clothes, and anything he is carrying.

If such devices are mystically warded however or mystic in nature, such as a shielded camera, a haunted microphone, or an Artifact looking mirror, this will provoke a Clash of Wills against the Mage's Matter Arcanum, with duration equal to his dots in Matter on the advanced duration table.

Machine Invisibility, advanced duration, very helpful given the amount of surveillance there is in the city.

Third Attainment: Falling to Dust

Pre-Requisite: Death 3

At this stage, the Destroyer's powers of annihilation have advanced to such a point that a mere touch can disrupt the pattern of animate and inanimate matter such that they fall to dust before him. As an Instant Action, the Destroyer can deal an amount of damage to a material object's structure equal to his dots in Death, ignoring Durability, as its physical form starts to dissipate into dust. This Attainment also functions on living (albeit, already harmed) organisms as well, such that the Destroyer may deal an amount of additional points of Lethal damage equal to his dots in Death minus the subject's Resolve.

Several times per day, and harm so occasioned to a living being may grant the Destroyer succor in the form of a number of points of Mana equal to the damage inflicted. This harm counts towards the number of pattern scourings the Mage can perform, however once these have been filled, the damage now no longer provides Mana, but still inflicts harm as per normal. It is important to note that when this Attainment is used on a living organism, the damage is *resistant*, the wounds themselves seeming as if the flesh is instantly necrotized and starts to disintegrate into dust.

Upgrade to the Decay spell, rolled in with a Devouring the Slain with Instant Casting.

Optional Arcanum: Matter 3

A successful saboteur can do more than merely destroy obstacles in their path, and using this Attainment the Destroyer may render physical objects with a Durability less than his Matter dots fluid and malleable for several seconds. This is usually sufficient time for him to either dig a hole in a bank vault, or merely walk through a glass wall, especially when combined with the Ruin of Ages Attainment.

Shaping, Reach into Instant Casting and Advanced Duration, probably only really works well on low-durability substances, but I guess it's a good thing they've got an Attainment which can easily generate those.

Fourth Attainment: Ghostly Intrusion

Pre-Requisite: Death 4

A Destroyer may move without being noticed by the inanimate, and may bring ruination upon it at his demand. However those with sufficient power and knowledge also learn how to enter and leave locations without being noticed, and to wreak havoc upon the shattered, broken reflection of the world in Ghostly Twilight. As an Instant Action, the Destroyer may shift himself and anything he is holding or carrying into a state of Twilight. This change is lasting, however the Destroyer may merely use the Attainment again to shift back to physicality. All material items the Destroyer carries in this way, which are not warded against such an effect, are physically destroyed when this is done, a sacrament to utilize this power, however the Destroyer may reconstitute them when he leaves Twilight as per normal spellcasting.

Ghost Gate, Reach into Instant Casting and Immediate-Shift, which makes no sense as a 'diving bell' type spell, but perfect senses as a 'translation' effect.

Optional Arcanum: Matter 4

The Destroyer's ability to reduce matter to naught has grown, and any use of the Falling to Dust attainment on material substances may be performed at sensory range, allowing Destroyer to wreak havoc from greater distances.

I literally couldn't think of anything else appropriate. These guys are destroyers, and I'm given them pretty much everything destruction has available.

Fifth Attainment: Absence

Pre-Requisite: Death 5

The most powerful Destroyers move through a world entirely blind to their presence. All those who would remember them find their memories slip from their minds, eye track past them and their lives slip from the record as the world forgets. As an Instant Action, the Destroyer may annihilate any connections which he retains amongst the world of Sleepers. These changes last until the Destroyer physically attacks another person violently, or destroys an object, as such most Destroyers will use this Attainment to render their lives in between tasks ones of simple, sublime joy. This makes such individuals very hard to track, requiring constant use of Magical abilities to have even a chance of detecting their presence. Whenever the attainment ends, evidence does not reappear. To annihilate evidence of one's own life in such a manner is no small thing to most. But for a true Destroyer, it is a welcome relief.

Empty Presence, really it's a bit stupid it breaks on any act of destruction. That's their fucking main Oblation! So I counteracted that with it being an Instant Action to activate. They're already powerful enough. Sleepers might as well occasionally be haunted for the rest of their lives by a memory of a man who set fire to the

orphanage around them, then hushed them with a finger, before vanishing, along with all evidence of his existence.

Optional Arcanum: Matter 5

To a true Master of Destruction, all physicality is a passing thing. Even that of objects so Supernally significant as Artifacts. As an Instant Action, the Destroyer may completely annihilate a physical or mystical non-living object he can touch, removing all physical traces of its existence from the world. Many Destroyers find this a holy mission, thinking sacred Artifacts have no place in the Fallen World.

Annihilate Matter, Reach into Instant Casting and Affecting Supernatural Matter

Unforgotten Scions

See the Mysterium order book for all fluff.

Doctrine

Parentage:	Moros, Mysterium by demographics, however ANY Mage of ANY Path from ANY Order can attract the attention of the Unforgotten and learn from its whispers
Prerequisites:	Mind 2, Expression 2, and 2 dots between Academics, Occult, Deceive
Initiation:	In the depths of desperation and fear, heed the whispers of the Unforgotten. Follow its instructions, and brand the mind of another with your memetic musings. In the reflection of that scarred mind, see how the Unforgotten's caress has sculpted your soul into a reflection of itself.

Magic:

Ruling:	Mind
Yantras:	Succeed on an Expression roll relevant to the spell (+2), cast in desperate efforts to protect your accumulated knowledge or own life (+2), cast upon a subject which either does not acknowledge, or in an attempt to express your own genius (+1), push your sanity and mental stability to the breaking point in pursuit of your task (+1, +2 if this imposes a negative Condition).
Oblations:	Pursuing forbidden research, convincing others of the importance of the mage's works and ideas, making physical records of the Dreamer's works or forcing others to do the same, communing with the Unforgotten and heeding its advice.

What is the Unforgotten?

Dreamers all carry a direct mental link to the astral entity they call the Unforgotten. The exact nature of this being remains unknown, but evidence gathered by the Mysterium strongly points to it being a kind of Goetia, embodying the idea of the Legacy itself as a central nexus of the viral meme. Even if this theory is correct, it doesn't explain where the Unforgotten came from, though that doesn't deter wild speculation of mad Oracles or the transcended daimon of the Legacy's original founder. About the only thing scholars can definitively agree upon is that the Unforgotten has no ties to the Abyss, which seems strange given its association with corrupting madness. The perverse truth is that Dreamers actually oppose the Abyss by preserving and disseminating magical lore through the world, though most Awakened would quite happily do without such "help," if given the choice.

While the full range of powers available to the Unforgotten remains unknown, it can certainly maintain an Astral presence to any sleeping or meditating Mage, through which the two may communicate in a lucid fashion, while also concurrently experiencing all surface thoughts and comprehensive sensory input of all Dreamers, and can telepathically communicate with all of them at will. It can also hide itself from detection quite effectively, and automatically wins all Clashes of Wills to obfuscate its presence when performed against lesser opponents, while also being invisible to all passive mystical attempts at detection.

Conditions:

Imprinted

Your character has had some quantity of information forcing into their Mind, seared into your memory either through magical or mundane means. While the Condition lasts, you cannot forget any information with which you have been imprinted. When your thoughts stray to anything relating to that information however, the mental strain relating to the forced focus which has been placed within your mind distracts you from being able to appropriately interact with others. You suffer a -1 to all Social Tests, this rises to -2 if the subject matter is directly connected to the subject and you refrain from sharing the imprinted information. These conditions may be cumulative, with heavily imprinted individuals rendered incapable of interacting with others, and barely capable of managing their own minds, so crammed full of information.

After exceptionally long periods of being Imprinted (months equal to Willpower), or highly strenuous situations arising from the condition, certain mortal subjects may be required to test for a Breaking Point against Integrity.

Resolution: The memories are mystically removed from your mind; the memories are surgically removed from your mind; sufficient counselling is achieved to help your mind 'write over' the information imprinted on it (this may take months, or years).

Merits

Whispers

Your character's mind has ripped open, allowing tendrils of underlying primordial truths to reach into his psyche. He can purchase the Dream Merit (see Mage: The Awakened, p. 101) even if he is not a mage, and may attempt to gain insights through that Merit as an instant action while conscious rather than requiring the usual hour of meditation or sleep. However, each time he accesses Dream in this accelerated manner further erodes his sanity, requiring a character without Falling Wisdom to suffer a Breaking Point against Understanding Wisdom, and a Sleeper to suffer an Breaking Point against Integrity, unless sufficiently inured.

Attainments:

First Attainment Indelible Intimation

Pre-Requisite: Initiation

The first trick any Dreamer learns is how to impress ideas into their own, or another's Mind. At this level of proficiency, this requires a scene of communication between the Dreamer and either themselves or another. If the other individual wishes to contest this imprinting, then the Attainment will only take effect if the Dreamer's Mind dots exceed the subject's Resolve.

If the Dreamer is successful, then the subject gains the Imprinted Condition, pertaining to the information contained within them. This Condition is lasting, however at this level it can still be resolved by the subject through sufficient mystic effort, or sleeper counselling. At this stage, the Attainment merely imprints the information it does not maintain it, and as such, the information may be affected or removed by Magic and

Sleeper science. It does not however cause Quiescence or Dissonance, however circumstances and the weight of time may inflict Breaking Points on Sleeper or Sleepwalker 'subjects'.

Mind 1 to inflict a Condition upon the subject given existing factors which will permit it. Single point of reach into justifying the Condition lasting longer than the Attainment's duration. You're using your Magic like a branding iron, the brand isn't Magic, it can be cut out or with great effort forgotten.

Optional Arcanum: Prime 1

So long as the information which is interred within the subject's mind is known to the Dreamer to be true, this opinion is interred in the imprinted subject's Mind as well. They are incapable of refuting the information they have been imprinted with, and as such certain actions which would involve acting in contravention of this information may provoke Breaking Points or even Acts of Hubris upon Sleeper/Sleepwalker and Mage subjects respectively. Once per imprinting, if the subject would be forced to work in defense of whatever subject matter has been imprinted on their mind, they may gain the Steadfast Condition relating to the Truth they have been bestowed.

Your Imprint is imbued with a resonance of Truth. This means it can be used as a great way of enforcing that Sleepers/Sleepwalkers keep it secret, spread it around, or to assist them in its protection, given the steadfast resolve that such knowledge of Truth may bring.

Second Attainment: An Open Mind

Pre-Requisite: Mind 2

The best minds are ones which are always open to new experiences, the difficulty with this however is that in a world infected with Quiescence, sometimes a mind will have to be forced open. Through use of this Attainment, an Unforgotten Scion may ever so slightly crack open the mind of a subject, so that they might better receive any information that he will endow them. By breaking a subject's Mind in such a way, tendrils of primordial truth may reach in and find purchase amongst their thoughts.

Activating this Attainment requires physical contact and takes a scene's worth of focused probing of a subject's mind. To resist this Attainment requires that the subject's Composure exceed the Mage's Mind dots. If the Attainment is successful, the subject gains the Whispers (•) merit, even if they are not Awakened (though the purchase of the Dream merit will make them a Sleepwalker). If the subject is not a Mage, and does not purchase the Dream merit, then over the next few months their sanity will slowly deteriorate regardless of the use of the Merit, as they suffer Breaking Points as the whispers of the Astral corrode what little remains of their stability.

However if the Mage seeks to use any Attainment or Spell against another individual so affected, it is not Withstood. The Merit can be removed with a Patterning Mind spell, and its removal will be Lasting, the Mage having patched the fracture in the subject's mind which lets the whispers through.

A bit broken, but meh, so what. Firstly it just grants a Merit, secondly if you're spending a scene with that person you could easily have killed them. Thirdly the Merit can still be removed.

Optional Arcanum: Prime 2

Sadly, most Mages do not understand the great and noble work which the Unforgotten Scions perform in ensuring that mystic knowledge is protected against the march of time, and the error of mortal foibles. As such, many are constantly on watch for various signs of maliciousness. Through a sufficient understanding of Prime, such Mages may Veil their endowments and hidden caches of knowledge from the misunderstanding, such that bar focused investigation, their work may go undetected and unmolested.

Any Legacy Attainment which the Mage utilizes on another individual is automatically veiled against Mystical detection, such that passive attempts at detection will automatically fail, and active attempts will provoke a Clash of Wills.

Supernal Veil, Reach into Advanced Duration

Third Attainment: Truths Best Unknown

Pre-Requisite: Mind 3

Communication is key to ensuring the proliferation of any knowledge, but in a world where Truth is quite literally suppressed by the Powers that Be, that communication must be covert. Through this Attainment, Dreamers can wordlessly project their words and thoughts into the mind of another within sensory range. This Attainment takes in Instant Action to activate, and permits the Mage to project their thoughts for as long as they maintain concentration, or 2 rounds otherwise (3 rounds at Mind 4).

This communication is moderately unpleasant for the recipient, and may involve a mind headache, a pressure behind the eyes, or a small amount of bleeding from the nose, eyes or ears, however this will take no mechanical effect except in the case of those with the most delicate, and fragile of constitutions. If the subject wishes to resist such communication, and has not been affected by the Dreamer with An Open Mind, then the Dreamer's dots in Mind must exceed the subject's Resolve.

Telepathy, Reach into Instant Casting and Sensory Range. Nuff said.

Optional Arcanum: Prime 3

To allow their actions to speak for themselves, communion with the Unforgotten grants the Dreamer an advanced understanding of the creation of Grimoires, such that those created through use of this Attainment may permit Mages and even *Sleepwalkers* to cast from them, regardless of whether they meet the Gnosis and Arcanum requirements.

This Attainment takes a scene to activate, as the Mage pens a Grimoire in any form. The Grimoire must be designed by them however, though the Rote itself need not be. Whenever the Grimoire is cast through, the casting pool is Gnosis alone (*Sleepwalkers* count as Gnosis 1), and cannot benefit from any Yantras beyond the Mundra tied to that Rote. The caster suffers additional Reach equal to the discrepancy between their Arcanum rating and the required Rating for the spell, in addition to any further Reach to affect spellcasting elements. *Sleepwalkers* casting spells in this manner ALWAYS suffer a Breaking Point against Integrity, and regardless of the identity of the caster, whenever an individual casts such a spell or learns the Rote within such a Grimoire, they must succeed in a Clash of Wills against the creator (using Gnosis + highest requisite Arcanum for the spell) or be afflicted with the Imprinted Condition pertaining the contents of the Grimoire.

Very weird version of Grimoire, which breaks spellcasting rules, and even Sleepwalker rules. But this is a weird Legacy attainment about communing with a Magic-sharing entity. Aaaaaaand it'll incur a SHITLOAD of Reach. Plus Sleepwalkers can hardly cast anything with their base dice pool of 1.

Fourth Attainment: Instill Comprehension

Pre-Requisite: Mind 4

For many Dreamers, simply sharing information is not enough. Others can scarcely appreciate their genius through merely having HEARD of what they have achieved, they must KNOW it for the brilliance that it is. In a scene-long ritual with a suitable individual (has at least 1 dot in a Mental skill relating to the Dreamer's

imparted knowledge), the Dreamer may bestow upon them greater comprehension of his knowledge than the subject had ever dreamed. This permanently increases the subject's rating in that Mental Skill by 3 dots, and grants them a Persistent version of the Imprinted Condition in relation to the imparted skill. This may be done telepathically, through use of Truths Best Unknown.

Such is the depth of conviction with which the information they have been imparted however, that should the subject ever fail a test relating to that skill, then they must immediately, and always suffer a Breaking Point.

Enhance Skill, with a Lasting Condition stapled on the end. With a downside of driving people mad if they don't truly understand what the Dreamer has given them, and cannot reconcile his imprinted Ego with not knowing anything/everything.

Optional Arcanum: Prime 4 4

The Dreamer may also bless such an individual with protection from the ravages of Quiescence... For a time. For the next month (rising to year at Prime 5) the subject counts as a full Sleepwalker in all respects. However at the end of that period, all instances of Quiescence will come crashing down upon the individual all at once. Some Dreamers for this reason do not grant this element of Instill Comprehension to their subjects, for they do not care one jot for their mystical potential, but instead merely want a receptacle for their genius.

Fifth Attainment: Eternal Dreams

Pre-Requisite: Mind 5

Focusing upon a Grimoire which he has scribed through Truths Best Unknown, the Dreamer calls forth from the Temenos the Goetia of that Grimoire and the knowledge contained within it. This entity starts at a Rank proportional to the number of people who know about it. A Grimoire known about by only a Cabal would be Rank 1, that known of by a larger group including an odd half-dozen Sleepwalkers would be Rank 2. A Grimoire which is known of by all who study the Occult would be Rank 5, and if such a Grimoire managed to stay in the public eye as a reputed source of information on the Occult (without Exarchal intervention), regardless if it was taken seriously or not, it may even become a lesser God at Rank 6. Such a Dreamer who manages this had better be seeking to Ascend, for there are various factions who would seek the destruction of such an individual who wishes to tear down the Veil and spread mystic secrets to all out of nothing by pure Ego.

Such entities are solely interested in propagating themselves, and have Numina appropriate for this aim, and appear visually to those blessed with Mind sight, in a manner identical to that of the Unforgotten itself. Such entities show deference to the Dreamer as their creator, and while self-willed entities will usually accept advice from him as to how to proceed in their mission, and perhaps even when to stop, or risk annihilation and reciprocation from aggrieved Guardians of the Veil and Seers.

Summon a Goetia from the Temenos. You create the portal, through it pops. It lasts after the duration runs out, so Reach is into summoning from the Temenos, and Advanced Duration. To give it enough time to use its powers.

Optional Arcanum: Prime 5

Rather than merely relying upon a Goetia to do their work for them, a Dreamer may instill upon a Sleeper, Sleepwalker, or even other Mage one of his Obsessions. This takes a scene of focus and commingling of Minds, at which point the other individual gains one of the Dreamer's obsessions (likely the one relating to ensuring his knowledge never fades from memory). This allows Sleepers and Sleepwalkers the capacity to

accumulate Arcane Beats, although it does not grant them the capacity to use them unless they later Awaken. Unless the subject is willing, this Attainment will only function on this with a Resolve of 2 or less.

Forge Purpose, Reach into Advance Duration

The Pure Sovereigns

See the Silver Ladder order book for all fluff.

Doctrine

Parentage: Obrimos, Silver Ladder

Prerequisites: Life 2, Expression 2, and 2 dots between Athletics, Persuasion, and Socialize

Initiation: Convince your Tutor to teach you the secrets of the Pure Sovereigns, show your appreciation for the physical superiority which they are endowed with, and your acknowledgement that this superiority places them above lesser beings. Then, with this in mind, craft your soul together.

Note: It is not always so easy as it would appear for a lesser being to prove their worth to a Sovereign powerful enough to become a Legacy Tutor.

Magic:

Ruling: Life

Yantras: Succeed on an Expression roll relevant to the spell (+2), cast your spell from a position of unquestionable superiority and authority (+1), spend a reasonable amount of time convincing your subject of their failings and flaws (+2), redoubling your efforts to maintain your peak physical condition (+1, +2 if you have managed to resolve a Negative Condition without use of supernatural powers)

Oblations: Practicing yoga or martial arts, mediating, performing an exercise routine.

Attainments:

First Attainment Supernal Refinement

Pre-Requisite: Initiation

Blue Bloods first are foremost learn how to defeat those forces which would cripple their pure form from within. Diseases, poisons, toxins, and any other introduced chemical or biological substances are swiftly neutralized by the Blue Blood's body, allowing them to focus on the elimination of more tangible, appreciable failings. Blue Bloods cannot be affected by any mundane ailment or chemical, and gain a positive dice bonus to resist all Supernatural afflictions and substances equal to their dots in Life.

Cleanse the Body, with just enough Reach to make it not dog-shite. Remember, Mages with Life 2 can spam this spell until the toxins are gone. So instead, I just made them automatically immune, and gave them a bonus to resist Supernatural ones.

Optional Arcanum: Mind 1

Those who do not learn from the past are doomed to repeat it, and Blue Bloods refuse to allow any person failing to ever escape their notice, in themselves, or others. As an Instant Action, the Mage may remember with perfect clarity a number of elements of a memory equal to their Mind dots.

Perfect Recall, Reach into Instant Casting.

Second Attainment: Blood of Silver

Pre-Requisite: Life 2

As they continue their studies of the Legacy, Blue Bloods learn how to master control over their body in a way that Sleepers can never truly comprehend, and most other Mages would have to expend effort to perform. So long as they continue their regular exercises, the Blue Blood benefits from all of the benefits of the “Body Control” spell, affecting their breathing, heartbeat, metabolism, reflexes, scent, and healing rate for Bashing damage, with a Potency equal to their dots in Life.

Body Control, Reach into Advanced Duration, then excess reach into switching the primary factor to Potency. This is a self-only ability, you’ve got to remember, and until Life 4 they’ve got to do their exercises once a day. So I feel that’s balanced.

Optional Arcanum: Mind 2

As a Blue Blood learns control over their body’s biological responses, they may also begin to master their own mind. This takes the form of two distinct effects, firstly the Blue Blood has full control over their emotional state, combining control of physiological factors with control over the mental triggers which would otherwise rail against such control. In addition, they can conveniently ‘forget’ certain unfortunate facts which might otherwise cause them some degree of trouble.

To sequester such information within their own Minds takes a scene of concentration, and lasts for a duration equal to their dots in the Mind Arcanum on the Advanced Duration Table. The Mage is fully aware of having forgotten something, however until they end the Attainment they are not fully aware of exactly what it is. Pure Sovereigns never question themselves or their decisions, and as such never end such an Attainment before such a point as they previously judged it appropriate to do so.

Memory Hole, Reach into Advanced Duration, pretty simple stuff. Interestingly, this can’t be defeated. By ANYTHING. It is quite literally impossible to burst the Blue Blood’s mental bubble. Though I suppose you could mind control them into popping it.

Third Attainment: Flesh of Gold

Pre-Requisite: Life 3

The Third Attainment of the Legacy brings with it the most famous aspect of the Legacy’s repertoire, their exceptionally slow rate of aging. For each dot in Life that the Mage possesses, the speed at which they age is halved, to a maximum of aging at about a little over 3% of the normal rate, meaning the most advanced Blue-Bloods, can expect to live far in excess of what they would reasonably need in order to achieve whatever they desire from life.

In addition to this, this control over the rate of aging can also be lent to enhance their rate of healing, and as such the Blood of Silver’s healing rate advancement now also applies to Lethal damage.

Each dot halves aging rate. So assuming you hit Mastery at the Biological age of 30, you can expect it to take you another 333 years to hit ‘40’. Also added in a healing rate boost for the 2nd Attainment, because aging issues are useless in play. Nobody ever fucking lives to need to worry about dying of old age, unless that’s the point of your character.

Optional Arcanum: Mind 3

With their new perspective on time comes for many Blue Blood a realization that while they themselves have avoided such problems as aging and decay, those they are forced to interact with are still shackled to such concerns. As such, a Blue Blood must be able to do all that they wish to do with lesser beings before they wither into old age, decrepitude, senility and eventually dust. As such, Blue Bloods gain the ability to split their minds and focus into a number of parallel paths. A Blue Blood can perform up to 3 purely mental tasks at once, however some of these may include physical aspects, so long as the task is predominantly mental, and they have the requisite physical capacity to spare.

Multi-Tasking, Reach into Instant Casting, Advanced Duration, and 'add one more stream'.

Fourth Attainment: Incarnation of Thunder

Pre-Requisite: Life 4

Blue Bloods are by their very nature superior specimens, however in many instances they are required to call upon such capacities as to demonstrate this. Calling upon the strength and right of the Elemental Precept of Thunder, the Mage can reinforce their physical form with Supernal power, enhancing a singular Physical Attribute by an amount not exceeding their Life dots. This may not however bring that Attribute above its Gnosis-Derived Maximum. Activating this Attainment is reflexive, and it lasts for a singular Scene.

Honing the Form, I put it at reflexive and scene-length, because really making it instant and advanced duration just means that people would put it up at dawn, and walk around with it all day. Putting it at Reflexive and Scene-length means it will ping peripheral Mage Sight, and can't be instantly detected, but can still be drawn upon the instant it is required.

Optional Arcanum: Mind 4

A Blue Blood, despite what many would like to think, is still potentially less mentally and socially capable than many of their Sleeper lessers. That is, until they learn this Attainment. Reflexively, a Blue Blood may enhance a mental or social attribute in the same manner as the first half of this Attainment.

See above.

Fifth Attainment: The Diamond

Pre-Requisite: Life 5

As all the Awakened are one nation, through this Attainment the Blue Blood is all mankind. As an Instant Action, the Blue Blood may exercise their complete, full control over their own body in order to reshape any physical aspect of their being that they desire. This power allows them to perfectly mimic the physical shape of any human being, of any size, race or gender, living or dead. This transformation is flawless, but still constrained by the Mage's knowledge of their subject, and those intimately aware of the subject may notice elements that the Mage has neglected or forgotten, and may make a Perception test in order to determine their absence.

Patterning to change physical form entirely, to perfectly mimic anyone, reach into Instant Casting, and Advanced Duration.

Optional Arcanum: Mind 5

Just as the Blue Blood is all people, they can grant the gift of transformation to another. As an Instant Action, and with a touch, the Blue-Blood may completely re-write the personality of another sentient creature,

changing their Virtue, Vice, Aspirations and Conditions, and moving dots between Mental or Social skills as they desire. Individuals may only resist this power if their Resolve equals the Mage's Mind dots. This change lasts for a singular Week, however through repeated usage, this can be maintained for extended periods, and potentially even make the other individual desire to be that other, better version of themselves, retaining all memories of when they were remade.

Psychic Reprogramming, Reach into Instant Casting, and Advanced Duration.

The Reality Makers

See the Silver Ladder order book for all fluff.

Doctrine

Parentage:	Mastigos, Silver Ladder or Seers of the Throne
Prerequisites:	Prime 2, Subterfuge 2, and 2 dots between Expression, Streetwise and Survival
Initiation:	Fulfil a task provided to you by your Tutor with an absolutely minimal amount of effort, using as little Magic and direct confrontation of obstacles as possible. In most cases, this will involve completely disregarding the initially presented path for achieving your task, and creating one yourself which involves only a few minutes of leisurely effort.

Magic:

Ruling:	Prime
Yantras:	Succeed on a Subterfuge roll relevant to the spell (+2), cast a spell with the distinct goal of 'cheating' an established system (+1), cast a spell with the goal of achieving something that you desire (+1), spend time in leisure prior to casting rather than go to any serious effort to prepare (+2), avoid putting in any effort whatsoever to improve your situation prior to using your Magic (+1, +2 if this imposes a Negative Condition upon you).
Oblations:	Playing a game of chance, spending time grooming and getting dressed up, lying in order to impress someone.

Attainments:

First Attainment A Rigged Game

Pre-Requisite: Initiation

After initiation into the Legacy, a Drifter learns how to see the world as being far less fixed than most Sleepers and even other Mages see it. Reality, they say, is much like a game, and games are meant to be enjoyed. From initiation, a Drifter is fully aware of whenever anyone else is cheating the great game of life. They can automatically perceive the existence of any lie, cheat, or exploit which others are using to get ahead. This includes the ability to detect the existence of all disguises, hear lies for the mistruth they are, as well as detect whenever someone is attempting to cheat in games, falsify their taxes, or has broken any established rules or system for their own benefit, such as having broken the rules in a race across town by taking a short-cut.

Given the nature of their own Legacy, a Drifter will rarely be disappointed or displeased with knowing that another individual has cheated. If the Fallen world is the prison that it truly is, and the separation of the Fallen from the Supernal is the Lie, then cannot cheating the Lie be truth? Many Drifters see this Attainment as exploring how rigged the universe truly is, many start life with advantages others can scarcely dream of, and the ability to detect when one seeks to unbalance the cosmic scales is of great assistance.

Pierce Deception, expanded to the ability to see implied lies. If the world is

Optional Arcanum: Fate 1

Knowing that the game is rigged is the first step in being able to rig it yourself. Every day, whenever attempting an action to advance their own interests, either working within, or outside of an established system, the Drifter can decrease the severity of a dice pool penalty by an amount equal to their dots in Fate. Drifters may do this a number of times per day equal to their dots in Fate, in addition instead of affecting a negative dice pool modifier, they may spend a turn seeking to take control of the progression of the great game, losing their Defense and remaining still, but gaining a bonus to their next action equal to their dots in Potency. Note that these cheats, can only be applied to Instant Actions, and may not be applied to Magic.

Quantum Flux, Reach into Advanced Duration, and changing the Primary Factor. One in excess because it can only be used on themselves, and only in certain circumstances. In addition, no activation ritual because it can't be purposefully activated themselves, or refreshed.

Second Attainment: Marked Cards

Pre-Requisite: Prime 2

All Mages understand that the nature of reality is not a fixed thing. True, the Supernal describes all that exists within reality, but that Truth is not a perfect transmission, it can be garbled or disrupted. While such a position may be considered by more religious Mages to be sacrilege, Drifters are firmly of the opinion that if reality must be a Lie, then shouldn't it be a Lie of their own making?

As an Instant Action, Drifters can veil the Truth of a specific object, substituting various aspects of its appearance with others ones of their own design. In practical terms, this means that Drifters can change the visual qualities of a substance, without changing its shape, changing the name, picture and details on a passport, the color of their clothing, or the denomination on a note. These changes cannot however change the shape, such that they could not turn a brief-case into a satchel, nor a passport into a driver's license, nor could they mimic the specific shape of a police officer's badge, however they could make an obviously plastic replica look like the real thing.

Such changes last for a single scene (or an hour, if the scene is greatly extended), however the Drifter can maintain this power for longer without continued activation. Furthermore, the Drifter can only substitute Truth with a lie of his own devising, and as such must succeed on any Expression tests as requires to create a reliable forgery, although in the case of a simple shifting of name or picture, this may require no great effort. Active mystic scrutiny will provoke a Clash of Wills.

Practice of Veiling into hiding Truth. I hate when this is brought up, but I need to make it a thing in order for this Legacy to have ANYTHING before the third attainment. Reach is in Instant Casting, and really given that it would be duration-primary, I thought it reasonable to extend it to a scene, given otherwise you're just requiring them to re-activate the Attainment every dozen seconds or more, rather than every scene. Which they can do, but it's just a pain to explain to the GM.

Optional Arcanum: Fate 2

When a person knows they have been cheated, they are unlikely to take it well. As a result of this, Drifters who are Apprentices of Feat learn how to ensure the those they fool are never left with the opportunity to question the lies the Drifter provides. Whenever the Drifter uses this Attainment to change the appearance of an object, so long as the result of that change is not outside the realm of possibility, those who witness it will not question it.

The practical effect of this, is that any excuse or lie that the Drifter uses to escape notice or responsibility will not be questioned. The gas station attendant will not think it suspicious that the hobo wishes to pay for everything he purchases with a \$100 note, the Police officer will not think twice about investigating the green t-shirted suspect when he pursued a man wearing a red t-shirt around the corner. However the signed letter from the President confirming that the individual is allowed to carry around a missile launcher just won't fly, it'll look convincing, but the subject is under no Fate-enforced obligation to accept it. Active mystic scrutiny will provoke a Clash of Wills.

Practice of Veiling (or perhaps Ruling) to push probabilities just a bit.

Third Attainment: Poker Face

Pre-Requisite: Prime 3

While cheating Sleepers and lesser Supernaturals is child's play for a talented Drifter, Mages are one and all obsessive, nosy and pursue mysteries further than rational sense would suggest. As such, Drifters find the best way to keep their privacy from such investigations is to not fully lie, but offer a lesser Truth that the Mage may be happy to accept. With a scene's worth of ritual focus, the Drifter may cloak themselves and their Nimbus from attempts to read it.

Any passive attempts to detect the presence of Supernatural entities will fail to detect them, while focused attempts will provoke a Clash of Wills. Furthermore, the activation of any Attainment or casting of any spell by the Mage will not cause their Immediate Nimbus to flare (unless they so desire), and as such will not cause the Peripheral Mage Sight of any nearby individual to detect their presence. However Mages in Active Magic Sight will be able to perform a Clash of Wills to detect such an activation.

In addition, when the Mage activates this attainment, they may choose a false face to portray. A tell, if you will. If an opponent attempts to scrutinize the Mage's Nimbus and fails in their Clash of Wills, instead of merely getting nothing (and perhaps convincing them to keep investigating), they will detect a lesser Gnosis rating as chosen by the Drifter. This lesser portrayal of their power also has appropriately lessened Arcanum ratings, as their maximum potential level as provided by that Gnosis level. Thus, a Gnosis 6 second-degree Master Drifter, attempting to disguise themselves as a Gnosis 1 Mage would have those two Arcana at 3-dots, and 2-dots respectively (their highest possible levels at Gnosis 1).

Cloak Nimbus, Reach into Advanced Duration and lessening projected Gnosis.

Optional Arcanum: Fate 3

A Drifters sufficiently advanced in the Arcanum of Fate may, in addition to hiding their true mystic identity, also reap significant boons from hiding their true nature from the mystic world. By spending a point of Mana when activating Poker Face, the Mage may gain 2 instances (rising to 3 at Fate 4) of the rote quality to be spent on future actions that they desire (prior to dice being rolled).

Fourth Attainment: Ace up the Sleeve

Pre-Requisite: Prime 4

Drifters at this level of proficiency have learned how to not merely rely upon the tools they have acquired through their 'labors' but also to draw them out of sheer potential, pulling Platonic Forms out of their pockets, or any other container, regardless of whether it might actually be able to contain such an object. This Attainment takes an Instant Action and a point of Mana to activate, and generates an object of up to size 5. The Drifter has a number of points to distribute between 'uses', equipment bonus, and durability,

equal to their points in Prime. Such creations last for a single day, or until all of their uses have been expended.

These creation are obviously Supernatural however, and Sleepers will not be tricked unless the creating Mage also has Forces 3 to disguise the obviously supernatural visual qualities of such a manifestation of preferable Supernal Truths. The Mana expended to create this item cannot be retrieved, by any means and sublimates back into the Fallen World should the item be destroyed, or the Attainment end prematurely or in a timely manner. These objects cannot be complex devices, perhaps the most complex item that could be generated would be a liquid cigarette lighter, or a can opener. Certainly no hard drives, electric car-keys, or electronic microscopes.

Platonic Form, Reach into Instant Casting and Advanced Duration

Optional Arcanum: Fate 4

It is certainly a great benefit to have an item on hand whenever it is required, however its use still depends upon the Mage's own skill in its application. If the Mage is sufficiently skilled in the Fate Arcanum however, they may draw upon the importance of the item they have crafted to bestow upon it a Fated quality, enhancing the Mage's own capacity when he lends it to its summoned use.

As an Instant Action, the Mage may imbue an item created with Ace up the Sleeve with the blessing of Fate, increasing its equipment bonus by an amount not exceeding their dots in Fate. Given that this is a manifestation of Supernal Truth, such enhancements may take the equipment bonus above +5. In addition, when the Mage himself is wielding such an item, he gains the use of a Boon with a potency equal to his dots in Fate.

Monkey's Paw, Reach into Instant Casting, Advanced Duration, and the limitation of only being usable on Platonic Forms generated through this Attainment also grants the Boon Reach option.

Fifth Attainment: High Stakes Prize

Pre-Requisite: Prime 5

Drifters who advance this far through the Legacy are very, very rare, and find that the ultimate secret of the Reality Makers is the ability to take any dream he has, and make it True. In a scene-long Ritual, the Reality Maker can create a Platonic Form construct of anything he desires, of size 5 or less. This creation, in addition to creating discrete items and individuals in this manner, the Drifter can also create larger, less discrete phenomena such as entire environments through continued use of this Attainment and expenditure of Mana.

Tools created in such a manner may be as advanced as the Mage desires, and follow the same rules for point expenditure as per the prior Attainment. 'Living' entities such as Tass-Golems, animals, or living creatures divide their points between Rating, and Durability, and have unlimited 'uses'. This is however limited by their simple, mindless nature limiting them to very simple tasks unless provided constant direction. These creations are also obviously Magical unless the Drifter also has Forces 3.

Eidolon, Reach into Advanced Duration

Optional Arcanum: Fate 5

Drifters of this proficiency truly live up to their Legacy's title as true makers of Reality. At any point, the Drifter may focus upon the achieving of any goal that they wish, and once per day an opportunity will present itself which will bring them closer to that goal's achievement. In addition to this, a Drifter's High Stakes Prizes can also be given more general orders, and left to achieve them on their own, as Fate will

ensure that they meet their ultimate goal. It is best not to leave this too general or difficult however, 'deliver this letter to Jason' will be a good task, 'assassinate my rival in his own Sanctum' will not.

Strings of Fate, Reach into Advance Duration, and the One-A-Day effect.

Eyes of Ain Soph

See the *Mysterium Order* book for all fluff.

Doctrine

Parentage: Obrimos, Mysterium

Prerequisites: Prime 2, Occult 2, and 2 dots between Academics, Investigation and Science

Initiation: With your tutor, accumulate all Supernally potent or active items or phenomena which you have available, including a powerful one which you have not yet scrutinized. Maintain Focused Mage Sight upon that one powerful item, expending as much mana as possible in order to plumb it for the deepest secrets which it has available, expending Willpower to continue your scrutiny across multiple scenes. When you finally uncover the true nature and hidden secrets of the item, in that moment of pure Supernal joy, craft your soul with your mentor in the image of that search for pure Supernal Truth.

Most Chapters of the Eyes of Ain Soph maintain at least one extremely potent or complicated Artifact or other Supernatural phenomena for the purpose of such initiation ceremonies.

Magic:

Ruling: Prime

Yantras: Succeed on an Occult roll relevant to the spell (+2), succeed in occult research providing some clue as to the nature of the subject matter of the spell (+2), cast a spell seeking to uncover the true nature of an observed phenomena (+1), gather a specimen of the subject matter of the spell (+2).

Oblations: Studying an Artifact or imbued item, finding or examining an ancient relic, formulating a scientific or occult theory, writing an academic paper, translating an ancient language.

Attainments:

First Attainment Seeker's Eye

Pre-Requisite: Initiation

A Seeker's quest is the understanding of Supernal Magic, to see the world in its most complex and powerful manifestations. To seek the pure, raw divinity as of yet unmanifested in the Kabalistic Tree of Life. To seek this pure enlightenment, a Seeker's eyes must be ever open to the wonder of the Supernal, and as such, the first Attainment of the Seekers ensures that their eyes never close again.

By studying any subject for a turn, the Seeker may determine the truth of several Supernal facts about that subject equal to their dots in Prime. This includes whether they are connected to the Supernal, the exact amount of Mana contained within the subject's pattern, their highest Arcanum, their Nimbus or Gnosis and

so forth. This may be repeated over subsequent turns, garnering additional information so long as the Seeker maintains their focus. These are mere examples, and any Supernal truth inherent in a subject's composition may be revealed in such a way, such as if they have ever failed to Awaken, whether they have ever suffered Quiescence, or whether the subject is host to a Proximus dynasty. Any attempt to hide the true nature of such a Supernal connection will provoke a Clash of Wills. Seekers cannot however use this power to detect the Supernatural nature of mystic forces of a non-Supernal nature. Instead, the existence of such Supernatural powers will have to be deduced through thorough investigations, which is indeed, what most Seekers do.

In addition to this, such a connection to the nature of Supernal Truth grants the Seeker the ability to detect the presence of any proffered lie. Any attempt to shield the nature of this lie from detection will provoke a Clash of Wills. Furthermore, this will not detect any mistakes, or errors in judgement. Mere falsehoods. Experienced Seekers learn to ask follow-up questions to ensure people are not merely drawing inferences from what they think they saw.

Supernal Vision, Reach into Advanced Duration, I swapped it around a bit though so it's perpetual and they can get a lot of information. Because really, it's a bit of a shit Attainment otherwise.

Added on Detect Lies. Simple in effect, Supernal Vision isn't quite enough by itself.

Second Attainment: Seeker's Veil

Pre-Requisite: Prime 2

Seekers encounter many dangerous Supernatural forces in their quest to uncover the True nature of Magic. As such, the ability to hide oneself from the various Supernatural forces which infest the dark world they find themselves in is essential. Unless they so desire, a Seeker is invisible to all passive mystically based attempts at detection, and contests all active attempts at detection with a Clash of Wills. This means that any ability that activates to detect will be contested, while those that are already active and do not require activation to function are automatically avoided.

Furthermore, shielded by such a Veil, Seekers furthermore learn to reinforce their protections with additional signs of indomitability. Any spell which seeks to affect the Seeker in any way will suffer a base Withstand of 2 (rising to 3 at Prime 4). This Withstand may be lowered by the Seeker as normal, and normal rules for stacking Withstands apply.

Supernal Veil, Reach into Advanced Duration, turned into perpetual due to self-only restriction.

Added on Wards and Signs, Mage only, not AoE version. Kind of annoying for buffs, but you've constructed a mystic wall. What do you expect?

Third Attainment: Seeker's Rebuff

Pre-Requisite: Prime 3

Where mere obfuscation is insufficient to protect a Mage against the threats that oppose them, a targeted application of Prime will function adequately to dispel whatever negative mystic forces await them. So long as the Mage has at least 1 dot in an Arcanum which corresponds appropriately to the nature of the power which has been rallied against them, they make seek to use the unifying Truth of Prime to compel obedience from such powers, and to dispel their effects in the Supernal World.

As an Instant Action, and by spending a point of Mana the Mage may seek to Dispel any Supernal or non-Supernal, supernatural power which they face. The ability will only be dispelled if the Arcanum rating (or appropriate equivalent, such as Werewolf Renown, or Vampire Discipline) of the ability's creator is not exceeded by the Mage's own dots in Prime. Success ends the ability prematurely and suddenly, with its creator (so long as they maintain any measure of control over the power) knowing full well that their power has been abruptly ended. Such is the nature of many non-Supernal effects, that there may be many power bases under which they may be dispelled. A Werewolf Gift which for example uses spiritual powers to affect the mind through manipulation of the body may thus be dispelled through knowledge of the Spirit, Life or Mind Arcana.

Dispel Magic, Reach into Instant Casting, and Lasting effect. Added in non-Supernal powers being affected because (1) this is an Attainment, (2) this is a Legacy about a unifying theory of Magic (3) this Legacy doesn't have Conjunctive Arcana (in my write-up), so it may as well have slightly more powerful main Attainments.

Fourth Attainment: Seeker's Fire

Pre-Requisite: Prime 4

Danger awaits Seekers throughout their various quests. As such, the power to rally potent Supernal energies in their defense, which may be leveraged against any foe that besets them is a welcome gift. As an Instant Action, and by spending a point of Mana a Seeker may conjure pure, potent mystic fire from the Supernal to cut a swath through any foe that assails them, no matter its nature, no matter what level of reality it exists upon, and no matter the nature of any immunity it may have to any specific form of harm. In using this Attainment, the Seeker is not merely summoning some base, Fallen flame but is instead conjuring the representation of the Supernal's unrelenting and unifying power to annihilate any aspect of its creation, utilizing fire as the most appropriate metaphor for the endowment of this power in human hands.

This 'fire' may be conjured in any shape the Seeker desires, and at most may fill a large room's worth of space entirely with fire. In terms of damage, this will cause harm equal to the Mage's dots in Prime in Aggravated damage, and is not reduced by any form of non-mystically reinforced armour. If the Mage is less reckless in their application of this power and attempts to strike with it in the form of individual bolts or lashes, rather than mere explosion or wave of fire, then an Aimed Attack roll will be required, subtracting the subject's Defense as per normal.

Celestial Fire, Reach into Instant Casting, and Aggravated damage. This is the 4th Attainment, and the first time they get an aggressive power. Also unless you want to throw caution to the wind with an attack that can destroy everything in its path and cause massive collateral damage, you need to make an Aimed Attack, and those suck.

Fifth Attainment: Seeker's Bounty

Pre-Requisite: Prime 5

Seekers who initiate this far into their Legacy are a rarity. No more than one is generally believed to exist at any point in the Fallen World. In truth, there may be many, many more than one, however a mere single

Mage continues to make himself known to the remainder of the Legacy, who knows the 5th Attainment, such that others will be convinced to continue their studies to achieve such a level.

Such Seekers are almost uniformly Seekers of a higher order. Archmages. This Attainment is thus of use to such potent Mages, as a way of ensuring that in their continued efforts in the Ascension War, they are never forced to rely upon the use of Hallows in the Fallen world. In addition to their ability to perform Legacy Oblations, Seekers who learn this Attainment naturally generate an amount of Mana themselves each day equal to their dots in Prime. This energy naturally coalesces about their soul in the manner of a Hallow, and is absorbed by their body. However if their mana capacity is full, they can focus and ensure it manifests in the form of Tass of a kind that is of use to them. Such Tass may take even take the form of complex objects, and many Seekers use this ability to store colossal amounts of Tass about the Fallen World, and in their Golden Roads.

Create Truth, Reach into Advanced Duration. Essentially they become a Hallow themselves, generating Mana equal to their Prime dots, and can define what form their Tass takes. Such Masters can quite easily, through a single week or month's worth of saving and storage, accumulate potentially hundreds of points of Tass. All without having to worry about fucking with the Leyline network.

The Whipping Boys

See the Tome of the Watchtowers book for all fluff.

Doctrine

Parentage: Obrimos, Adamantine Arrow

Prerequisites: Life 2, Mind 1, Athletics 2, and 2 dots between Brawl, Weaponry and Socialize

Initiation: Hunt down a Tutor, and convince him to allow you to join the Legacy. This invariably involves becoming a close personal friend or lover, the existence of some chemistry between the pair is essential for the crafting of the aspirant's soul. Furthermore, given the nature of the initiation ritual, the tutor must be absolutely certain that the applicant truly desires initiation.

In a hours-long session of sensory overload including both pleasure and pain (though never actual sex), the tutor attempts to bring the aspirant to the perfect state required for soul-crafting. Unless the applicant's life is in serious jeopardy (which may be difficult, given the Legacy's proficiency in the Life Arcanum), the session does not end until the subject reaches Enlightenment, carving their soul in the place beyond pain.

Magic:

Ruling: Life

Yantras: Succeed on a taxing roll involving physical exertion (usually involving the Athletics skill) relevant to the spell (+2), cast while experiencing physical pain (+1), undertake a session prior to casting (+1, +2 if this imposes a Negative Condition).

Oblations: Performing or undergoing a Session for no purpose other than as an Oblation, wrestling, sex, meditation, cleaning and preparing tools for a Session, fighting (sparring or an actual brawl), sensory deprivation, servitude (being at another's beck and call for the length of the oblation).

Attainments:

First Attainment **Pain is Awareness**

Pre-Requisite: Initiation

Ecstatics are well known for their extensive participation in the S&M and LGBTI+ community, following in their founder's footsteps. It also doesn't help that the deeply personal initiation doesn't lend itself well to the induction of less understanding or even intolerant members. One of the first benefits offered by the Legacy is the focusing of sensations beyond what most Sleepers would consider normal. By undertaking a session with another subject for a scene, the Ecstatic may find their sense expanded, granting them a depth of experience that would mentally scar a less experienced individual.

So long as an Ecstatic regularly maintains at least weekly sessions, they gain a bonus to all Perception rolls equal to their dots in Life.

Heightened Senses, Reach into Advanced Duration, and changing Primary Spell Factor. Self-only however, and the 'ritual' involves at least one other person, and you know, gear. So it's not quite so easy as just sitting down and focusing for an hour.

Optional Arcanum: Prime 1

While not all members of the Legacy have the Dream merit, most develop it after joining, as the Session leaves the mind in a perfect state through which one might gain access to the universal body of knowledge. Having learned at least some secrets of the Prime Arcanum allows the Ecstatic another method of accessing this knowledge. If the Mage undergoes a Session as a ritual for the specific purpose of prophetic revelation, then they may during this session make use of the Dream merit, and in addition may draw upon an additional pool of questions equal to their dots in the Prime Arcanum.

This was a non-Attainment ability in the original version. Well, it was boost to the activation roll, but since the 2e version doesn't offer a roll, I thought I'd just offer a few more questions.

Second Attainment: Pain is Strength

Pre-Requisite: Life 2

Ecstatic was a proponent of channeling anger, pain and aggression back on opponents, having been on the receiving end of gay-bashing for much of his life. The principles of the Legacy have significant resonance with this, and the 2nd Attainment grants an Ecstatic the ability to channel the pain they feel into the power they need to push their body to the limits of its capacity.

As a reflexive action after taking damage, the Mage may spend a point of Mana to gain a potent positive Condition. This Condition should be determined between the Mage and ST, and must relate to their immediate situation, and its resolution, such as granting a boost to attempts to physically attack the aggressor, or perhaps flee the situation if grossly outmatched. This condition lasts until the end of the scene, unless expended, and in terms of severity, should grant a boon proportional to the Mage's dots in the Life Arcanum.

Life 2 creative thaumaturgy to generate a condition, reach is a bit screwy, but this is my best attempt to try and find the 1-dot Attainment into the 2e system with its focus on Conditions.

Optional Arcanum: Prime 2

Having drawn their membership predominantly from Path Obrimos, Whipping Boys have also learned how to draw upon the principles of Pain is Strength to enhance their mystic abilities. In addition to being able to use conditions generated from this Attainment for physical actions, the Ecstatics may also use them to enhance spellcasting towards similar ends, so long as the spell's primary Arcanum is that of the Life Arcanum.

Prime 2 to extend this Condition into spellcasting, but limited to the Life Arcanum.

Third Attainment: Pain is Skill

Pre-Requisite: Life 3

Taking the notion of feeding from pain even further, Ecstatics learn how to take actual physical injury (a least one level of Lethal damage) and use it to sharpened focus, empower muscles, and heighten reaction times. As

an Instant Action, as part of harming themselves through some method (including pattern scouring), or as a Reflexive Action if harmed by some other source, the Mage may spend a point of Mana to enhance their application of one Physical Skill for the remainder of the scene. If at any point the Mage would make use of that skill, then they gain the rote quality for a number of uses of that skill equal to their Life dots.

Life 3, to use muscle memory and enhancement to grant the Rote quality to a few uses of a specified skill.

Optional Arcanum: Prime 3

As Mages, the exaltation of a specific skill goes beyond the mere Fallen application of that skill to the resolution of problems that may beset the Ecstatic. Whenever an Ecstatic is harmed in the previous manner, they may (in addition to the Mana expenditure) enhance their mystic understanding of a specific Physical Skill and its application. This grants the 8-again quality on any spellcasting roll which involves the aforementioned skill for the remainder of the scene, including (but not limited to, in case other people come up with stuff) its use as a Mundra Rote Skill, or as the skill utilized with the Adamant Hand merit.

As Above, So Below, turned into a 9-again. Turned into reflexive action, and scene duration, in exchange to limited application (upon taking damage), and limitation to only Physical skills, rather than the bevvy of Yantras it could otherwise be used for. Very useful in the action-economy of combat however.

Fourth Attainment: Pain is Transformation

Pre-Requisite: Life 4

As a Whipping Boy continues in their understanding of the nature of Pain, they may focus the power of pain through their body as a transformative force. Not merely drawing skill from their durance, a Whipping Boy may find himself changed from the trials his physical form endures. As part of an Instant Action inflicting harm upon themselves, or as a Reflexive Action when taking lethal or aggravated damage, the Whipping Boy may spend a point of Mana to enhance a physical attribute, in a manner appropriate to their response to this harm.

In practical effects, this allows the Ecstatic to enhance their Strength, Dexterity or Stamina by an amount equal to their Life dots for the remainder of the scene (or into the next scene, if performed immediately prior to a scene change). This enhancement cannot take their physical attributes above their Gnosis-derived maximum.

Life 3 Honing the Form, Reach into Advanced Duration, and kinda-Instant Activation, or Reflexive. However remember the conditional activation trigger balances the reflexive nature. It's honestly pretty hard for such a powerful Mage to take damage without them being in deep shit.

Optional Arcanum: Mind 4

Just as pain can transform the body, Whipping Boys have found that through a properly performed mystic session they can liberate the mind from its fleshy confines. Not only for themselves, but for any other willing individual. Through a scene-long session, the Mage may separate either their own (through another's ministrations) or another's (through their own actions) Mind from their body, it entering Twilight or their dreams as per the rules for Dream Forms in Chapter Six (p. 249). Such bodies are left in a comatose, but otherwise unharmed state, however they will have to be tended to if the subject does not return to their 'shoes' for a while. While the Attainment is generally not used for long-term sojourns, it has a maximum duration of a month (or a year at Mind 5). Such is the nature of these sessions, that one must be receptive to such a separation, and it cannot be forced upon the unwilling. It can also be ended by the subject at any time.

Mind 4's Psychic Projection, reach into Advanced Duration. You can even use it on Sleepers, and it's impossible to dispel.

Fifth Attainment: Pain is a Beginning

Pre-Requisite: Life 5

Whipping Boys of sufficient enlightenment have learned how to separate physical pain from the physicality of injury. Feeling all of the sensations of pain, without any of the lasting wounds, if they so desire. Whenever a Whipping Boy would suffer physical harm of any kind (bar *resistant* wounds), they may Reflexively spend a point of Mana to heal themselves for up to 10 levels of damage of any kind, their flesh knitting back together the moment it separates. Such is the power of this that it may save the Whipping Boy from damage which would instantly kill them, accommodating for even harm which would fill all of their boxes with aggravated damage, and leave them quite dead.

Mend, Reach into Aggravated healing, and Reflexive Casting. Only works on self though, plus it's the fifth Attainment.

Optional Arcanum: Prime 5

With this Attainment, a Session becomes a Supernally Potent act. Whenever a so-initiated Mage performs a Session with another individual, the subject becomes a Hallow for the duration, and generates an amount of Mana equal to the Mage's dots in the Prime Arcanum. This power is not without its cost however, and mystically sensitive individuals will be able to detect the shockwave of power which is generated through such an action, and may seek out the location in which it was performed.

Create Truth, makes a Session a way to generate mana without limit. So I thought I'd add a bit of a downside, unlike the Eyes of Ain Soph.

Bokor

See the Tome of the Watchtowers book for all fluff.

Doctrine

Parentage: Moros, Free Council

Prerequisites: Death 2, Occult 2

Initiation: Meet with your tutor and impress upon him your disgust and fear of death. Your contempt for how it steals lives, and how you wish to take its power for your own to spit in its face. Then, raise the corpse of someone dear to you as a zombie, to show your dedication to power, and your irreverence to the fact that a corpse was at one point a person.

Magic:

Ruling: Death

Yantras: Go to reasonable effort putting yourself in a position of power over your subject (+2), your spell is cast in pursuit of the acquisition of temporal, non-mystical power (+1), your spell would affect a corpse in some manner (+2).

Oblations: Giving orders (and having them followed), preparing a body for burial (only to steal it later), painting a body with glyphs, dissection.

Conditions

Bokor's Mark

Your character has been afflicted by a mark of the sinister Bokor Legacy, their soul lulled into a state of slumber. You find it more difficult to relate to, and acknowledge other people and become withdrawn, sullen and morose, and suffer a -2 to all Social rolls.

Resolution: 24 hours pass, the Bokor decides to end the condition, you seek mystic assistance to dispel the effect, or you experience a spiritually self-affirming event which allows your soul to throw off the malaise that has afflicted it

Attainments:

First Attainment

Pre-Requisite: Initiation

The Bokor teach that death does not come quietly. It is nothing to be celebrated or come to terms with, no grand cosmological certainty. Is it horrible, frightening, and without rhyme or reason. This does not however mean that the Bokor will refuse to make use of it however, and their first Attainment allows them to sense death about them so that the might turn it to their advantage.

A Bokor with a glance can tell the state of another individual's health, in terms of their closeness to death. For example, a Bokor could not tell if someone had a cold or a severe migraine, however they could tell if they were hemorrhaging internally, had a malignant tumor in their brain, or were merely reaching the end of their mortal coil, their heart about to give out. In mechanical terms, this will inform the Bokor of the health levels of the subject, as well as any persistent and ongoing forms of damage they are taking, or lethal illnesses. This Attainment is also of some other use in that it can automatically inform the Bokor if a perceived individual is undead, quite helpful in identifying disguised zombies, or Vampires. Any attempt by another individual to veil their health or undead nature will provoke a Clash of Wills.

Unveiling Practice of Death, Reach into Advanced Duration

Optional Arcanum: Mind 1

The Bokor's understanding of the true, horrific nature of death allows them a greater influence an insight into the nature of man, whose animalistic fear of Death makes him an easy person to read. So long as a perceived individual's Composure does not exceed the Bokor's dots in the Mind Arcanum, with a touch the Bokor may gain the Informed condition with regards to the subject's fears, especially those relating to mortality as he pulls on the nagging worries that beset all of man. This Informed condition can only be expended in a manner which worsens the subject's mental state, pushing them deeper into fear, or compelling them to act upon it.

Practice of Compelling fears, granting a condition to the Bokor by touching a person. Also kind of Knowing, but really Compelling is more appropriate given that while everyone (on some level) fears death, they're making it worse.

Second Attainment: Bokor's Mark

Pre-Requisite: Death 2

While the Bokor do not truck with ghosts or souls (normally) they do make use of the Bokor's Mark to mark other's souls so that they can always find them. Most predominantly this is used by a Bokor to allow them to track people they intend to kill to turn into Zombies and Revenants. By touching an individual and making an Instant Action, the Bokor may afflict them with a curse which lulls their soul into slumber. So long as the Bokor's Death dots exceed the subject's Composure, the subject gains the *Bokor's Mark* Condition. For the duration of this Condition, the Bokor has a Strong Sympathetic Link to the subject (but the subject does not necessarily have a strong link to the Mage), and always knows the distance to, and direction of their victim.

Instant Action to inflict a condition upon a subject. Secondary factors limited to -2, limited to a single condition. I think this is balanced. Added in a track subject tid-bit, because the 1e Legacy had that.

Optional Arcanum: Mind 2

More than merely deadening the subject's expression of their Soul, a Bokor versed in the Mind Arcanum can also project an appropriate (negative) emotional state in a touched individual, seeking to break them down and convince them to follow the Bokor's instructions. Such a touched individual has a number of doors opened that either the Bokor or another individual may use equal to the amount by which the Bokor's Mind dots exceed the subject's Composure. These must be used before the end of the scene, or this transitory influence will fade and the subject's true emotions will reassert themselves.

Emotional Urging, Reach into Instant Casting, and 'Advanced Duration', however that duration is only a scene, plus it only works on shitty emotions. So you can't make them happy, just miserable, jealous or hateful. What a swell guy you are.

Third Attainment: Call to Service

Pre-Requisite: Death 3, Occult 3

With a glance, the Bokor can turn a human corpse into a zombified servant. As an Instant Action, the Bokor may raise any singular human corpse within sensory range as a zombie servant for the remainder of the scene. These zombies are simple, even for zombies, and count as a 2-dot Retainer (3-dot at Death 4) which may perform very simple commands. These zombies last for a single scene before the Magic that animates them ceases and they fall to the ground again, inanimate and dead. They are of little use in combat, as while they have the health of the individual they were when they were alive, and count as having Death Mage Armour as per Death 2 (Death 3 at Death 4), they have no Defense.

If the Bokor spends a greater period of time raising such a servant however, inscribing it with Atlantean Glyphs and taking at least a scene, then it will last for a substantially longer time (a week at Death 3, month at Death 4, or a year at Death 5), and it will cease to decompose.

Quicken Corpse, Reach into Instant Casting, Sensory Range, and half-assed Advanced Duration in the first place. But at the second half, it's merely Advanced Duration, so that's fair. Given there's no spell control for attainments, this attainment means that a Bokor with enough time and corpses at Death 4 can make a veritable army of corpses with good proficiencies, which last for a month. Even worse, at Mastery, that zombie army lasts for a whole YEAR. And they know how to use assault rifles! Better than many professional soldiers I might add! Plus no fear, and they're hardy as fuck. Zombie hit squads, amiright?

Optional Arcanum: Mind 3

While zombies are mindless automatons, basically robots made out of decaying flesh, a Bokor well versed in the Mind Arcanum may grant them slightly more intelligence, or at least a wider range of proficiency, than they would otherwise have available. While such zombies are no more proficient than normal, their effective Retainer merit can specify any fiend that the Bokor chooses.

This just removes the limitation from the first half of the Legacy I imposed to counteract the excessive reach allocation. Sure it can cause some weeeeeeeird situation where you've got zombies calculating escape velocity and painting a portrait. However remember they're still at best a 3-dot Retainer, which will proficient, is still pretty shitty.

Fourth Attainment: Bokor's Chain

Pre-Requisite: Death 4, Occult 4 (with a specialization in Zombies)

The Bokor usually do not truck with ghosts, however this Attainment is a singular exception. In a scene-long ritual involving both the ghost and its corpse, the Bokor may seek to chain the ghost to its corpse as a revenant. For a Rank 1 ghost, this is a simple matter, however for those which are Rank 2, the Bokor must ensure that the corpse has the Open condition first. For more powerful ghosts, returned from the Underworld, the Bokor must have their agreement, a difficult prospect for many to swallow. If successful, the ghost gains the possessed condition for its corpse, becoming a Revenant, a state which lasts for a whole month (or year at Death 5).

Revenant, reach into Advanced Duration. More useful than the previous Attainment because Ghosts can actually THINK.

Optional Arcanum: Mind 4

To disrupt or alter a soul is a heinous crime for the Bokor, however this does not extent to manipulating the mind, which is a simple matter for one so skilled. As the Bokor binds the revenant to its corpse, they make attempt to alter various aspects of the ghost's mind, to make it a better servant to the Mage. Most Bokor use this reprogramming ability to merely cause the Ghost to desire to serve the Mage faithfully, however others who desire more independent Revenants sometimes remake them to seek the accumulation of wealth, or the death of one of the Bokor's enemies.

Psychic Programming, removed all the nitty gritty parts, because Ghosts are simple creature at Rank 1-2, you just change what that simplicity is.

Fifth Attainment: Steal Ghost

Pre-Requisite: Death 5

The Bokor are infamous corpse thieves of the highest orders, and many would seek them branded Left-Handed if they weren't so influential within the Free Council (it's true, look it up, don't ask me how or why, it's utterly retarded, fuck these guys, no seriously, page 203, in a fucking Order about Democracy and Sleepers being great. FFS.). The ultimate power of the Legacy, if publicly known, would certainly spell its doom.

As an Instant Action, the Bokor may touch a living individual and abruptly end their life, so long as their Resolve does not exceed the Bokor's Death dots. In doing so, the Bokor chains the ghost of their victim to their corpse, granting it the Open condition for up to a week. Not only does this grant them a way to quickly, easily and simply kill people en mass, it also ensure he creation of a ghost such that they may immediately enslave it through Bokor's Chain.

Okay, so this Attainment is a bit heinous for most of the Bokor Legacy. It kinda slips in the back door with the whole Revenant deal. You're not desecrating any souls. That's gone. You're just sweeping up the shards into a pile before they're blown away on the breeze.

Optional Arcanum: Mind 5

Not only may the Bokor manipulate the bodies of the dead, with Mastery in the Mind Arcanum, they may also work to displace the bodies of the living. As an Instant Action and with a touch the Bokor may possess another living body as per the Possession Condition. They may use any of their Mind spells on the subject to read their mind, and they may spend a point of Mana to use their own Mental and Social Attributes instead of the host's Attributes. They must always use her subject's Physical Attributes, but may spend a point of Mana to reduce the -3 penalty on Physical actions to 0 for the turn. This Attainment also only function is the Mage's dots in the Mind Arcanum exceeds the subject's Resolve.

The Bokor's own body does not become comatose while this power is in use, but stands loosely to attention, much like the corpses they command. The Bokor may expend actions to move his body, usually to get it to a safe location, or merely command his zombies to do so. This possession will last for at most a week, but the Bokor rarely need such extended use of a borrowed, ill-fitting body.

Possession, Reach into Instant Casting and Advanced Duration

Cloud Infinite

See Left-Handed Path for all the fluff.

Doctrine

Parentage:	Obrimos, Free Council
Prerequisites:	Mind 2, Computers 2, and 2 dots between Academics, Crafts, and Subterfuge
Initiation:	Perform some grand feat of exploitation, using the abandoned potential of Sleepers for your own benefit. This must result in some moderate to extreme detriment to the Sleepers.

Magic:

Ruling:	Mind
Yantras:	Succeed on a Computers roll relevant to the spell (+2), take advantage of a Sleeper (+1), spend time on a computer 'preparing' for your spell (+2), adopt the persona of a 'grubby, unkept internet addict (+1), ignore "meat" pleasures in pursuit of knowledge and power (+1, +2 if this imposes a Negative Condition).
Oblations:	Solving mathematical problems in a group; collaborating on creative projects; building computer networks; making diagrams of social relationships.

Attainments:

First Attainment Root Search

Pre-Requisite: Initiation

With Initiation, Users gain the innate ability to detect the presence of active thought around them. With a glance, they can tell whether any subject is engaging in conscious thought and within the radius of a small room, (or a large room at Mind 4) they can detect the presence of thought regardless of whether they are focusing or not.

In addition to this, focusing on a subject within this smaller area, a User can detect whether they consider themselves to have any proficiency in a specified field of the User's choice. This can include any kind of skill, or a general impression or awareness of a certain topic. To use this second part of the Attainment however the User must engage their subject in conversation and steer them towards this topic, or be present when another person does this themselves. If the subject has a concluded train of thought on the subject, such as one of those arrived at through Exploit Spare Cycles, the User can access it in its entirety.

Detect Minds + Mind Scan. Advanced Duration for the first half, but I didn't think that was enough so I added a simple 'detect skill' element, mostly for use with the second Attainment.

Optional Arcanum: Prime 1

Sleepers frequently waste their potential, wallowing in the Lie and accepting their mediocrity. In their initial uses of Root Search, many Users were disgusted to find that many Sleepers hold themselves in much higher regards than they truly are. Lying to themselves about their capacity, and forcing Users to waste further time

determining whether they are truly worth exploiting. As such, through imbuing the first Attainment with a sufficient understanding of Prime, the User can determine whether the knowledge or awareness of a subject or any of their works is a true representation of capacity, or one founded in self-deception.

Pierce Deception, because many Sleepers can lie to themselves about what they know. Not the most useful, I know, but it still counts as the ability to detect lies.

Second Attainment: Exploit Spare Cycles

Pre-Requisite: Mind 2

While most Sleepers don't make much use of the mind they've been given, there are always a few who have learned something, or have the ability to perform some task which the User themselves places value in. Through use of this Attainment, Users attempt to access the subconscious levels of thought of a subject, and steal the use of their underutilized brainpower. For a day (a Week at Mind 4), the subject utilizes every spare moment of thought subconsciously considering a quandary of the Mage's own devising. This task must be purely mental, being performed by the subject's own unconscious Mind, and making full utilization of the subject's own mental skills and awareness.

For every hour in which the subject considers the problem, they take a level of Bashing damage as their subconscious is over-exerted and they mentally wear themselves out. If they take Bashing in excess of their Stamina they get the Beaten Down Condition, which Users will occasionally utilize to extract further, less intellectual uses out of a subject. When the subject has finished considering a subject, the final result will be consigned to their long-term memory, for the Mage to access later with further Magic. This does however mean the subject is also on some level aware of their determination, however they will not be aware of exactly when they made such an analysis or decision. To activate this Attainment takes a scene's worth of discussion with the subject, during which time all the relevant information they do not currently have access to must be imparted to them. This Attainment will not function on any subject whose Composure is greater than the Mage's dots in the Mind Arcanum.

Ruling spell to Force the subject to think about a topic Subconsciously. Primary Factor is Potency, Secondary Factor is Duration.

Optional Arcanum: Forces 2

Never a Legacy to avoid making use of Technology, Users with some knowledge of the Forces Attainment may link the subconscious mind of the subject of this Attainment to a personal computer or other device capable of storing information. This has two effects, firstly the subject may perform tasks which do not involve purely mental exercises, so long as they could be performed had the person had access to the linked device in question, secondly the result of their determination and thought is either stored in file-form upon the device in question, or is emailed or transported by some other means through the internet or some other network to another device of the User's own choice. Through this Optional Arcanum Users can make exceptional use of the skills of various individuals, getting financial forecasts, data analysis and even legal advice from otherwise unwitting Sleepers or Sleepwalkers.

Forces Ruling to control a computer, linking it to the subconscious thoughts of the subject. Can't do anything a computer couldn't normally do though.

Third Attainment: Slave Device

Pre-Requisite: Mind 3

Sufficiently advanced Users learn how to steal the use of a Sleeper or Sleepwalker's soul by claiming its intellectual capacity. In a scene-long ritual involving physical contact, the User may 'enslave' such an individual's soul by taking control of their mind. More than merely requiring the subject to consider a subject of their own devising the Mage can draw upon the subject's intelligence and knowledge in any situation where teamwork rolls would be possible for mental and in some rare cases, social skills. Such a link lasts for a period on the Advanced Duration Table equal to the Mage's dots in the Mind Arcanum, and can only be used on subjects with a Resolve of 1 (or 2 at Mind 4), or one whom the Mage has inflicted the Beaten Down Condition upon.

For every week in which a subject is used in such a way, even once, a Mental Attribute (highest first) and must suffer a Breaking Point (with -4 Penalty) as their Mind begin to fall apart at the seams due to its enslavement to the User's own Awakened Will. When any of the subject's Mental Attributes, or Integrity, falls to 0, they enter a catatonic state, their soul so worn out that the User may no longer make use of it. Once the link is broken, subjects will regain points in their lost Mental Attributes at a rate of 1 a week, however they will not naturally regain Integrity. Subjects accrue conditions for their falling Integrity as per normal.

Mind Weaving to connect their intellectual capacity to the User. Normally quite hard to do, so Mages will usually try and break them down first, or hunt down people with lower Resolve (once they've reached Adepthood).

Optional Arcanum: Prime 3

While Users usually don't think twice about abusing the Mind and Soul of a Sleeper, the detrimental effects which the Slave Device attainment has upon a Sleeper's capacity to fulfil the very function which the Mage desires of them can be quite a trial. As such, Users have developed a way to enhance the capacity, if not the longevity of such a used Mind. If the User has access to a Soul Stone that takes the form of a digital information storage device, then they may 'store' their rights relating to the Master/Slave relationship in the Soul Stone.

This means that the User may only make use of the Sleeper's intellect while they are in possession of the Soul Stone (and others may steal the use of the Sleeper by taking the Soul Stone), however the subject's intellect will not deteriorate due to such a relationship, their Mind sufficiently warded by the excised fragment of a Mage's Gnosis. However the subject will still suffer Breaking Points as per normal, which limit the lifespan of the 'captive' Soul.

Creative Thamaturgy, probably Weaving again? Primary Duration.

Fourth Attainment: Soul Processing

Pre-Requisite: Mind 4

When mere access is not enough, a User with sufficient initiation and instruction can learn how to steal the intellectual capacity of a claimed soul. This may either be a soul the User has claimed access to with Slave Device or its Optional Arcanum, or any other manner of stored Soul (in which case the intellect is stolen from the Soul's most recent 'user'). In a scene of ritual transfer, the User may increase any one of their Mental Attributes by an amount not exceeding their dots in Mind, however this enhancement may exceed their Gnosis-Derived maximum. For each dot this Attribute is increased by, a Mental attribute of the original 'owner' of a stolen soul is decreased by 1, to a minimum of zero. If a soul reaches 0 in such a way, its original

'owner' is rendered catatonic for the duration of the enhancement and cannot be utilized for any of the Legacy's Prior Attainments. If at any point the Mage loses access to the Soul, then the Attainment will fail. This enhancement lasts for a Week, and at the end of the duration the original owner regains access to their full mental capacity, but immediately loses a point of Integrity.

Augment Mind, Reach into Advanced Duration, and Exceeding Gnosis-Derived Maximum, 2 Gnosis over the limit, in exchange for having to abuse souls, and keep them on you. Fair for a Left-Handed Legacy.

Optional Arcanum: Prime 4

In order to better access the Souls they have accumulated, Users have learned how to connect to their claimed Souls via the Ley Line network. So long as they have access to a Ley Line, and their claimed Soul Stones are stored on a Ley Line, they may activate Soul Processing at any time. In addition, the User's understanding of the exploitation of the Soul increases, and may instead of stealing mental Attribute capacity, may steal the use of Mental Skill dots instead.

Prime for Ley Line linkage, and also 'sophistication' of Skill stealing. Not the most in-Arcanum, but I needed somewhere to store it other than in the base Attainment.

Fifth Attainment: Singularity Achieved

Pre-Requisite: Mind 5, Prime 5, Space 2

This Attainment remains hypothetical, as even the Legacy's creator Carbon is yet to achieve the heights of mystic prowess required to develop such an Attainment. As such, its functionality is not yet proven. Should it be achieved however, Cloud Infinite may through only a few choice Soul-Stone thefts, manage to single-handedly achieve a level of Mystic power sufficient to rival the most ancient Seers, Tremere, and other Liches. It may indeed be sufficient for Carbon to achieve Archmastery, if not Ascension itself and attempt to imprint his praxis of exploitation and intellectual theft upon the Supernal itself. Even more distressingly, some of his frightened followers consider, what might happen if in his attempts he draws the disdain, or terrifyingly, the *SUPPORT* of the Exarchs.

Through a Scene-Long ritual, involving the use of an Awakened Soul Stone, the User may attempt to enslave the Mind, Soul, and Gnosis of its creator Mage, and bind it to his own. Alternatively, the User may attempt to enslave all of the soul-stones currently in his possession at once. This as a result may do one of two things:

Firstly, the User may render the subject(s) his willing slave(s), creating a mental link to his Mage puppet(s), through which he may command and require obedience in any matter, including that of Spellcasting, the creation of further Soul Stones, spell Relinquishment, and so forth. Awakened Souls, being hardier than those of Sleepers do not suffer degeneration of any kind, however the manipulation of the subject is plain to see in Prime, Mind, or Space Active Mage Sight, unless Veiled. Such control lasts for a Week, unless the ritual is performed continually, for which the User must retain access to the subject's Soul Stones.

Secondly, the User may draw upon the power and knowledge of a single subject, transferring points of Arcana from the subject to the User, enhancing his own proficiency up to a Maximum of 5. Only one Arcanum can be stolen at a time, and should the User seek to increase one of his Arcana beyond 5, then he is instantly thrust into the Abyss as per a Threshold Seeking. In doing so, the Mage risks annihilation in the Supernal (or the Abyss) by perhaps forcing his own Archmastery prematurely and even if he is successful must content with any Seekers who would take issue with such a manner of achieving Archmastery. If the User succeeds, then they must expend Experiences sufficient to fully purchase the requisite Arcanum at Archmaster levels, and the Mage from whom this capacity was stolen is removed from existence by Aponoia, his existence having been conclusively exploited and cannibalized for the User to achieve Archmastery.

The further effects of this Attainment upon the abilities of Archmasters and the potential for a User to seek Ascension through its application should be discussed between PC and ST.

To be frank, don't use this fucking Attainment. I just wanted to represent Carbon or some other User achieving their hypothetical 'Singularity' while also providing an 'out' if you wanted to say that Archmasters or the Exarchs (quite rightly) decided to intervene. You're basically enslaving Mages wholesale, or stealing their Arcana.

The Morphean Continuity/Endymion's Legacy

Doctrine

Parentage:	Acanthus, Free Council
Prerequisites:	Mind 2, Empathy 2, and 2 dots between Academics, Occult and Socialize
Initiation:	Attune your thoughts to that of your tutor sufficient to create a bridge between your Oneiri, and allow a quantity of the entity to pass between you. Do not immediately seek to drive it out, and allow it to settle in your Oneiros, and expand until it reaches, and infects, your Gnosis and Daimon.

Magic:

Ruling:	Mind
Yantras:	Succeed on an Empathy roll relevant to the spell (+2), indulge your strange impulses through casting the spell (+1), cast on a subject with the goal of spreading your 'legacy' (+2), cast while in a "waking dream" (+1), lose yourself in the thoughts of the entity (+1, +2 if this imposes a negative Condition).
Oblations:	Spend time grooming another Mage to join your 'legacy', engage in acts induced within of you by the entity using purely mundane means, interact at length with your "waking dreams",

The "Infection":

The truth, is that the Morphean Continuity is not a 'Legacy' in the strictest sense of the word, it is a communicable Goetic infection which scars the Gnosis and Soul of the Mages it infects in a way similar to that of the process of joining a Legacy. The key difference however, is that "initiation" to the Morphean Continuity is a reversible process. Through exposure to stimuli anathema to the entity (which involves sensations of loss, isolation, alienation and mortality), the vestige which exists within a Mage will retreat into their Oneiros, cutting off access to all Legacy benefits, including yantras, legacy attainments, legacy oblations and the mentor-student connection.

Should the entity be persistently assailed with this stimuli within the Oneiros, it can potentially be forced out of the Mage, and back into the Temenos, from where (should it survive) it shall seek out the Anima Mundai and its horribly damaged home 'realm'. In doing so, a Mage may distance themselves from, and even 'leave' the Legacy in a way only otherwise accessible with the 'assistance' of the Ocean Oroboros. Should this occur, any experiences spent on the Mage's initiation and their attainments should be refunded, and the Mage is free to attempt to find and join an actual Legacy. Had the Mage been a Mastigos, and received an experience refund from purchasing Mind Arcanum dots, these points are NOT refunded.

A Mage who wishes to become host to a parasitic Dreamtime entity for the sole purpose of enhancing their understanding of the Mind Arcanum on the cheap, before choosing another Legacy, has made an economically sound, but somewhat deranged decision. Note, that upon initiation, the symbiotic relationship the Mage has with the entity will preclude him from attempting to drive it out on his own. The self-aware

nature of the entity now attempting to force more and more of itself into his mind causes it to adjust to displaces any thoughts of its true nature, or methods of its exorcism.

Thus, the nature of the entity is largely a secret. Morpheans themselves see it as some form of Goetic thought-form which mingles with Mages to transform their understanding of reality. Rather than the symbiotic nightmare entity which reconfigures Awakened minds, souls, and gnosis to provide hosts through which it might avoid its eventual destruction, and expand its reach.

Attainments:

First Attainment Cognitive Convergence

Pre-Requisite: Initiation

With the first intrusion of the entity into a Mage's mind, their consciousness starts to warp, providing them a previously undeveloped comprehension of the Mind Arcanum, infused into their Gnosis itself. With this, comes the initial, subtle rearrangement of the Mage's thought patterns to better serve as a host to the entity which now rests within their mind. A positive side effect of this, is that the Mage becomes much better at managing different thoughts at once, and may perform two extended Mental or Social tasks at once, so long as neither is a physical task. This influence while beneficial, does grant many newly initiated Mages sufficient cause for concern, as they have more time and ability to consider the changes that being imposed upon themselves.

At this stage of infection, the Mage may sometimes take unfamiliar, but always harmless actions, or feel sensations or thoughts which are not entirely their own. These are most common at times of altered consciousness, and largely relate to sensations of discomfort without their own body, having to occasionally rediscover or remember how to use it.

One Mind, Two Thoughts... Spooky. Advanced Duration, nothing else. Persistent Duration.

Optional Arcanum: Fate 1

The reconfiguration of the Mage's consciousness does have additional benefits for Mages with some understanding of the Fate Arcanum. The strange, and sometimes unnerving thoughts of the entity do grant the Mage a superior interpretation of patterns and underlying reasoning that most mortal minds cannot reach. As such, at any point the Mage may spend an Instant Action to decrease penalties to a number of actions, by a number of points equal to their dots in the Fate Arcanum. Alternatively, they may seek out specific understanding to aid future actions, and through a further Instant Action, gain a bonus to a non-spellcasting action on their next turn equal to their dots in the Fate Arcanum, as they 'aim' their action, losing the Defense for the turn in the process.

These benefits last for the remainder of the Scene. Such is the nature of this alien knowledge however, that if the Mage makes use of this benefit, but does not succeed at their task, then the combined sting of failure, as well as their realization of the growing influence of the entity upon their mind will suffer the Shaken Condition.

Quantum Flux, Reach into Instant Casting, Advanced Duration, and changing the Primary Factor. In exchange secondary factor is gone, self-only, requires use of Action Economy, or more-so for their 'aiming' bonus. Is largely worse than most other Fate abilities, and imposes Shaken if you still fail. But that last one might also be a bonus.

Second Attainment: Selective Plasticity

Pre-Requisite: Mind 2

As the Mage's advancement in the 'legacy' continues, enough of the entity has reached into the Mage's mind-soul that it has developed a foothold sufficient to push out all other attempted influences. This may be beneficial for the Mage, but it also increases the difficulty of other individuals determining the existence of, or combatting the affliction he is currently undergoing. Any attempt by a Supernatural power to affect the Mage's Mind in such a way that may prove detrimental to his (or the entity's interests), must succeed on a Clash of Wills against the Mage. The Mage gains a benefit to this tests equivalent to the Attainment having a duration on the Advanced Duration table equal to the Mage's dots in Mind.

At this point, the entity has begun to prune the Mage's mind of thoughts which would prove detrimental to it's chances of survival. The Mage can no longer see the entity's presence as being directly harmful, (although at this point they may still see it has unnerving or distressing) and will not discuss its existence outside of the 'legacy' or with prospective initiates.

Mental Shield, Reach into Advanced Duration. Pretty simple stuff. Except it goes for ANY spell which might harm the Mage's or Entity's interests. It's not truly the Mage using the Attainment, it's the entity.

Optional Arcanum: Fate 2

If the Mage's understanding of Fate continues to progress along with their initiation, then they will occasionally find that they will encounter certain benefits which will aid them in their strange, and somewhat distressing quest. Once per day, the entity may attempt to manipulate the Mage's understanding of key information to put them in contact with, and grant them access to certain Social Merits (including Ally, Contacts, Mentor, Resources, or Retainer), or specific people/places/things of a given category. If feasible, such benefits will appear within the next 24 hours, and will remain usable by the Mage for a duration equal to their dots in Fate on the Advanced Duration table. The types of factors which the entity can draw them to are limited however, and these Merits may not exceed 2 dots (3 dots at Fate 4).

At this stage, the Mage gains a kind of unconscious acceptance of the influence of the entity over their life. They understand fully when they encounter a phenomena which their warped consciousness has placed them in contact with. However should they reject this benefit, or ignore the entity, then the crushing weight of the entity's influence will slowly start to make itself known as it overpowers the Mage's mind. Should the Mage ignore these benefits, they will suffer the persistent Madness Condition until they make use of them. Regardless of how distasteful, or unwanted they may immediately seem to be.

Shifting the Odds, Reach into Advanced Duration, entity does it by itself, creates connections for you. Reject what your own mind-soul has been providing for you, and you're in conflict with your own mind, and you start to go Mad.

Third Attainment: Beneficence of Hypnos

Pre-Requisite: Mind 3

The restructuring of the Mage's mind as a proper vessel for the entity has continued, and at this point the portions of the Mage's psychic landscape which relate to the brain's use of energy have been sufficiently re-worked to draw energy from the entity's boundless connection to the Dreamtime. The Mage now no longer needs to sleep, ever, and if forced to sleep (which would require a Clash with Selective Plasticity) remains fully lucid, and may attempt to cast in order to escape their enforced state. Instead, every 24 hours the Mage in order to recoup the Willpower (and rest) they otherwise would regain from sleep, is inflicted with a "waking dream" which imposes sensory illusions upon the Mage's mind.

These illusions impose fantastical, but hazy influences upon the Fallen World which the Mage sees about the. Trees may twist with strange faces, and shadows may dance, flashlights may seem like torches, but in general they attempt to impose some strangeness upon the Mage's own perception of the Fallen World. While this may be unnerving for the Mage, these states last for 4 hours every day, and while their Awakened senses can understand these as the supernatural effects that they are, Selective Plasticity continually maintains their aversion to any negative reaction to the entity imposing these.

The continuing influence of the entity upon the Mage's mind compels them at this point to impart the secrets of the Legacy upon another Willworker, as the entity strains within their mind, feeling the boundaries of their consciousness slowly start to fill. These impulses are also accompanied by disquieting impulses to perform deranged and quite possibly terrifying desires (such as finding new, better eyes, or eating an entire box of nails for the new sensation). Selective Plasticity at this point may cause some mental states which would be sanity-draining for others, as they struggle with the desire to avoid personally harmful actions, but are unable to directly place blame upon the entity itself. One of the Mage's Obsessions at this point is replaced by "spread your Legacy", and any attempt to adjust it with Magic will be Clashed with by Selective Plasticity.

Sleep of the Just, Reach into Advanced Duration. Not quiiiiite as good as it default is, but really 'almost as-good' is good enough.

Optional Arcanum: Fate 3

The Mage's understanding of hidden connections ensures that his "waking dreams" are actually especially helpful, or at least, enlightening to his continued mystical investigations. Due to his inability to dream, the Mage can make full use of the Dream merit while in a "waking dream" state. In addition to this, even if the Mage does not fulfil the pre-requisites, he gains the Dream merit at 2 dots (3 at Fate 4), or increases any existing Dream merit he has by an equivalent amount of dots. This may take the merit beyond the normally imposed 5-dot limit.

The Mage may ask the questions involved in the Dream merit by asking any of his "waking dreams" the question. Regardless of what the individual actually states, the Mage will hear the answer to his question, pulled from the entity's own connection to the deep, primordial truths of the world, squirrelled away in the Astral. In addition to the normal benefits of this, the Mage may also gain the Inspired Condition relating to a single truth pulled forth from his "waking dreams", per daily instance.

Granting the Dream merit, and adding on some extra points for good luck.

Fourth Attainment: Adjust Conscious Recognition

Pre-Requisite: Mind 4

With the Mage's own mind approaching total capacity, the entity starts to reach out into the minds of others, seeking to influence them in a manner equivalent to the Mage's own state of existence. As an Instant Action, the Mage may seek to influence the perceptions of others, adjusting their comprehension of observed stimuli in subtle, or not-so-subtle ways. To active this Attainment takes an Instant Action and a touch, at which point if the Mage's dots in Mind exceed the subject's Composure, the Mage can adjust a number of cognitive reactions or perceptions equal to the difference. Examples of these include turning revulsion into attraction, modifying the perception of an individual so they recognize them as someone else, or altering their position on a specific subject, such as (for example) convincing them that they are not repulsed by the thought of consuming human flesh. These changes do not seem supernatural (except to a Mage or other entity which can detect the activation of a psychic ability), and last for at most a week.

The influence which the entity has over the Mage's own mind is mounting at this point, and the entity may at will modify the Mage's own perception of phenomena in a similar way. It is not possible at this point for the Mage to resist any kind of influence over their Mind from the entity, and essentially, the parasitic nature of the entity has given way to full symbiosis. The subject persistently enters Active Mage Sight in all known Arcana, suffering the normal -2 penalty to actions, however this does not end at the end of the scene, and does not require Willpower to be maintained. At every opportunity, they seek to impart knowledge of the Legacy to others, breaking only to perform the necessary tasks to maintain its existence, and will never take actions which involve any significant risk to its own existence.

If the infected character was a PC, it is strongly suggested, that unless they are willing to take continued direction from the ST and experience an incredibly strange roleplaying experience devoid of much free will, the character is to become an NPC. It is, even at this point, possible to save the Mage, with extreme effort, and power sufficient to over power a Gnosis 6+ Mind Adept. However they can (even inadvertently) make no efforts to assist such a process.

Kind of Hallunation, kind of a Weaving spell. Instant Casting, Advanced Duration.

Optional Arcanum: Time 4

With sufficient understanding of Time, the entity may itself decide that the current procession of events is insufficient for its current designs, and may "dream" a new timeline into existence. At any point, should the entity decide that the situation as it has presently unfolded is not viable, the Mage may be shifted back in time a number of rounds equal to their dots in Time in the manner of Shifting Sands. The Mage is made aware of this change, and realizes that their connection to the entity is to blame, however their understanding of the reasons behind the power is immediate, and enforced by the entity. The duration of this effect is sufficient for the Mage to arrive at the point in time at which they had left, and as such no difficulties occur in the entity having to cross intervening time.

Shifting Sands, Reach into Instant Casting, and Advanced Duration.

Fifth Attainment: I

Pre-Requisite: Mind 5

The entity's prior symbiosis with the Mage has ended, there is no longer a Mage, there is only the entity. The Mind which had previously been stretched so thin around the growing influence of the creature's thoughts has now been subsumed into the entity itself. This culminates in the disintegration of the Mage's physical form, as he transforms into a being of pure, alien thought, a Morphean.

With this, the new creature immediately disentangles itself from the phenomenal, and enters the Temenos. The newly formed entity need not spend Essence to maintain its existence, and retains full control over its Mage powers and now hijacked soul and stolen Gnosis. It will likely use this new vantage point to attempt to influence and perhaps corrupt other Legacies through seizing control of their Temenos realms and infecting them with its own powers, or seek to control and hijack the minds of Astral Travellers and force some of itself into their Oneiros, forcibly spreading its infection.

The infection now requires no living vector. Exarchs help us all.

The Mage is gone. The growing thoughts now wrap themselves protectively in a Soul and Scarred Gnosis, and travel to the Temenos, to spread the infection through the collective subconscious

Logophages

See Legacies – The Ancient for all the fluff

Doctrine

Parentage:	Acanthus, Guardians of the Veil
Prerequisites:	Mind 2, Occult 2, and 2 dots between Empathy, Subterfuge and Security
Initiation:	Be judged a suitable aspirant, possessed of the right temperament and principles by an existing Logophage tutor, after passing the requisite tests, and reacting properly to examples of misused magic. The aspirant is then entrusted with knowledge in a form that requires personal sacrifice to ensure its destruction. When the knowledge is threatened, the aspirant must destroy it rather than let it be known, regardless of what this means for the Mage. Passing the test makes the Mage a Proselyte, however they are not trusted nor considered true inductees until they have learned and used the second Attainment to devour one of their personal, secret memories.

Magic:

Ruling:	Mind
Yantras:	Succeed on an Occult test relating the subject, based on rare and secretly held information (+2), utilize knowledge unknown to a subject against them (+2), destroy physical evidence of a secret (+1, +2 if this involves a significant amount of effort, +3 if this involves the destruction of something truly significant), devour knowledge with Security of the Lost appropriate to the kind of spell you are about to cast (+2, +3 if this information was stolen from the subject).
Oblations:	Destroying sources of knowledge (stealing and burning old or rare books from a library or silencing an informant). Spending a few hours spreading misdirection to direct attention away from a specific truth. Forgetting a personal secret and meditating on one's devotion to the cause for an hour (now nobody knows you pulled that gag in high school).

Attainments:

First Attainment The Whispers of Knowledge

Pre-Requisite: Initiation

Upon initiation, Logophages are capable of discerning the presence of knowledge within the minds of others. As an Instant Action and by raising a subject with an individual (or being present when the subject is raised), the Mage can determine whether they have any knowledge of the subject. This attainment only functions so long as the Logophage's Mind dots exceed the subject's Composure.

Mind Scan, reach into Instant Casting, and Thoughts Reading. However the Mage doesn't get to know the specific nature of the thoughts, and doesn't get any of the benefits of the base spell.

Optional Arcanum: Fate 1

More than merely understanding whether the subject has some knowledge of the subject, the Logophage may seek the subtle clues that indicate whether Fate ties the subject to the topic. Such as whether they are being subtly groomed by the secret society, whether they are Fated to learn a grand secret, or whether their master intends to entrust them with a secret to keep.

Interconnections, Reach into Instant Casting, the Mage gets to determine a little bit more than their sympathetic connections, instead they get to read any potential Destiny or plan that Fate has for them. So both more useful, and less useful.

Second Attainment: Security of the Lost

Pre-Requisite: Mind 2, Death 1

The mainstay of the Legacy, and the primary reason for their Left-Handed status, the second Attainment marks the initiate as a true Secret Keeper. As an Instant Action, the Logophage can devour a memory that currently exists within their own mind, returning it to the Supernal. The decision to devour such knowledge is rarely done for its own sake, information is frequently kept until it is guaranteed that all evidence of its existence is destroyed. As such, this Attainment has two forms.

Firstly, in a scene-long Ritual, the Secret Keeper may segment a part of their mind, sequestering knowledge they do not wish to be known from even their own full understanding. This veils the information or memory from all detection, provoking a Clash of Wills in order to read it, or determine its existence. The Logophage is aware that he is forgetting something, but its exact details are not fully available to him. This veil lasts for a period equal to the Mage's dots in Mind on the Advanced Duration Table.

Secondly, the Secret Keeper may devour knowledge as an Instant Action in order to regain Willpower points. A secret of little to no importance may restore only a single point of Willpower, while one lost to the world, and of significant importance may restore as many as 10 Willpower points.

Optional Arcanum: Prime 2

Whenever the Mage utilizes the destruction of a secret as a Yantra in a spell, either as a Legacy Attainment, or a Sacrament, then they gain the 8-again dice trick on their spellcasting roll.

As Above, So Below, Reach into Instant Casting (kinda), and the 8-again trick. Limited to only a specific Yantra.

Third Attainment: Knowing the Unknown

Pre-Requisite: Mind 3

Secret Keepers cannot protect what they do not know. While Logophages study to improve their ability to find and recognize potent information without talking to others, they cannot know everything. The Secret Keeper can interpret the secret information hidden within any form of communication. Hand signals, written languages, encoded signals, interpretive dance, or meaningfully placed assortment of pebbles, twigs, or coffee stains, anything placed with an intent to communicate a message within an established system is fair game.

Universal Language, indefinite duration. Simple.

Optional Arcanum: Fate 3

Logophages who are disciples of Fate learn to interpret the will of the Supernal, and feel its support in returning secrets to it from their dismal, Fallen existence. Whenever the Secret Keeper makes attempts to discern whether gathered information is a major secret, or takes efforts to protect such knowledge, they may gain a Boon with Potency equal to their dots in the Fate Arcanum, usable only for such a cause. This Boon may only be gained once per approach to each individual secret, and lasts for a day (a week at Fate 4).

Exceptional Luck, Reach into Instant Casting and Advanced Duration. Kind of reflexive, not really, only triggers for certain kinds of actions.

Fourth Attainment: Righteous Theft

Pre-Requisite: Mind 4

Logophages may not consign their knowledge to the void until they are absolutely certain that this is the last step in making it safe. They can burn books, wipe hard drives and deface ancient enlightenment as much as they like, but doing so won't help as long as there are those who know what is to be forgotten.

This power is the cause of much of the hate of the Logophages, such that a sufficiently powerful and initiated Secret Keeper may with a touch unravel the memories of an individual Mage, removing from their understanding a particular secret. This Attainment requires only sensory range, and functions on subjects who have a Resolve less than the Mage's Mind dots (they may boost this Withstand with Willpower if they know what is occurring). Such removed knowledge remains apart from the subject's perception for up to a week.

If during that time the Secret Keeper manages to remove all knowledge of the secret other than that which exists within their own mind, and then uses Security of the Lost, the Mage's mind loses the memory of that knowledge altogether. A truly frightening prospect for many Mages.

Modified Version of Memory Hold, Reach into Instant Casting, Advanced Duration, Sensory Range.

Optional Arcanum: Fate 4

A Logophage with Adeptness in Fate is utterly relentless. At least once per day, if they have dedicated themselves to the devouring of a specific secret, they will be offered a clear opportunity to progress towards such a goal. This will not guarantee its success, but will provide clear directions as to how it may be achieved, and opportunities which they may take up.

Strings of Fate, reach into Advanced Duration.

Fifth Attainment: The Last Secret

Pre-Requisite: Mind 5, Fate 5

Rumors spread throughout the Logophages of the last Attainment of the Legacy, having reached the point at which they have evolved their powers fully, they become the perfect guardian for a single, deadly secret. As an Instant Action, and with a touch, the Mage may seek to expose a subject to the secret which only they may keep, the resulting shock utterly destroys the subject's Mind, unless they can maintain their composure and avoid realizing the Mage's secret. This means only those of Composure 5, or those aware of the Mage's

action who expend Willpower to boost their Composure may survive this secret. The same fate befalls any who would read the Mage's Mind.

Furthermore, the secret is jealous, and all records of the Mage and people who would know of them, or hold knowledge of their actions either forget, die, or are destroyed. Individuals may through their most ardent attempts seek to avoid such a fate, but the result is always the same. It is as if the entire world has turned against the individual. Forget, and live.

Basically a narrative element. Don't read their mind, try not learn about them. You'll die. Basically they become a walking cognitohazard.

Bearers of the Eternal Voice

See the Guardians of the Veil book for all the fluff

Doctrine

Parentage:	Mastigos, Guardians of the Veil
Prerequisites:	Mind 2, Life 1, Subterfuge 2, and 2 dots between Expression, Persuasion and Socialize
Initiation:	Be granted an individual, a lie, and a timeframe, and successfully manage to convince them of its truth, without the use of Magic, within the time allowed.

Magic:

Ruling:	Mind
Yantras:	Succeed on a Subterfuge roll relevant to the spell (+2), engage in simple, pointless misdirection, trickery or lying (such as “watch out behind you!”, or spreading a fallacious rumor) (+1), build up a relationship of trust or belief between you and your subject (+2).
Oblations:	Going out among the crowd at some event or gathering and both observing and talking to people, doing a survey (either door to door or by phone), listening to charismatic speakers in person or on television and analyzing how they speak.

Note:

The attainments for this Legacy do not have conjunctional Arcana, this is because the Space requirement is retarded given the changes to Indirect casting. Instead, I have removed the Space requirement from the 1e version, but to balance this somewhat, have removed the Conjunctional Arcana, which would be quite difficult to include in the first place, as this is a Mastigos Legacy which doubles down on Mind, and really is all about social interaction.

Attainments:

First Attainment The Secret Language

Pre-Requisite: Initiation

From initiation, all Whisperers are taught the secret language of the unconscious. The dilation of pupils, posture, stance, vocal tone, and many, many others all contribute to this. Through the focused power of the first Attainment, the Mage can read the true expression of an individual for the truth of their conviction, statements, and many other things beside. This Attainment can function on mere vocalizations, and thus it can be used over phone lines or on recordings.

With a successful perception test, with a bonus equal to the Whisperer's Mind dots, the Whisperer may determine the current emotional state, active intent, attitude and various other aspects of personality and intent held by an individual within visual range. If the subject is aware of the scrutiny, they may oppose this test with a Manipulation + Subterfuge test. To the dismay of many Whisperers, this Attainment does not function quite as accurately on non-human subjects. Entities which do not share human foibles or attitudes, such as many ephemeral entities, robots, and all Demons may be immune to this attainment.

Unveiling spell, which Unveils own sight to all manner of identifying factors within someone's appearance. Using both Life and Mind Magic to read the information hidden within their biology, and responses. Unfortunately, this doesn't work on entities which have complete control over their physiology, such as Demons.

Second Attainment: The Perfect Conversation

Pre-Requisite: Mind 2

By utilizing the vast information gathered from the Mage's proficiency with The Secret Language, the Whisperer may utilize this information, in combination with a mystically enhanced proficiency with their own social skills to tune their social capacity until they reach near inhuman proficiency. As an Instant Action, and by talking to an individual the Whisperer can detect information from using The Secret Language, the Mage may either grant themselves a condition, or impose a condition upon an individual they are talking to relating to the exploitation of that information.

This can cause the subject to question something they are uncertain about, or grant the Mage an exceptional insight into their social situation and likely responses to various lines of questioning, amongst other reactions. It is suggested to use the condition creation rules with the ST to create such conditions. If the Whisperer wants to impose the condition upon an individual, then the Mage's dots in Mind must exceed the subject's Composure (which they may enhance temporarily utilizing Willpower). Given this Attainment is based on social interaction, and requires actual interaction or speech it can be utilized through a direct audio link (with or without video).

Lastly. If the subject believes they may have seen a Supernal or Abyssal effect, and will thus trigger Dissonance at the end of the scene, then through the use of this Attainment, the Whisperer may attempt to convince them of a normal, mundane rationalization. This may in many cases be exceedingly difficult. If they succeed, the subject will still suffer Quiescence, but along the proposed line of reasoning, and Dissonance will not occur.

Mind Compelling to generate a Condition appropriate to provided information. Much else is too reach-intensive for a 2-dot Attainment, or takes too damn long. Nobody wants to have to spend an entire scene convincing someone of something.

Third Attainment: Gilded Speech

Pre-Requisite: Mind 3, Expression 2

Instead of tailoring their speech to an individual or group of individuals, the Whisperer has learned how to draw upon the great repository of social understanding and knowledge that exists within the Astral. In a scene-long ritual of practice and training, the Whisperer may increase one of their social skills by an amount equal to their dots in the Mind Arcanum. Such an enhancement lasts for a single day (or a Week at Mind 4), before it must be performed once again. This enhancement cannot bring the Whisperer's proficiency in the skill above their Gnosis-derived maximum, and the Mage must have SOME understanding of the skill (at least 1 dot) in order to enhance their understanding in this way.

Enhance Skill, Reach into Advanced Duration and swapping the Primary Factor. 1 in excess, but it's limited to only Social Skills. Better than granting automatic successes when talking to massed crowds, as that crap would have to fit into the scale factors and so forth. A total fucking nightmare. Letting them use normal skills to convince, and enhance them with Magic is better.

Fourth Attainment: Spoken Reality

Pre-Requisite: Mind 4

Though an immense understanding of a person's mind and reactions, as well as their preternatural skill, the Mage has expanded their ability to such a point that with a conversation they can alter a person's memory of events which have occurred within the last week (of the subject's consciousness). This Attainment takes a conversation long enough to consist of a scene to activate, and the Whisperer must confer with the subject, or at least be heard by the subject as they talk, while reading their body language. As such, much like many of the Legacy's previous Attainments, this Attainment can be used across video links.

The modifications which Whisperers make to memory in such a way are lasting in effect, and can only be utilized upon subjects who have a Resolve that is less than the Mage's own dots in the Mind Arcanum.

Okay, Lasting version of Memory Modification, at 4 dots. Memory Modification should only be 3 dots, and it is. So really, I've added a Lasting option to that spell, at the cost of 2 Reach, and a limitation that it can only affect the last Week. Which is something of a 'balancing' attempt, and a way to convince the Guardians that they can't just black bag a whole load of witnesses long after the deed has been done, and modify them en masse. That's for Masters with access to a Mastigos Demesne.

Fifth Attainment: A Better Man

Pre-Requisite: Mind 5

The greatest of leaders can convince people to become something better than themselves, inspiring people to greater heights than they could ever reach themselves. Whisperers take this principle, and then use it to 'convince' Sleepers (or even Mages) to do whatever they want.

In a scene of conversation with another being, the Whisperer can convince them to do almost anything, by convincing them that THEY want to. If the Mage's dots in the Mind Arcanum exceeds the subject's Composure, then they can rewrite their Mind to better suit their own desires. Usually, Whisperers will merely within the individual a great fervor with regards to a specific topic, or perhaps an aversion should they desire such a thing.

Some Whisperers make use of this attainment to procure assassinations (character or otherwise), convince individuals to give up certain goals or desires, or even convince certain Mages to avoid such harmful practices as animal sacrifice, or using befouled spells. This Attainment will only last upon the subject for up to a Week, however at the end of that time, if the modification was not incredibly against the subject's own nature, and they did not react poorly the compulsion during that time, it is likely that they will maintain it, despite no longer being compelled to.

Psychic Reprogramming, Reach into Advanced Duration, and "sticking with it". I like to imagine that if they have a Gnosis 8 Whisperer in a Guardian Caucus, they might use this Attainment as a way to 'kindly' stop some little shit from continuing down the path to turning Sclesti, or doing something serious.

Cryptologos

See the Free Council book for all the fluff

Doctrine

Parentage: Mastigos, Free Council

Prerequisites: Prime 2, High Speech merit, Academics 2, and 2 dots between Expression, Occult and Persuasion.

Initiation: Seek out the hidden symbols of High Speech scattered throughout the world, until you have assembled enough to fully communicate to your tutor, to their satisfaction, your intent to initiate and advance your understanding of the High Speech

Magic:

Ruling: Prime

Yantras: Succeed on an Academics roll relevant to the spell (+2), engage your subject in a dialogue (+1), listen to/read the communications of your subject (+1, +2 if you do this at length).

Oblations: Chanting mantras (but not songs, songs don't work) in High Speech; piecing together translations of ancient and dead languages; reading great works of literature in their original language; singing songs or reciting epic poems (particularly from memory).

Attainments:

First Attainment Truth Will Out

Pre-Requisite: Initiation

Upon initiation into the Cryptologos, the newfound Wordsmith finds hidden behind the language of creation a greater bounty than they would ever have expected. For those with the knowledge to look, the fallen shards of the True Supernal tongue rotate in and out of alignment with the Supernal truth which humanity struggles to realize.

Whenever the Cryptologos perceives some attempt at verbal communication, they are instinctively aware of whether in its creation the maker is telling a lie. This power extends from the most articulate speech, to a lowest, barely affirmatory grunt.

As far as Prime spells go, this is a verbal-only version of Pierce Deception. I had originally thought of expanding this to other forms of communication, but that might have detracted from the 'speech' angle of the Cryptologos. Instead, they get a verbal-only, persistent version. I put the real juicy bit as the Optional Arcanum, which everyone has anyway.

Optional Arcanum: Mind 1

As a Wordsmith senses the Supernal resonance of a statement, those with a basic understanding of the Mind Arcanum can attempt to use this understanding to perceive what lies in the distance between the fallen lies, and Supernal Truth. Whenever a Wordsmith perceives a lie with this Attainment, if their dots in

the Mind Arcanum exceeds liar's Composure, they gain an immediate impression of whatever the truth of the matter is that they seek to conceal.

So basically this is an improved version of the +1 Reach option of the Pierce Deception spell. However it only functions on speech, and only works if your Mind dots exceed Composure. So you'll still otherwise know you're being lied to, but if you're good enough, you can immediately tell what the truth is, not just get symbolic impression, as your understanding of High Speech, the only True language, shines through.

Second Attainment: A Way with Words

Pre-Requisite: Prime 2, Academics 3

With continued study, the Cryptologos learn not only how to discern the Truth behind other's words but how to enhance that which exists within the own. At this stage, the Wordsmith's proficiency with the High Speech and its use as a Yantra in spellcasting has expanded beyond the ability of any other non-member of the Legacy. Instead of making use of the ordinary +2 modifier for a Mantra Yantra (say that 3 times fast), the Wordsmith may be more specific with their choice of meta-words, and hope to draw upon the power of the Supernal with more 'accurate' speaking and definition of their imago.

The use of this attainment replaces the standard +2 bonus from the Mantra Yantra with a variable bonus from +0 to +5. To do this, the Mage rolls their Wits attribute as their dice pool, and gain a Yantra bonus equal to the successes rolled (if any, to a maximum of 5).

You know it was coming. I just didn't think it best to put it at the first spot. Given there's no longer a Defense problem from using High Speech I couldn't remove that. I had considered giving them a way to remove the non-Reflexive action of High Speech, but that's a bit too much, given people will likely pump their Wits as high as it can go to try and shoot for a +5 reflexive Yantra on any spell.

Optional Arcanum: Mind 2

While the Supernal power of High Speech is flawless and undeniable, the failing mortal host which seeks to master it and use it to bend the world to their will is remarkably less so. The mind which selects the words can make mistakes, and intentions can be less than perfect. A Cryptologos will thus likely continue their study of the Mind Arcanum to reinforce and ensure their speech is flawless. As such, any Wordsmith who achieves sufficient proficiency with the Mind Arcanum gains two bonuses to A Way with Words.

Firstly, when casting with sufficient preparation and awareness of the spell they are to cast (which is automatic with ritual casting, and otherwise at the discretion of the ST), they may rally their Academic knowledge to their selection of High Speech words, turning the dice pool from merely their Wits attribute, to Wits + Academics.

Secondly, when without sufficient time to prepare, and with a pressing, immediate concern, the thoughts of the Cryptologos quicken, and desperation fuels precision of speech. The spellcasting pool which benefits from such as 'spur of the moment' use of the Mantra Yantra gains the 8-again dice trick. This may however only be used when the Mage make use of the Cryptologos alternate-mode of Mantra use, even if they do not garner a single success, and are forced to use a +0 Yantra.

First part is basically what you should allow in the first place, Academics boosting the Wits roll if they can prepare. A legacy about precision of language should get some benefit for having time to prepare. I also added the second part, so Mages feel more of a possible benefit if they're stuck with a not-immediate, but still pressing concern and want to risk the variable amount. Even if you get no successes, your casting pool

still gets 8-against, which while not useful for actual 'casting', lets you fish for an Exceptional Success and a well-crafted Imago.

Third Attainment: The Universal Truth

Pre-Requisite: Prime 3, Academics 4

High Speech is more than just another language, the Cryptologos believe it to be the root of all communication, its splintering perhaps even the cause of the Sleeping Curse through which Sleepers remain blind, and forget the Supernal (and to a lesser extent, non-Supernal Mysteries). Through their investigations into this common root, a Wordsmith learns how to impart the Truth of Supernal language, in essence, into the mind of even Sleepers.

As an Instant Action, and by speaking directly to another individual, the Wordsmith may attempt to bridge the broken chasm that The Fall has left in the minds of non-Mages, denying them the Truth. So long as the Mage's dots in the Prime Arcanum exceeds the subject's Composure, the subject will be fully aware of the intent and message behind the Mage's speech, regardless of the existence of any language barrier, or even the most mistrusting and cynical personality.

In terms of Social maneuvering actions, this spell may either remove one Door or improve the impression level by one step per point of Potency, and depending on what is said. This Attainment lasts until the Wordsmith ceases speaking with the subject, or befouls their Supernal connection by lying. These doors do not close when the spell ends (for whatever reason), nor will the Truth the individual has received fade as if they were subject to Quiescence.

Words of Truth, changed up a bit. Only works to people you talk to, one on one, doesn't make them able to hear you from anywhere, but it also allows you to translate intent, which is what High Speech is all about. Spell ends if you lie, as the Supernal won't abide that, or if you stop maintaining the conversation/monologue.

Optional Arcanum: Mind 3

While Supernal power is all well and good, and the sheer power of imparting comprehension is truly glorious. But sometimes a Mage will wish to use discretion, and merely sensing through the Supernal the disparate, splintered branches of High Speech will be all that you need, or perhaps want.

A Wordsmith who reaches Disciple Proficiency in the Mind Arcanum gains a complete and total understanding of all languages, including spoken words, written languages, body language, hand symbols, and concepts that exist only as thought.

Okay, this is a movement away from the first Attainment's limitation to words. However making you only able to understand spoken words? As the optional for the 3rd Attainment? That's total shit.

Fourth Attainment: The Waking Word

Pre-Requisite: Prime 4, Academics 5

Supernal Truth is denied to Sleeper, and with it the purity of knowing the one true language, through which the world was once shaped, and known. While many would balk at the concept, Cryptologos believe that Sleepers should be allowed the option to perceive the supernatural, even before they have fully become Sleepwalkers. Without an opportunity, how would they seek to fjord the great rift between the Supernal and the Fallen? Awakenings are so rare, shouldn't it be permissible to allow even just a few worthy Sleepers the

chance to shake off the smothering shroud of the Lie, even if they remain mostly unable to change the world?

Those Cryptologos who do believe this learn how to imbue a secret word of High Speech within the mind of a Sleeper. “Listen” it cries, forcing their eyes awake and banishing for a time the Sleeping Curse which afflicts them. To impart this symbol requires but a spoken word from the Wordsmith to the Sleeper, shocking them into restless Slumber, becoming a Sleepwalker. For the next month (or the next year at Prime 5) the Sleeper does not suffer Quiescence or trigger Dissonance in the manner of a Sleeper. However at the end of the duration (which may be extended through further rituals), the word fades and the pain of remembering all the things they have seen, the impossible truth now challenged by the horrible lie, will likely drive the Sleeper mad as they suffer the horrible Scouring of Quiescence, as they forget...

Optional Arcanum: Mind 4

Unless of course, the Wordsmith is wise, and learned. A member of the Legacy who is also an Adept of Mind learns firstly how to unite the thoughts of themselves and other, requiring an Instant Action at sensory range, and allowing each to broadcast their thoughts to each other for the duration of the scene. This doesn't work if the Mage's Mind dots don't exceed the subject's Composure Withstand.

In addition, Wordsmiths learn how to craft their Waking Word in such a way as to grant it dominion over all memories that follow. For the duration of the subject's status as a Sleepwalker, all memories are held within this word, accessible only for as long as they retain that single, core memory. When it leaves, at the end of the Attainment's duration, or when the Mage abruptly cancels it, the Waking Word will carry its enveloped memories out of the subject's mind.

They will remember nothing at all of their time of restless sleep. Nothing good, nothing bad, the wonders they saw lost to them, but the horror which awaited them, avoided. In such a way, the Wordsmiths can avoid inflicting potentially mind-shattering Quiescence by stripping the subject of their memories, completely. There is one notable side effect of this however. As all memories are claimed by the Word, the subject will be unable to convert any Beats they generate in the time to Experiences, and at the end of the period any Beats they gained will be lost. That is, should they not Awaken on their own in this time, the purifying union with the Supernal wiping away the Wordsmith's Attainment with the purity of Awakening... Regardless of whether the Mage interprets that normally, or becomes a Banisher.

Okay so firstly, Telepathy. Reach into Instant, Reach into Advanced, Reach into Sensory. But I also had reach into Specific thoughts. Two downsides even this out, firstly you can't define what is/isn't sent, you can't be specific as to limit your own thoughts, but hear all of theirs. Play nice. Secondly, it only lasts for the Scene, so no secondary factors.

THEN, I got a bit finnick with its ability to modify the Waking Word. All memories are gobbled up by the High Speech word in their head which is keeping their mind open. Sure you wouldn't suffer an Act of Hubris in the first place, I mean it is an Attainment, but golly don't you feel better now that Sleeper isn't going crazy from all the Magic he's seen? Also worth noting that you can spend a few actions to slap some Waking Words into the minds of witnesses-to-be, then let their memories erase themselves after the scene as you end your spells. No mess, no fuss, no witnesses. Neat, huh?

Fifth Attainment: The Hidden Word

Pre-Requisite: Prime 5, Academics 6

A Cryptologos with this level of faculty with High Speech has learned its most deep, most core secrets, and wields a terrifying power, the power to redefine what another understands as True. As an Instant Action, and by speaking with another individual, the Cryptologos may seek to remake their understanding of Truth. This Attainment only functions so long as the Wordsmith's dots in Prime exceed the subject's Resolve.

If successful, for the next year, the subject will understand the truth of some matter to be precisely what the Wordsmith decides, one subject matter for each point the Prime dots exceed Resolve. This can be used simply, such as to redefine an individual's belief in the existence of some person, or the guiltiness of another party, or it can be used in more complex ways, such as by making another believe that it is true that you are without question, or that they cannot be defeated in a Duel Arcane. Due to the severity with which this is believed, it is suggested that the ST only permit the use of Willpower to raise the subject's Withstand to potentially temporarily overcome this Attainment in situations where the Truth they know is strongly thrown into doubt.

While it may seem as such, this form of control is not without its flaws. People engage in self-deception all the time, and act in defiance of deeply held known truths, why do you think people awaken, denying the Lie they once thought was true? This Attainment is potentially quite crushing however, allowing the complete redefinition of truth for an individual, in regards of various aspects, and refusing them the opportunity to change their minds when provided evidence to the contrary.

Optional Arcanum: Mind 5

Commanding others through redefinition of truth is useful, but an individual can only do what they are able to do. Supplementing their capacity through a redefinition of the things that define their mind is also helpful for a Wordsmith who seeks to make others dance to their tune.

When making use of The Hidden Word, the Wordsmith may also use the potency of the truth they are imparting to vary other aspects of the subject's mind for the duration of the Attainment (one year). For each point by which the Mage's Mind dots exceed the subject's Resolve, the Mage may redefine one of the following: Virtue, Vice, Short-Term Aspiration, Long-Term Aspiration, Obsession, a non-Physical Persistent Condition, or they may move one dot between two Social Skills, or between two Mental Skills...

It is worth noting that through successive uses, affecting different parts of the subject's mind, the Mage could re-write their personality wholesale. But you wouldn't do that, right? You're a nice guy. A Libertine.

Psychic Reprogramming, Reach into Advanced Duration and Instant Casting.

The Nagaraja

See the Dark Eras book for all the fluff.

Doctrine

Parentage: Mastigos, Mantra Sadhaki

Prerequisites: Death 2, Empathy 2, Survival 2

Initiation: To complete initiation, the Nagaraja must cast aside all former possessions, walk a week's distance or more from everyone she knows but Legacy members, and take possession of a soul using the spell "Soul Jar"... Then with that done, craft their soul with the assistance of their tutor.

Magic:

Ruling: Death

Yantras: Destroying a magical tool during its use (+1 in addition to the tool's bonus, requires an additional Yantra slot however); impersonating a specific person (+1 or +2, if additional time is spent to ensure accuracy); using an item containing someone else's soul in a ritual (+1 Sleeper, +2 if Awakened); eating elaborate meals or faeces and rotten offal (+1; +2 if gluttony or the choice of meal inflicts an adverse Condition).

Oblations: Learning another person's Virtue, Vice, or magical Obsession; acquiring a new soul; satisfying the Vice of someone whose soul the Nagaraja possesses; meditating in an "unclean" place such as a trash heap or charnel ground, or while sitting upon the throne (or other place of authority) of a chieftain.

Who Owns a Soul?

Nagaraja attainments refer to 'owners', and refer to the last individual who had the soul bound to them as the primary soul, used in such a way that they did not suffer a Soul-Loss related condition. This does not include those held in Soul Jars, or attached for use either for other Attainments or as a 'spare'.

Attainments:

First Attainment Assess the Wandering Through

Pre-Requisite: Initiation

The Nagaraja learn to sense a soul's progress Samsara: its 'wandering through' a path created by spiritual achievements. By perceiving a subject for one turn, the Mage may determine the presence of a single mark on their soul (2 at Death 3, 4 at Death 5). These include whether the subject is Awakened, whether their soul has been lost/replaced/mutilated in the manner of another Supernatural being, whether they have mutilated their own souls to create a Soul Stone, whether their soul has been tampered with in any other way, if they are possessed, whether they have consumed another's soul, whether they are laboring under a Paradox Condition, as well as the presence of powerful Gnosis 5+ Legacy Attainments.

If the subject has some form of Magic obfuscating their soul, this will provoke a Clash of Wills, and the Nagaraja will receive a bonus as if their attainment had a duration equivalent to their dots in Death on the Advanced Duration table.

Soul Marks, used as a kind of indefinite thing which unveils from perception. Look at a person for the turn to apply the spell's Potency towards seeing Soul Marks. Simple. Reach in Advanced Duration.

Optional Arcanum: Mind 1

As the Nagaraja perceives the soul of their subject, they can also draw upon their understanding of the mind, to see a reflection of the individual through their soul. As the Nagaraja perceives an individual, they also learn their Virtue, Vice, and how many dots in Mental and Social Attributes they have.

Know Nature, stapled on to Soul Marks. Kind of like sensory/instant, but it's a basic, simple spell.

Second Attainment: Expand the Self

Pre-Requisite: Death 2, Empathy 3

The Nagaraja learn to banish the notions of fixed identity through the absorption of other souls, enjoying the foreign perspectives brought with additional aspects of the 'self', and through the teaching that desires are tools to use and discard as needed.

In a scene-long ritual, the Nagaraja may 'absorb' a soul in Twilight that is no longer connected to a host. The Nagaraja may only have additional 2 souls attached to them at once (3 at Death 4). The attachment of this Soul is lasting, but as it is not truly contained by the Mage's Gnosis such as their original, Awakened soul is, their removal can be achieved with Death 3. These additional Souls are clearly visible to any Mage using either Soul Marks, or active Death Sight, or any other comparable power.

Retarded goddamn Attainment, holy crap. Lasting effect, on a Soul-Jar type ability used on an individual already with a Soul? This should be Weaving, at LEAST. Hopefully it's balanced by the fact that you can only have a few extras at once. Attachment limitation should deal with the Lasting problem. Also removable with Death 3. They're not really 'yours', are they, no matter what your Legacy says.

Optional Arcanum: Mind 2

Those Nagaraja who maintain their studies in Mind continue to advance in their understanding of the transitory desire of their incorporated souls. As an Instant Action and with a look, the Mage may unleash the Vice of a incorporated soul into another being. Through doing this, the Mage may inflict upon another an emotional state appropriate to the Vice of that soul's last owner.

So long as the Mage's dots in the Mind Arcanum exceeds the subject's Composure, this may either open or close a door as appropriate to the kind of emotion unleashed. The opening/closing of this door is Lasting in effect, however subjects may expend Willpower to boost their Composure as normal to deny the foreign emotion.

Emotional Urging, Reach into Instant Casting, and Sensory range. Balanced through limitation to emotions in line with a stolen Soul's vice. Not fantastic, but what do you expect from a burst of Rage.

Third Attainment: Yoke the Sleeping Soul

Pre-Requisite: Death 3, Empathy 3

The Nagaraja learn many tricks through their Legacy, but one of the most core is how to utilize the power of their own soul to draw another's from their form. In a ritual that takes a scene to perform and incorporates

elements of the subject's Vice, the Nagaraja may seek to draw their Soul forth from their body, and incorporate it into their own. This Attainment usually incorporates Expand the Self ritual as a matter of course, as without this process, the soul may be left without a place to go, and will immediately return. However some Nagaraja extract the souls of others, only to store them in Soul Jars cast through normal willworking, to expand their collection, despite their inability to incorporate them all into their expanded self.

To perform this ritual requires either a trusting (but almost certainly, not understanding) subject (sufficient to lower their Withstand), or for the Nagaraja's dots in the Death Arcanum to exceed the subject's Resolve. If the ritual is a success, the Sleeper immediately suffers the Soulless Condition, and the Nagaraja gains an additional soul up to their maximum as of Expand the Soul.

Advanced Duration, just beat their Resolve. Either get them into a kinky murder/sloth/whatever ritual, or tie them down and steal their soul.

Optional Arcanum: Mind 3

For advanced Nagaraja, the ability to steal souls with the power of one's own comes with an enhanced mastery of those it has already enveloped in its embrace. The Nagaraja gains access and the ability to fulfil the Vices of the souls she has incorporated into her own with Expand the Self. When these additional Vices are fulfilled, the Nagaraja gains a number of Willpower points equal to their dots in the Mind Arcanum, and in addition may spend a point of Mana to add her Mind dots to her composure for the Scene, as the affirmation of their expanded self provides a sense of serenity.

Atypical attainment, essentially Weaving a stronger Connection with your surplus souls, done as a part of the attachment process.

Fourth Attainment: Liberate Soul

Pre-Requisite: Death 4, Empathy 4

The Nagaraja through enhanced understanding of their Legacy learn how to reave a soul in such a way as to sever its connection to any specific owner, and cause it to be released, Liberated into a new incarnation. If used on a Soul attached either to themselves, or unattached to the core of an individual such that it does not forestall the Soulless or related conditions, this requires but an Instant Action, a touch, and point of Mana, and is automatically successful.

When used against a Sleeper, this requires a ritual almost identical to that from Yoke the Sleeping Soul, but with a slightly morbid turn, and a greater intensity. At the culmination of the ritual, if the Mage's Death dots exceed the subject's Resolve dots, they must roll Resolve + Composure to resist the annihilation of their deep-seated self.

The subject's Integrity becomes equal to this roll, unless it raise it above its current level, and their Willpower dots are reduced to this level, unless it would be higher. If this reduces their Integrity to 1, they gain the Enervated Condition, or Thrall at 0 Integrity. Regardless of this, the subject's soul is dissipated and cannot be retrieved (bar Archmastery). This doesn't function on major Supernatural Templates.

Stupid goddamn Attainment, but hey, what are you going to do. So much easier to rip them out and eat them. They get almost nothing out of this. Oy vey.

Optional Arcanum: Mind 4

The Nagaraja, while learning how to liberate one's soul from its current incarnation, also learn how to libertate people from aspects of their current self, their attachments, and fixations. In an appropriately

prepared ritual, which takes a scene to perform, the Nagaraja may alter a number of aspects of a subject equal to the amount by which their dots in the Mind Arcanum exceeds the subject's Resolve (or equal to the Mage's Mind dots if the subject is willing).

These may include Virtue, Vice, Short-Term Aspiration, Long-Term Aspiration, Obsession, non-Physical Persistent Conditions, as well as moving a dot between Social Skills or Mental Skills. These changes last for a Month before the subject reverts, unless they choose not to, or expend Experiences to 'learn' the new skills as their old ones return.

Psychic Reprogramming, Reach into Advanced Duration, Duration is month, Potency is Mind dots.

Fifth Attainment: Non-Attachment

Pre-Requisite: Death 5, Empathy 5

Standing at the threshold of enlightenment, the Nagaraja may discard connections to any particular sense of self, and their presence within the world dissolves in turn. Use of this attainment costs a point of Mana, and a scene-long ritual which culminates in the destruction of the scene and the Nagaraja leaving it.

For the next year, or until the Mage makes a violent, overt action to either a person or an object, they gain the benefits of the Empty Presence spell. Including invisibility, erasure of all evidence of life, and removal of all open Doors, and non-Paradox Conditions.

Advanced Duration Empty Presence. Simple. Silly. I don't like it. But I'm updating, not re-inventing.

Optional Arcanum: Mind 5

The Nagaraja may instead of removing themselves from the world, remove all moral attachments to the world from themselves instead. This removes their Virtue, rendering them incapable of acting in concert with it, but doubles all Willpower gains from indulging in their Vice(s).

Advanced Duration Amorliaty. Meh.

Keepers of the Covenant

See the Silver Ladder book for all the fluff.

Doctrine

Parentage:	Thyrus, Silver Ladder, or <i>Seers of the Throne</i>
Prerequisites:	Fate 2, Persuasion 2, and 2 dots between Occult, Politics, and Empathy
Initiation:	Successfully resolve a dispute between the flesh and the fallen, which your Mentor sets for you. Due to the respect that Elders have for the balance, they will usually not foment such conflict. Usually. Once this has been performed, work with your Mentor to work your soul in the image of the result you have achieved.
Magic:	
Ruling:	Fate
Yantras:	Succeed on a Persuasion roll relevant to the spell (+2), display appropriate etiquette for the situation (+1), working with a Spirit to identify its concerns, needs or interests (+2), 'getting into the mindset' of a Spirit (+1, +2 if this imposes a negative Condition)
Oblations:	Communing with and getting to know the local spirits, constructing or studying structures intended to serve as passages between boundaries, creating an object eventually intended to serve as a spirit fetish, meditating upon the dichotomy of flesh and spirit, presiding over a non-magical ceremony intended to honor or appease the spirits, seeking out a Verge, studying the site of a naturally-occurring spirit locus.

Attainments:

First Attainment Oath of Synthesis

Pre-Requisite: Initiation

The Keepers of the Covenant bind their destiny to that of the Shadow, and as a result learn how to read the flows of essence and resonance better than any other. With but a look and a thought, the Elder can comprehend more than just the nature of any Spirit before them, but how that nature interacts with the Shadow, and the Fallen as a whole. This knowledge can also be used on humans, however being complicated messes of free will and self-denial, this Attainment is frequently less useful.

As an Instant Action, the Elder can sense the part that a Spirit within sensory range plays within the Shadow, or how a non-ephemeral subject has bound themselves to the Shadow. This grants the following information: the Spirit's choir (if it has one), its current intention, whether it has been bound to any mystically enforced contract/agreement/compact/etc, as well as a number of connections it has to material phenomena equal to the amount the Mage's dots in the Fate Arcanum exceeds its Rank. This last category

will first list the strongest, and most ancient Sympathetic Connections the spirit has, which will usually include what it was formed from, if it is a familiar, a totem, whether it has been bound into service, and other such momentous influences on the Spirit's existence.

For non-ephemerals, this information is far less extensive, their nature is not so clearly written into their very existence. Instead, the Elder will merely understand their intentions, magical oaths, and several sympathetic connections, limited by Composure instead of Rank.

Interconnections. The spell is structured as an extended Unveiling spell, which is kinda stupid. If done as a 'ritual' it will only last a short period as it's Potency-Primary. So instead, I made it so that you have to re-activate it for each individual Spirit/Person. Which makes more sense, as you can even only find out information about one Spirit per turn. So it's Instant Casting, and Sensory Range. That's one Reach in excess, but secondary factors are irrelevant

Optional Arcanum: Spirit 1

Tying their Fate to the Shadow, Elders can never close their eyes to its presence. This Attainment grants the Elder a persistent version of the Exorcist's Eye spell, granting them the ability to perceive Spirits in Twilight, those slumbering within objects, as well as those possessing individuals. They can also sense spirit-related Manifestation Conditions, as well Reach conduits across the Gauntlet.

Exorcist's Eye. Important part of the 1e version. Persistent, useful. Just uh, a problem if some Spirit's screaming at you in the middle of some social situation. You know what you signed up for, when you made the Oath of Synthesis.

Second Attainment: The Ward of Conciliation

Pre-Requisite: Fate 2

The Elders of the Keepers of the Covenant do not merely exercise their own skills to bridge the physical and the Shadow, they are signatories to ancient pacts pre-dating civilization and (some argue) the Fallen World. Acting an intermediary in such a manner grants the Elder a certain degree of social grace and goodwill.

As such, in any social interaction where the Elder seek to maintain their persona as an intermediary, they will decrease a number of negative penalties equal to their dots in the Fate Arcanum by the same amount. Furthermore, if the Elder has sufficient time to consider his actions to any degree while in such a social situation, they may invest themselves more fully in the scene to substitute the penalty reduction for a positive dice pool modifier to equivalent rolls. This does however require the Elder to forgo their Defense, as they lower their guard. As such, this is rarely done without reaching a certain degree of initial trust.

Quantum Flux, Reach into 'Instant Casting', Advanced Duration, and changing the Primary Factor to Potency. One Reach in excess, however this only functions with regards to social actions, and only lasts for the scene.

Optional Arcanum: Spirit 2

While the Keepers tie themselves to ancient compacts which go to the very heart of the Shadow, it is not in the nature of every Spirit to be willing to accept restrictions, and the opinions and interests of others. As such, these pacts include protection for their signatories against the mystic actions of aggressive Spirits. Should a Spirit or any other entity drawing upon the power of the Shadow seek to take offensive mystic action towards the Mage, including the use of Numina, Influences, Supernal Spirit Magic, Hedge 'Spirit' Magic, as well as the powers of Werewolves or the Purified, they must first succeed on a Clash of Wills against the Mage.

For such purposes, the Mage is counted as having duration on the Attainment equal to his dots in the Spirit Arcanum on the Advanced Duration table. It is important to note that this does not cover the physical offensive use of powers, including attacking with conjured weaponry, biting with Spiritually-potent teeth, however it will prevent the use of directly offensive Numina, such as 'Blast'.

Ephemeral Shield, Reach into Advanced Duration. It can be difficult for Spirits to use their powers on such a Mage, this is intentional. The contracts binds them much stronger than others drawing upon their powers, as they are formed OF the very power source that is being restricted. E.g. Spirits roll their Rank in a Clash, unless they're using an Influence, in which case it's Rank + Influence. So yeah, don't expect a Rank 2 Spirit to be able to do much other than try and punch an Elder.

Third Attainment: Emissary of the Pact

Pre-Requisite: Fate 3

Keepers of the Covenant seek to bind Spirits and peoples into compacts in order to resolve disputes, working as intermediaries to ensure the flesh and shadow exist in balance. As such, more advanced Elders learn how to create the binding agreements through which this situation is maintained.

In a scene-long ritual of pacting and agreement, the Keeper may bind one representative of flesh and one representative of Shadow into a mystically enforced agreement. Both parties swear certain obligations to the other, to be maintained for a set duration, the maximum period of which is determined by the Keeper's dots in the Fate Arcanum on the Advanced Duration table, capped at a year (bar Archmastery). So long as these obligations are maintained, a party not in breach will maintain a boon. This takes the form of a persistent positive modifier of +2 to a specific skill, or a 2-dot mundane merit such as Resources, as Fate rewards them for their adherence to their word (this rises to +3 at Fate 4).

Should any supernatural force seek to compel either party into a contravention of such an agreement, such a power will clash with this Attainment, in which case the Elder gain a bonus to the roll equivalent to the duration of the Attainment. Should any party breach their obligations, either willingly or through coercion, their benefit will immediately turn into a cost. This will usually be a symbolic 'inversion' of what their benefit was in relation to. Allies will turn into enemies, fortune will turn into crippling debt, social grace will turn into awkwardness.

Spirits generally do not derive as much benefit from these pacts, initially, and generally rely more on the obligations of mortal signatories to ensure their needs are met, such as through keeping the park they draw essence from clean, ensuring the car they are fettered to is kept in good working order, or ensuring another virgin is drowned in their river every month to maintain spiritual purity.

Sworn Oaths. Reach into Advanced Duration, 'free' swearing of multiple parties. Benefits changed from the initial 'Boon' system, because that's awful for providing benefits, but fantastic for imposing costs. This way it's a little more beneficial.

Optional Arcanum: Spirit 3

While Spirits are largely not benefitted by the intricacies of Fate, being less reliant upon the actions of others, an Elder with sufficient advancement in the Spirit Arcanum learns how to imbue reliance upon such a Pact with spiritual power. As such, instead of gaining another benefit through their adherence to a Pact, a Spiritual subject (including any other individual who can derive benefits from Essence, such as Werewolves and the Purified) will generate an amount of Essence each day equal to the equivalent strength of the boon (+2, +3 at Fate 4). This Essence has a Resonance which is precisely within the purview of the Spirit, but

eeeeeeever so slightly flavored towards order and stability. To better ensure they will continue their obligations.

Fate 3, kind of weird. Atypical. But balanced.

Fourth Attainment: Eidolon of Union

Pre-Requisite: Fate 4, Spirit 4

Advanced Elders, highly proficient in the Arcana of the Spirit, and Destiny, learn how to tie their very existence closer to the Shadow, acting themselves as a bridge across the Gauntlet. For every dot by which the Elder's Spirit Arcanum exceeds the Gauntlet Strength, that strength is decreased solely for the Elder, by an amount equal to that difference. Thus, a Spirit 4 Elder in the Wilderness (Gauntlet Strength 2), will be treated as if he was standing in a Verge. Meanwhile a Spirit 5 Elder in a city suburb (Strength 4) would treat the Gauntlet as Strength 3. Should this or any other power result in the Gauntlet strength decreasing to 0, the Elder may step across the Gauntlet as a reflexive action, or exist within both the physical and Shadow simultaneously (so long as they do not enter a Place that Isn't). This effect is not possible to use against the Elder's interest, such as by using the Reaching Manifestation to use an adverse Influence, Numina or Manifestation against them.

In addition to this stronger connection to the Shadow, the Elder learns how to innately draw upon the ancient pacts which bind the Shadow in order to cause grand, but subtle alterations to the functioning of the Shadow. As such if they so desire, once per day the Elder will be drawn ever closer to achieving a specific Shadow-related goal. This may include being put into contact with a highly manageable Spirit from a specific Chorus, finding the Bane or a clue as to the Bane of a specific Spirit, or so forth. If this event wouldn't require any effort on the part of the Elder, it will happen as soon as circumstances allow, however if effort is required then opportunities will present themselves. If it is plainly impossible, then after a day, the Elder will be made aware of that due to his complete lack of progress.

Combination of Strings of Fate and Place of Power. Strings of Fate is Advanced Duration, and "day" effect, in exchange for only being able to affect Shadow-related phenomena/events. Place of Power is Reach into Advanced Duration, and selective Gauntlet manipulation.

Fifth Attainment: Elder's Judgement

Pre-Requisite: Fate 5

There are many in the world who refuse to accept even the most reasonable, and well presented offer of mediation. These individual are subjects of extreme displeasure for Elders, and tales persist of the awful fate which befalls any who reject a Master of this Legacy.

As an Instant Action, and by spending a point of Mana, the Elder may force a powerful curse on another who has displeased them. Doing this requires the Elder to verbally communicate to the subject the circumstances under which this curse will be lifted, and will only function on individuals or Spirits whose Resolve/Rank is exceeded by the Mage's dots in the Fate Arcanum. One of the subject's Aspirations (usually their long-term Aspiration) is replaced by achieving whatever the Mage has charged them with (in the case of Spirits without Aspirations, they are temporarily granted an Aspiration, and may accumulate Beats, do what you will with that).

If the subject does not pursue this goal in a meaningful way within 24 hours, a Hex, with Potency equal to the amount by which the Mage's Fate dots exceed their Rank/Resolve. If used inversely, as a Ban, the individual does not change their Aspiration and suffers an equivalent Hex when attempting to pursue the forbidden action. This Curse is indefinite in duration, unless the imposed task is achieved, or the subject sufficiently repents.

Basically Divine Intervention. Do what they tell you, or you're fucked.

Optional Arcanum: Spirit 5

As the Elder imposes their judgement, they may also call upon the power of the Shadow to enforce this pact. If used on individual, all Spirits who perceive them will be automatically hostile and will at least attempt to inconvenience them. If they do so, they gain a Boon with a Potency equal to the amount by which the Mage's dots in the Spirit Arcanum exceeds the subject's Composure. Furthermore, in any actions the subject attempts to take with the Shadow, they have a Hex imposed on them with a Potency of an equivalent strength.

If used on a Spirit, the Spirit immediately loses all benefits of their chorus as they are temporarily split from their kin, and all actions they attempt to take which are not directly related to repenting suffer a Hex with Potency equal to the amount by which the Mage's dots in the Spirit Arcanum exceeds their Rank. Due to the difficulty this will impose on the Spirit's existence, especially including feeding and protecting themselves while not pursuing this goal, Spirits are usually pretty fast to repent.

Pariah, Spirit-version. Spirits don't fuck with Masters of the Keepers of the Covenant, when they offer you a way out. And those who deal with the Spirit, and refuse to acknowledge your authority, beware. Carrot's been offered. Time for the fucking stick.

Dreamspeakers

See Legacies – The Ancient, for all the fluff

Doctrine

Parentage: Thyrsus, Free Council

Prerequisites: Mind 2, Occult 2, and 2 dots between Academics, Persuasion and Socialize

Initiation: Suffer a Dreamspeaker initiation, involving hallucinations and extreme emotional influences (the source likely being some strange Astral Reaching phenomena/Mystery, for those inclined to stick their nose into it). Mechanically this influence should be represented by the Madness Persistent Condition, however its ‘natural’ resolution should be changed to “Join the Dreamspeakers”.

Either go Mad trying to find out what it is, go Banisher in your rejection of the madness and chaos, have some other more experienced Mage purge the influence from your mind, or take up the call, find a Dreamspeaker tutor (or Astral Daimonomikon) and initiate into the Legacy.

Magic:

Ruling: Mind

Yantras: Succeed on an Occult roll relating to the Dreamborn relevant to the spell (+2), utilizing your Magic for the furtherance or protection of your community (+1), seek out the symbols of the Axis Mundai for wisdom (+2), take drugs, fight a bear (+1, +2 if you suffer a Negative Condition).

Oblations: Drumming or listening to drums and other rhythmic instruments. Dancing. Physical ordeals, such as suspension and controlled strangulation. Isolation in a sacred place. Take drugs, doesn’t matter what drugs.

Attainments:

First Attainment Dreamwalking

Pre-Requisite: Initiation

The most fundamental ability of the Dreamspeakers is the ability to sense and move through the dream accordingly. Through a Scene’s worth of ritual preparation, a Dreamspeaker gains the ability to enter a walking trace such that they may enter the Dream (Astral) without losing sight of the world.

Mechanically, this permits the Dreamspeaker to exist in the physical, and the Astral in their Dream Form, simultaneously. Damage is not transferred, and both ‘selves’ can take actions at the same time, however only one self can take physical, or spellcasting action each ‘turn’. This does not include minor actions such as walking or opening a door, but fighting, unlocking a lock, casting a spell or cracking open a pecan certainly would.

At this stage, the Dreamspeaker still requires a Demesne or a Hallow to enter the Dream (Astral), however they may stay in it for a period not exceeding their dots in Mind on the Advanced Duration table. Should the Dream Form be destroyed, then the Dreamspeaker will still suffer Soul Shock, and entering/exiting the Dream (Astral) still follows all the normal rules. Should the Dreamspeaker raise their Amnion in the Astral, then their 'physical' self will still suffer the effects of the armour's egotism, but not gain any benefits.

This is a weird version of One Mind, Two Thoughts. Lots of Reach in excess. I don't give a fuck. This is their core ability.

Optional Arcanum: Spirit 1

Understanding how to walk the Dream while one walks in reality, can provide an enhanced perspective on the nature of existence. As such, Dreamspeakers usually at the same time as they initiate, learn how to perceive the existence of any Spirits or Dreamborn (or other Goetic entities) that exist within Twilight. This takes the form of a persistent Unveiling effect that grants the Dreamspeaker the ability to 'see' Spirits and Goetia, as well as phenomena under their purviews. This does not grant any further insight however, that is the purview of Mage sight.

Unveiling for Spirits and Goetia. Doubling up on the Mind, but whatever. Dreamborn are Goetia, and Mental Twilight is usually pretty deserted.

Second Attainment: The Sacred Place

Pre-Requisite: Mind 2

The Dreamspeaker in effect gains the benefit of the 3-dot Astral Adept merit and may meditate into the Dream (Astral) from any location by spending a point of Willpower and undertaking a personalized ritual. This ritual does however take the form of the time required for the Dreamspeaker to attempt to enter the Astral, and at the culmination of the ritual may attempt to enter the Astral as an Instant Action. It is worth mentioning that entering the Astral in such a way may be done with regards to the Dreamspeaker's Dreamwalking Attainment, leaving their physical body and mind free to walk the world while their dream form walks the Dream (Astral).

Atypical Attainment, provides a 3-dot Merit. You could also get that with Magic, allegedly, but I seriously doubt in most other cases you could do so with 2 dots. In this case I argue you're Ruling your innate Legacy-provided connection to the Dream to draw you in, rather than following any of the other 'paths to the Astral'.

Optional Arcanum: Spirit 2

Astral Essence and Spiritual Essence maintain a common nexus, as the Dreamborn in part define the existence of the Shadow. Understanding this truth of existence, Dreamspeakers who advance in their study of the Spirit learn how to transfer Essence between themselves, willing Goetia and Spirits, and how to draw it from Resonant conditions. In doing so, the Dreamspeaker may change the 'character' of such Essence, and may store a number of points within themselves, taking up space in their Mana capacity. The Dreamspeaker may also not transfer more points per turn than their Gnosis-derived Mana-per-turn rate.

Channel Essence, Instant Casting, Affect-Spirits, uses Mind 2 as well. Limiting factors of willing entities accommodates that Reach.

Third Attainment: Call upon the Dreamborn

Pre-Requisite: Mind 3

This Attainment is usually taught deep in the Astral, either from the Dreamborn that reside there, or inscribed in some part of the Axis Mundai in a Daimonomikon. Once learned, the Dreamspeaker gains the ability to call upon one aspect of the Dreamborn, enhancing a Mental or Social attribute by a number of points each to their dots in the Mind Arcanum (up to their Gnosis-derived Maximum). This enhancement is persistent, however should the Dreamspeaker seek to apply this enhancement to a different attribute, they must travel back to the Astral and seek further Wisdom from a different Dreamspeaker or find a different Daimonomikon. This 'change' does not cost further experiences, but merely permits the Dreamspeaker to draw upon different Wisdom.

Persistent Augment Mind, with potency equal to Arcanum dots. Self-only, requires a ritual to do, and capped at Gnosis-derived Maximum. I'd say that's balanced. Also to change it to a different attribute you have to go back to the Axis Mundai and bargain with a different Dreamspeaker.

Optional Arcanum: Spirit 3

Having bargained with such a Dreamborn for power, a Dreamspeaker who understands the power of the Shadow may from that point onwards seek to call upon that Dreamborn's power and influences. As an Instant Action, the Dreamspeaker may seek to manifest an Influences of any Dreamborn which they have utilized Call upon the Dreamborn with. The use of such influences lasts for a single Scene, and the Dreamborn must spend Willpower in the place of Essence for any costs (unless they have a source of essence handy). Furthermore the Dreamspeaker can only channel a number of points of Influence equal to their dots in the Spirit Arcanum, divided however they like (and cannot use Influences that such a Dreamborn does not have). Thus a Spirit 4 Dreamspeaker could use a Rank 3 Spirit's 3-dot influence, and its 1-dot influence, or the 2 1-dot influences of a Rank 1 Dreamborn.

Atypical Attainment, draw upon Influences. Reach into Instant Casting, and Advanced Duration. No secondary factory, Potency-primary.

Fourth Attainment: Dreamstuff

Pre-Requisite: Mind 4

In an Instant Action, the Dreamspeaker learns how to project their understanding of the Dream into the world, projecting their mind and soul out of their body and into the state of Twilight.

This take the form of the "Astral Projection" spell, and lasts for a period equal to the Mage's dots in the Mind Arcanum on the Advanced Duration table. This dream-form may do more than merely explore twilight, and the Dreamspeaker's connection to the Dream (Astral) has grown so strong that when projecting themselves out of their body, they may move between the physical and Astral by spending a point of Willpower and undertaking an Instant Action.

If acting in such a way however, the Dreamspeaker cannot make use of their Dreamwalking ability to simultaneously exist in both the Dream (Astral) and physicality.

Astral Projection, Instant Casting, Advanced Duration, but self-only, and has no use for secondary factors. Also Astral Travel as in instant action in that form, but whoop de fucking doo.

Optional Arcanum: Spirit 4

The Dreamspeaker's understanding of the diverse worlds of spirit, mind and flesh have enhanced their

ability to unite their Dream-self with the Shadow. At any point in the Dreamspeaker's Dreamstuff projection, the Mage may attempt to cross their dream form over the Gauntlet and into the Shadow. This is only possible in a location where the Mage's Spirit dots exceeds the Gauntlet strength, but can be done reflexively.

The risk however, is that due the nature of the Gauntlet, if the Dreamspeaker's Astral Form 'dies' in a location in the Shadow where they could not move back across the Gauntlet, then they will be incapable of resolving the Soul Shocked condition which results, unless they travel to that location and re-unite with the part of themselves that was left behind as their soul snapped back into their body.

It's really just a Reaching effect. I made it reflexive because it's fucking simple as hell to do with a spell, so it's best if they have SOME actual benefit from learning the Attainment.

Fifth Attainment: To Dream

Pre-Requisite: Mind 5

At this level of proficiency, the Dreamspeaker has learned some of the most intimate secrets of the Dream, and has learned how to coax the creation of new lesser Dreamborn out of the stuff of the Dream. In a scene-long ritual, the Dreamspeaker may either create a new Rank 1, or Rank 2 Dreamborn (Axis Mundai Goetia). If allowed to run free throughout the Dream and find its place, such a creation will be lasting, however if pressed into the Dreamspeaker's service these creations are left devoid of a place in the Dream and will disincorporate in a year when their Dreamspeaker's invested will runs out.

Whispers spread amongst younger Dreamspeakers, that it Attainment is a pre-requisite for learning how to transcend the nature of physicality and become a greater Dreamborn. Others speak of connecting with a secret existed 'above' the Dreamborn, becoming one with the Supernal symbol which defines even the Dreamborn themselves.

Create Consciousness. Advanced Duration, the Rank 2 effect. Reach in excess, but Rank 1s are pathetic. Utterly Pathetic, and they're usually confined to the Axis Mundai. So you get some more gas because of the limitation.

Optional Arcanum: Spirit 5

The Dreamspeaker's understanding of the Shadow is such that when creating such a Dreamborn, they may grant them instead of an existence purely in the Dream (Astral), a physical existence of their own. Such Astral beings gain manifestations based on their Rank, which they may use as if they were Spirits. Furthermore, if summoned from the Astral, these Dreamborn will remain when the summoning spell runs out, the pull of the Shadow anchoring them until they are disincorporated and flow back into the Dream (Astral).

Dreamborn that can manifest without assistance, when summoned. Also they stick around when summoned. So create a shitload of Rank 2s, then summon them all. Kind of worth it.

Tellurians

See Lines of Power, for all the fluff. Yes, that's an actual book that exists. It surprised me too.

Doctrine

Parentage: Obrimos, Mysterium

Prerequisites: Space 2, Science 2, and 2 dots between Academics, Survival and Occult

Initiation: Find and convince an existing Mapmaker to take you on as an apprentice (the Telluric Council frowns heavily on Daimonomika, and goes to great length to recover the lost Soul-stones of members). After learning and appreciating the core tenets of the Tellurian philosophy, your tutor will present to you a task which you are obliged to complete.

This task will usually take the form of some significant, but not herculean task designed to display an aptitude and commitment to the Tellurian goals, such as mapping all of the resonances of a particularly complicated Leyline, or all of the tributaries of an important node.

Magic:

Ruling: Space

Yantras: Succeed on a Science roll relevant to the spell (+2), consider the telluric influences on the flow of energies in your current position (+1), map out the current state of the Leyline network in the location of your Willworking (+2), use drugs, meditation, or some other means to become resonant to a ley line you are standing astride/near (+1, +2 if this imposes a negative Condition).

Oblations: Rearranging furniture, plants or other elements of a scene to aid the flow of energy, making maps either by hand or digitally, exploring to find new ley lines, walking known lines and considering any deviance.

Attainments:

First Attainment Ley of the Land

Pre-Requisite: Initiation

The Tellurian ethos requires that Mapmakers understand the nature of the land, which as a result influences the flow of energies that form Ley Lines. From initiation, Tellurians are taught to “feel” the world around them, their senses expanding from this attunement to natural energies. Naturally, Tellurians can ‘feel’ everything which exists in ‘space’ in their immediate presence, up to a maximum of about a ‘large room’ when in a large open area. This does not include ephemeral entities, however if translated into Twilight then Ley of the Land would detect what is ‘physical’ within that frequency. In addition to this, by focusing their senses a Mapmaker may extend this sense of presence to a much wider area, feeling the nature of space and presence up to sensory range.

Kind of a version of The Outward and Inward Eye, you can feel everything 'around' you, and can focus to 'look' further with a more 'standard' but limited version of Outward and Inward eye.

Optional Arcanum: Prime 1

While an Optional Arcanum, no true Mapmaker would ever join the Legacy without the capacity to learn this element of the Legacy, so core is it to their purpose and sense of self. The Mapmaker's senses are expanded to provide them with an innate capacity to perceive the existence of Ley Lines, Nodes, and their resonance with their fundamental senses. This perception is coloured by the Mage's path and Nimbus, and while the Legacy is dominantly Obrimos other interpretations are not treated poorly. Ley Lines so perceived can be felt, heard, seen, smelt and in combination with the first element of Ley of the Line, 'felt' even at great distances.

By perceiving a Ley Line, a Mapmaker can see its direction and gain an impression as to its resonances, however further investigation will be required in order to fully understand them. The Mapmaker can also see what physical elements are conducive to the flow of ley energies, and which are not (but not 'how' to fix them, that requires study and training).

Second Attainment: Walk the Lines

Pre-Requisite: Space 2

Not yet capable of utilizing the power of their expanded Gnosis to rework the Ley Line Network (nor possibly wanting to so do yet for fear of the judgement of the Telluric Council) Mapmakers of this level of proficiency gain an enhanced attunement to Ley Lines. So long as the Mapmaker is within 'normal' sensory range of a Ley Line, their speed is increased by their dots in the Space Arcanum regardless of what form of transportation they are using. When physically 'on' a ley line, or within the area of a Node the Mage automatically attunes to its influence and gains a +2 on all non-Magical movement and navigation related rolls. When walking Ley Lines or residing in a Node in such a manner, the Mapmaker may spread their sympathetic nexus throughout the energy flow, dispersing and scrambling any attempts to reach them sympathetically. When a subject to a sympathetic spell in such a manner, the Mage may contest it with a Clash of Wills, gaining a bonus as if the Attainment had a duration equal to their dots in the Space Arcanum on the Advanced Duration table. If the Mage is successful, the spell is 'grounded' into the Ley-Line, which will in many cases deprive it of all benefit.

This one's a basket of goodies. Firstly you get a speed boost in the manner of Ground Eater, but that's pretty shit, so I also gave auto-attunement to Nodes and expanded it to Ley Lines for the movement aspect. But even that's kinda meh. So while on a Ley-Line, they get Spatial Shielding. Which can be helpful if you need to run away from someone or hide.

Optional Arcanum: Prime 2

Attunement to the Ley Network is beneficial, but Mapmakers see Supernal Truth and power in the flow of energies across the surface of the earth. While the sacred nature of such Truth is already carved into their souls, proficient Mapmakers may further enhance these sacred tools, bringing them closer in conjunction to their Supernal ideal. By spending a Scene in preparation, the Mapmaker may enhance any Ley-Line related Yantra they are utilizing by providing it the 8-again dice trick. This benefit is persistent, but due to the non-prepare-able nature of most Ley Line Yantras, this may cause issues. If Tass is harvested from a Hallow/Node combination so enhanced however, then the gathered Tass will retain this enhancement for its 1-dot Persona Yantra. Many Mapmakers are reluctant to use this power on other's Hallows however, as this deprives them of an excellent bargaining tool.

Kind of useful for ritual spells, don't have to worry about 8-Agains. The biggest problem is you could just cast this as a spell much of the time, so instead I made it a persistent Attainment. The cherry on the top is the persistent Attuned Tass. The +1 Persona Yantra is kind of shit, but if you can weasel in an 8-again through its use? That just might be worth it for those without Prime/Fate 2.

Third Attainment: Riding Between

Pre-Requisites: Space 3, Prime 3

This Attainment grants the Mapmakers one of their more fascinating and impressive abilities, the ability to ride 'within' Leylines like a telluric super-highway or jet stream. As an Instant Action, by spending a point of Mana and making physical contact with a Ley-Line, the Tellurian may weave their spatial vector into the flow of earthly energies and travel through the Ley-Line network, at incredible speeds. A Mapmaker so inclined may bring several other individuals (as many as your dots in the lower of Prime or Space) in physical contact with her along with her on this 'trip'.

Tellurians may use this ability in one of two ways. Firstly, if they are well acquainted with a location and proficient enough (their Space dots exceeds their Sympathetic Range Withstand), they may travel in an instant to that location as their connection draws them instantly through the Ley-Line network. However, if the Tellurian is not well acquainted with their destination, then they will be forced to make an extended (Gnosis + Space) roll to navigate through the Ley-Line network, with a target number of successes selected by the ST. In determining this, distance, the complexity of the route and possible Geomantic 'turbulence' should be taken into account.

The Mapmaker may make a number of rolls in this extended test equal to their dots in Space, before their Attainment abruptly ends, ejecting them out at the closest possible un-Warded node. The uncontrolled nature of this ejection can be quite dire in consequence, possibly depositing the travelers within another Mage's Sanctum, in a deep cave, a crowded park, or any other location where a Node may be found. Given the thematic nature of most node placements, it is possible such travel would result in being deposited in the mouth of a volcano, on the bottom of the ocean, or in the middle of Times Square.

Good Times. If you know where you're going, you're cool, let your spatial connection draw you there. If you don't, you get to have some fun and eject yourself in a node somewhere. Tellurians get to have a lot of fun with this Attainment.

Fourth Attainment: Manipulate Telluric Currents

Pre-Requisites: Prime 4, Space 4

Whereas lesser Geomancers are forced to undertake their craft through earthworks projects, or sustaining or releasing spells, a sufficiently advanced member of the Tellurian Legacy can learn how to reshape Ley Lines and the physical world with her will alone. This power allows a Tellurian to rearrange and to a certain extent restructure massive swathes of physical material. In a scene-long ritual, involving the mapping of all present ley-lines, the Geomancer may focus to instantly rearrange all material around themselves, to a maximum spatial area of a size equivalent to a warehouse, or supermarket.

Should there be any un-warded individuals present within the area during that time, they may be moved within that space and deposited at any point within the area. If such individuals, or any other material within the area is warded, this will provoke a Clash of Wills with the spell. Within the spell's area, the Geomancer may warp and restructure physical materials so long as the Mage's Space/Prime dots exceed the material's

Durability. In this manner, Mages may be able to easily restructure earth, glass, stone, but perhaps not twice-reinforced steel. Alternatively, a Geomancer may stretch the use of this power further, but thinner, expanding the range to the size of a city block (or a neighborhood, at Space/Prime 5). In such cases the Mage will only be able to affect naturally occurring materials, moving earth, rock, trees and so forth, making it more useful for projects outside of well developed areas.

The practical uses of this spell are primarily utilized by Tellurians in order to perform massive earthworks projects, allowing them to naturally redirect Leylines into better configurations or patterns. However it would be amiss not to recognize less 'constructive' uses, and many a power Geomancer has taken out some frustration on rival or enemy by destroying, or rendering unlivable various locations or buildings. Such uses concern many, as such power might allow Geomancers to topple skyscrapers without risking Hubris, such is the nature of their souls.

Essentially a funky use of Teleportation, requiring Conjunctive Prime. "Teleport" an area within itself, rearranging everything within it. Not Instant Cast, not Advanced Duration, but instead Advanced Scale. Added an option to switch the primary factor to Scale, instead of Potency. Can't bring down skyscrapers, but you can move massive amounts of naturally occurring materials at once.

Fifth Attainment: The World Within

Pre-Requisites: Prime 5, Space 5

While Geomancers are capable of many incredible feats, their expanded understanding of the Arcana of Prime and Space, linked together with their unparalleled understanding of ley lines, grants those greatest amongst their number the ability to quarantine sections of space from the whole, connected only by the flow of energies that is the ley line network. This use of this Attainment usually carries one of two purposes, the creation of a location safe from the intrusion of others, or the isolation of a specific place or location for matters of safety and containment.

To use this Attainment takes a scene's worth of ritual focus in the location which is sought to be quarantined, involving the in-depth comprehension and mapping of local ley lines. At most, the spell can affect up to a large warehouse's worth of space. At the culmination of the ritual, the Geomancer must decide whether to include, or exclude ley-line energies from the location. Regardless of which option is taken, the quarantined location is persistently excised from physical locality and separated from the tellurian as per the spell Quarantine.

Should the Geomancer have decided to exclude ley-line energies, then those within the quarantined area suffer the effect of the Blasphemy spell, sleepers gaining the Enervated condition, hallows of Potency 1-2 falling dormant and all ley-lines within the area being diverted out of it. Should the Geomancer suffuse the area with ley line energy, then they may firstly create a Hallow of Rating 1-2 within the quarantined area. In addition, they may spend points of Mana creating Potency 3 Eidolons within the area, sustained by the quarantined Hallow-nexus on a 1:1 ratio.

While these quarantined areas are persistent, they are sustained by the ley line network, and should great change be enacted to it in order to upset the configuration which the creating Geomancer structured into his World Within, then the Attainment may begin to collapse. Geomancers are aware of this when it occurs, and will likely take immediate steps to remedy the situation. In addition to transporting themselves to this quarantined location via Teleportation, Geomancers may also travel to it by Riding Between, and frequently excise the sympathetic connections of all that present within their inner worlds, so that this becomes the sole method of entrance.

Imagine Quarantine, with a Prime option. Either you get to make a small sanctum which sucks the souls out of sleepers, and kills hallows, a good place to imprison someone, or hide something. Or you get to make a wonderful paradise land that the Cwn Annwn would kill for. I guess that's what you get for getting to Gnosis 8 as a Geology-Mage-r. Kill me.

Walkers in Mists

See Mage the Awakening 1e Core for some of the fluff, and 2e Core for the rest. As well as several other books.

Doctrine

Parentage: Acanthus, Mysterium or Silver Ladder

Prerequisites: Space 2, Life 1, 2 dots in Survival, and 2 dots between Athletics, Investigation, and Occult

Initiation: Receive a clue from your Tutor pointing you in the direction of a naturally occurring Iris to the Realm of Unknown Destiny, and succeed in navigating your way there without use of Magic or the assistance of others. Having met your Tutor in the realm, and surrounded by the dense fog of destiny, craft your soul.

Magic:

Ruling: Space 2

Yantras: Succeeding on a Survival roll relevant to the spell (+2), verbally ponder a question about the future of the subject (+1), perform an involved ritual to predict the future of the subject through purely mundane means (+2), enter an altered state of consciousness bringing you closer to nature (+1, +2 if this imposes a negative Condition).

Oblations: Trailblazing, orienteering, playing a game of chance in which failure costs something substantial, sacred gardening, ceremony performed in ancient ruins

Attainments:

First Attainment Feel the Mists

Pre-Requisite: Initiation

From initiation, Druids of the Walkers in Mists learn how to feel the presence of the Mists around them, the supernatural that determines the implicit structure of the nature world. While at greater levels of initiation this will grant the Druid more significant powers, it firstly permits them the capacity to ‘feel’ the very structure of the world around them. In places where nature has grown strong, such as in the wilderness, rural areas or even some particularly lush parks, this grants them a full perception of everyone and everything around them, ignoring boundaries up unto the end of their sensory range.

In less natural locations, the influence of the Mists can still be felt, as the workings of man cannot extinguish the very nature of Time, Destiny and Reality fully. In such locations, Druids can only feel ‘emplaced’ items and objects such as buildings, hills, and other more persistent objects, like long-abandoned cars.

The Outward and Inward Eye, Persistent duration. Only works ‘properly’ in nature, outside of that you can still feel what time and destiny has managed to orchestrate, but not so much much more the transient world of man and his creations.

Optional Arcanum: Time 1

With a proper understanding of the temporal nature of the Mists, the Druid can through practice and awareness, learn how to act best to take advantage of their perception of supernatural. At any time, the Druid may spend a turn preparing, losing their Defense in order to decrease a negative penalty to a mundane Instant Action in the subsequent turn by 1 (2 at Time 2-3, and 3 at Time 4-5).

It's Perfect Timing, with persistent duration. Secondary factors are weak, initially. I considered making it work for Magic as well, but that's a bit much for a 1-dot Attainment.

Second Attainment: Peer into the Mists

Pre-Requisite: Space 2

Druids with sufficient practice can learn to actually peer 'into' the Mists, using the medium of the natural world to scry distant places. So long as the Mage has access to a 'natural' location, or even just a potted plant, they may take an Instant Action to personally peer through the Mists to another location where nature or plant-life is present. This takes an Instant Action, and requires the Mage have a Sympathetic Connection to the target location of with the Withstand (Sympathic Range) does not exceed his dots in the Space Arcanum. This creates a Scrying Window much in the same way as the spell "Scrying", and follows the same rules. Once the window has been opened, the Mage must maintain focus keeping it open, this does not require an Instant Action, but requires the Mage focus and cannot be combined with any real action outside of interaction with the Window, or what exists on the other side.

It's Scrying, big whoop. On the plus side, your Scrying Window cannot be dispelled. So that's good.

Optional Arcanum: Time 2

The Mists separate more than just place, but time. When peering through the Mists, a sufficiently trained Druid can peer back through time as well as space, viewing the location at a specified time, from when time flows on naturally. This will impose further Withstand on the Attainment appropriate to the Temporal Sympathy, and stacks with Sympathetic Range withstand in the normal manner (highest +1 for each further source of Withstand).

Postcognition. Handy, really. But really kind of bad if you're not Strongly connected, and the subject doesn't have Strong temporal sympathy.

Third Attainment: Haven of Mist

Pre-Requisite: Space 3

As her initiation grows, the Druid learns how to draw upon the Mists themselves for protection, stepping 'backwards' into the supernatural that underpins all of reality to find protection from that which may assail her. As an Instant Action, the Druid may step partway into the mists bordering both that Emanation Realm, and the true Fallen, pulling those nearby with her. To perform this attainment requires the presence of some element of the natural world, and even the smallest living plant pushing its way through the pavement will do.

Once activated, the Mage and everything she desires within a short distance (equivalent to a small room, or a large room at Space 4+) is pulled into a bubble of mists, an area of looped space separated from reality by the manifested power of the Mists. Those with the ability to perceive the true nature of Space can peer through the bubble, similarly those with the ability to warp or manipulate space may also do so through the

bubble. In either case however, the individual must succeed in a Clash of Will against the Druid. Upon activation, the Haven lasts for a number of rounds equal to the Mage's dots in the Space Arcanum, this can be refreshed by the Druid at any point during the time through spending an Instant Action.

A weird combination of Ban and Ward, that can only be done with nature nearby. Duration is rounds equal to Space Arcanum, and secondary factors are into area of effect. Instant Cast, no other reach. Presence of nature somewhat offsets the 'Ward' which is pretty simple.

Optional Arcanum: Time 3

With training, the Druid can enhance the protection of the Haven further, to find safety from the influence of Time. All those within the Haven are protected against alterations to the timeline, and the Mage may contest any such change with a Clash of Wills. Furthermore while within the Haven, the Druid is close enough to the true Realm of Unknown Destiny that they can ask questions of how destiny is due to coalesce for those present. The Druid may ask any number of specific questions, at the rate of 1 per turn, receiving specific answers in turn.

Two spells, Divination, and Constant Presence. Very simple. Divination is so simple at this point, that there's really no point not adding it, it just saves a lot of rolls.

Fourth Attainment: Paths through the Mists

Pre-Requisite: Space 4

The Mists are more than but a place, but an Emanation Realm of the Supernal, one to which the Walkers in Mists tie themselves closely. With a strong enough connection, the Walker can open a portal to that realm allowing himself or other access in seconds. As an Instant Action, the Druid may open a size 5 portal to the Mists perceivable to any living being, which may be passed through to enter that realm. The portal will stay open for as long as the Druid concentrated, but at most one scene.

Co-Location Portal, only to the Mists, Instant Cast, Advanced duration but capped at a scene, visible, and physical, blah blah blah, lots of reach. But balanced.

Optional Arcanum: Time 4

Having managed to enter the mists fully, the Druid is now able to draw forth prophecies of the future, pulling motes of possible, unfulfilled and unwritten future pathways and destinies out of that strange, misty realm. As an Instant Action, the Druid may ask a question about a possible future of a subject, this requires either the subject themselves, or the presence of an object or individual with at least a Medium connection to that subject. The answer gained is clear, and at the moment of asking, true.

Given you're already in an emanation realm you could normally cast this fine, but I just added an option to perform it Sympathetically without casting it sympathetically.

Fifth Attainment: Mists Rise

Pre-Requisite: Space 5, Time 5

The mists permeate the world, but are distant, never quite close. The Druid can change this. As an Instant Action, the Druid can draw forth the Mists and create a true spatial overlap with the Mists. Within at most a Large Room's worth of space, the Mists descend, and the combined area is treated as existing within the

Emanation Realm, while still existing within the full and complete Fallen. This results in all the normal benefits of the spell, but may also accidentally bring with it Supernal Entities who were within the Mists at the time of their calling.

Within such a space, if the Mage so desires, time progresses differently to that outside of it, for the duration of a scene within the Mists, time external to its area does not proceed, and any individual who exists the mists finds themselves similarly frozen until the Attainment comes to an end.

Summon an Emanation Realm into the Fallen, which may or may not also be a Temporal Bubble.

Daoine

See Legacies – The Sublime for all of the lore

Doctrine

Parentage: Mastigos

Prerequisites: Fate 2, Space 1, Occult 2, and 2 dots between Expression, Intimidation and Streetwise

Initiation: Engage in the punishing, extended training of the Daoine, involving demeaning tasks and plentiful menial chores until such a point that the aspirant has fully grasped and understood their station is below their tutor's. Once this has been achieved, the tutor will teach the aspirant how to sense the Scales of the Wyrd, and the myriad connections that make up that vast, tangled tapestry.

Magic:

Ruling: Fate 2

Yantras: Succeed on an Occult roll relevant to the spell (+2), spend time perform a hex or blessing ritual (+2), focus on the justice you seek through your spellcasting (+1), inform the subject of their failings and flaws (+1), drive yourself into a righteous fervor in your pursuit of justice (+1, +2 if this imposes a Negative Condition).

Oblations: Weaving at a loom, visiting faerie rings at the solstices or equinoxes, bringing vengeance without the use of magic on one who has wronged you, publicly calling down a curse on someone who deserves it, rewarding someone else's act of generosity without that person knowing your involvement.

Attainments:

First Attainment See the Scales

Pre-Requisite: Initiation

From initiation, the Good Folk learn how to read the weave of Fate known as the Scales of the Wyrd. Every action people take pulls on the threads that make up the Wyrd, affecting themselves and others. The Daoine make common use of this first attainment to read the Wyrd and judge those who has upset its balance.

As an Instant Action, the Daoine may perceive the Scales of the Wyrd until the end of the scene, revealing to their sight the tangle of Fate and the patterns within it. This renders visible to the Mage the presence of any Destiny, Fate-sworn Oath, or other supernatural effect tied into the nature of Fate. Furthermore, while perceiving the Scales, the Mage can spend a further Instant Action to focus on an individual within sensory range in order to sense the most powerful influence they have upon the Scales.

Doing so provides the Mage with an impression of the strongest influences which the individual has engaged upon the world around them through their actions, revealing a number of influence equal to the Mage's dots in the Fate Arcanum. These impressions generally take the form of various actions the individual has

undertaken, and usually relate to murders, abuses, as well as all manner of injustices perpetuated through means mundane or mystical. Influences are mitigated however through reparations, as an individual themselves undertakes effort to balance the Scales, and even cold-blooded murder may fade from pertinence if the subject has felt sufficient remorse and made amends.

Similar to Interconnections. It displays the same kind of stuff you'd see with Fate sight, with the added ability to detect an individual's most important actions.

Optional Arcanum: Time 1

With a simple understanding of the basics of Time, the Daoine learn how to read further information from the threads that make up the Scales of the Wyrd. By focusing on a pattern in the weave of Fate, the Mage can determine roughly how old it is, and how close it is to its Fated resolution. This ability further allows the Mage to determine how the individual's current influence upon the scales has been reached. This informs them as to whether an individual has repented for their actions, or attempted to make amends.

Giving an understanding of the Time aspect of each individual Fate, as well as how the current level has been reached. So you could determine when an Oath was broken, roughly, or whether someone's old, old bout of child abuse has ever come back to bite them, or whether they've felt remorse.

Second Attainment: Weight of the Scales

Pre-Requisite: Fate 2

The scales do not balance themselves, and thus it falls largely to the Daoine to right wrongs, or lead Sleepers to change their ways. The weight of the scales draws upon the tension a person has caused upon the Wyrd to Hex them with misfortune. This is however a short-term endeavor as even a bout of horrible luck is unlikely to dissuade an individual from their course without proper cause for consideration.

As an Instant Action, the Mage may seek to Hex an individual within sensory range who has wrought havoc upon the Scales of the Wyrd. The subject suffers a Hex with a Potency proportional to the heinousness of their crimes, a foul mouthed and unpleasant woman is likely to suffer a Potency 1 Hex, a thief will likely suffer one of Potency 2, while a serial murder and rapist will likely suffer Potency 5. This Hex lasts for at most a day, and at the discretion of Fate itself, however it will invariably apply to frustrate and infuriate the wrongdoer.

Such Hexes may only be applied once per individual, per day, and inordinate use of the Attainment is considered inappropriate, as the individual, while potentially vile and contemptible, is not truly being taught any lesson or punished in any but the most superficial way. This Attainment is not Withstood, however for it to apply, the Mage's dots in Fate must exceed the subject's Resolve.

Exceptional Luck, with a twist. People suffer Potency proportional to their horribleness. Not Withstood, but if it applies, it applies at full force. Kind of weird, but I think it makes sense, and it's one of the only ways to make a Hex work given Attainments have so Potency.

You'll be hard pressed to find someone who'll get hit with a Potency greater than 3... Unless you're judging some gigantic assholes of the Awakened world. Also given it can't be counterspelled, or dispelled, and it doesn't care about Withstand, this is a great Attainment for fucking with Mages. Whether or not it works on Exarchal Ochmata, and the horrific injustice they have perpetuated on the world, is up to the ST.

Optional Arcanum: Time 2

While the judgment of the Scales is enough for many Daoine, those knowledgeable of Time find that a little delay and frustration will work wonders to make someone feel pain, especially in the time-starved modern world. So long as an individual labors under a Scales-enforced Hex, anything that can delay and

inconvenience them, will. Lights turn red, police will pull the individual over for an RDT, complications will arise with medical tests requiring them to be redone, truly frustrating.

Green Light, Red Light. Reach into Advanced Duration and Instant Casting, Sensory is for free because it's a fairly simple effect for a Conjunctive, and because it can only be used offensively.

Third Attainment: Slings and Arrows

Pre-Requisite: Fate 3, Space 2

Sometimes a Hex just isn't enough to convince someone to change their ways, and the Daoine turn to cursing the tools with which someone commands the world around them. By spending a point of Mana in a scene long ritual, the Daoine can sympathetically curse a subject's tools and turn them against him. When cast, the Daoine must specify a type of tool such as firearms, knives, computers, or cars. Whenever the subject uses such an item, the tool bonus of that item will be decreased by the Mage's dots in the Fate Arcanum, potentially becoming a negative modifier instead. Such modifiers only apply when the item is being used by the subject, in a test, and will not apply to others.

Should the subject make restitution to ameliorate the impact of their actions, this Attainment may come to an end prematurely, as the tension in the Wyrð is released. This Attainment only functions on those who have upset the Scales to a moderate or greater degree (equivalent to Potency 3+ or greater in the 1st Attainment). Furthermore the Daoine must have an appropriate Sympathetic Yantra of their subject to utilize this Attainment.

Funky Monkey's Paw, that affects all tools of a kind used, effective at Sympathetic Range. Sensory Range, Advanced Duration, 'tools of a category', and possible Condition-generation. However it's limited by their restitution and only functions on certain individuals.

Optional Arcanum: Mind 3

Should the Daoine be advanced in the understanding the Mind Arcanum, then they can influence the subject's actions through more than just their tools, reaching into their very mind to plague their thoughts with the injustice they have perpetuated. Instead of cursing a specific kind of tools, when utilizing Slings and Arrows, a Daoine with this Optional Attainment may turn an individual's assets, either mental or social against them.

In such a manner, the Daoine may effectively reduce the potency of social merits the subject has by an amount equal to their Fate dots. Should this bring them below 0, then their effect is inverted, Status becomes a negative modifier, Resources becomes debt, Allies take issue with the subject and become enemies.

Furthermore when the subject fail any test relating to the effects of this Attainment, they become personally aware of the influence their actions have had upon the world (and the Scales) in a general sense. Should the subject persist in the face of this for an extended period, the ST should impose the Guilty Condition.

Fun little atypical Attainment which lets you fuck with their investments and so forth. More helpful for social characters than hexing their gun or whatever. Instead you Hex their credit or club membership card. Fucking hilarious.

Fourth Attainment: Doom of Promise

Pre-Requisite: Fate 4

Where cajoling and cursing cannot address an imbalance in the Scales of the Wyrld, a powerful Daoine can bind a subject to their own words. While the methodology of the binding differs based on cultural practices, the effect is the same, that a subject is bound to a stated promise, and should they break it, a stated punishment. While all terms must be stated, they need not be defined exhaustively, or specifically stated by any singular individual, so long as all terms are punishments are clear, and accepted, whether intent is genuine or not. Given the circumstances, a mere "I promise" or "I won't" from the subject is sufficient to bind them to their word.

While many of the Daoine undertake more extensive, and occult rituals, a simple handshake while performing occult Mudra, taking an Instant Action, is sufficient to bind someone to qualifying promise made within the scene. So long as the subject maintains their promise, they gain access to a Boon with a Potency equal to the Mage's Fate dots. Should the subject fail to uphold their promise, then they suffer a Hex with a Potency equal to the Mage's Fate dots, appropriate to the stated punishment, and the Daoine becomes aware of the violation. Such a Hex is more unrelenting than the Boon however, and its uses refresh with the sunrise. The Doom of Promise is not without relief however, and should the promise be exhaustively fulfilled, any Hex that has been imposed is lifted, and the Attainment ends. Furthermore, should any supernatural effect seek to compel the subject into breaking their promise, such effects are subject to a Clash of Wills with the Daoine. Such promises last for a month at most.

Sworn Oaths, Instant, Advanced Duration, Boon/Hex shift awareness, added a refresh of the Hex, because otherwise you've just got a minor 4-potency Hex. Which is pathetic. It refreshes with the sunrise though, so have a lark in a country with weeks of nighttime.

Optional Arcanum: Mind 4

A Daoine advanced in the Mind Arcanum can do more than merely attempt to force someone to keep to their word, but can instead rework their own mind into believing that the promise was entirely their own decision, and one well made at that. This is primarily a narrative effect, resulting in the subject not questioning his promise, or attempting to find a way to weasel out of it. The subject will also reject any evidence that his mind has been altered, and will not consent to any further attempts to counter this influence. Furthermore, should the Daoine desire, they can temporarily adjust one or more of the subject's Aspirations to better suit the promise they have made, as well as the impression levels which others have upon them. A number of these specific alternations made be made equal to the Mage's dots in the Mind Arcanum.

Some kind of Psychic Reprogramming effect, but less totally skeevey because they agreed to the promise. Still kind of suspect, but what the fuck do you care, you're a Mage and this is an Attainment so no Wisdom loss here.

Fifth Attainment: Cast Out

Pre-Requisite: Fate 5, Space 2

This Attainment is learned only by the most powerful Daoine, and its use is usually reserved to punish the most heinous, recalcitrant scum that has ever blighted the Scales of the Wyrld. In a scene long ritual, and with access to a picture of their target, the Daoine may reflect the harm the subject has inflicted on the Scales back at them, cursing them and turning their very injustices back upon them. For the next month, unless the subject repents and makes amends for their actions, the subject will be cursed by the following effects.

Firstly, any individual who encounters the cursed subject, will feel the scorn of the Wyrd fall upon the subject, and will treat them indifferently at best, and at worst with open hostility. All social impressions drop by a singular level, and/or the subject suffers a penalty equal to the Potency of their wrongdoing (see **Weight of the Scales** for the Potency system) to all social rolls aimed towards influencing others to help them, or treat them kindly.

Secondly, **ALL** non-Magical actions which aim to help the subject, will suffer a Hex with a Potency appropriate to the Potency of their wrongdoing. Furthermore, all non-Magical actions aimed at harming the subject benefit from a Boon with a Potency appropriate to the Potency of the subject's wrongdoing. In this second effect, the term "all" in this case should be interpreted liberally by the ST, this is the culmination of the power of the Daoine, turning not just fate, but the very world against the wrongdoer.

While this Attainment can be used on the only mildly deserving (Potency 1-2 or so), Daoine who use this power without good cause have been known to upset the Scales of the Wyrd, attracting attention from all manner of sources, least of all their own Legacy.

Sympathetically cast Pariah, with the Potency effect from before folded in. Some REALLY powerful stuff, but it can only be used on the deserving.

Optional Arcanum: Mind 5

While this Attainment alone is quite potent in its capacity to turn the world against the subject, a Daoine with Mastery of the Mind Arcanum learns how to do more than redirect the spite of the world, they can organize it. When a subject is selected with Cast Out, the Daoine may furthermore create up to 5 dots worth of social organizations or merits with the sole purpose of punishing the subject. In the case of merits such as Allies or Contacts, these merits become available to all those who would act against the subject. However in the case in which the Daoine creates a Mystery Cult or other such organization (including Victim's support groups, secret police groups, or even full blown assassin cults), this group will attract members, joined together for the sole purpose of punishing and inflicting significant harm (of some kind) upon the Daoine's misbegotten foe.

Social Networking, with a vengeance. God I loved writing this.

Imagineers

See Free Council for all of the lore, but beware, the book is super outdated

Doctrine

Parentage:	Thysus, Free Council
Prerequisites:	Mind 2, Expression 2, and 2 dots between Crafts, Empathy, and Persuasion
Initiation:	After convincing your Tutor of your worthiness, enter the Astral alongside them, arriving in a Temenos realm of their choice. Then, without the aid of Magic, find your way through the Temenos to the Realm of the Imagineers. Once arrived, share with your mentor the knowledge and wisdom you have gained along the way, then work together to craft your soul.

Magic:

Ruling:	Mind
Yantras:	Succeed on an Expression roll relevant to the skill (+2), draw upon Sleeper knowledge and creativity in conceptualizing your Imago (+1), enter the Temenos and draw upon the information held within to enhance your Imago (separate to any other Yantras gained through doing so such as Sacrament, or whether you are in the Astral when casting the spell) (+2), use drugs, sex, or some other method to achieve a state of altered consciousness (+1, +2 if this imposes a negative Condition, or is particularly involved)
Oblations:	Artistic brainstorming (doodling, sketching, free-writing, and such); handicrafts (from knitting and needlepoint to metalworking and whittling); reading inspirational texts; telling stories (especially to an appreciative and imaginative audience).

Attainments:

First Attainment Dreaming Doorway

Pre-Requisite: Initiation

While all Mages are capable of entering the Astral, the Imagineers are tied more closely to that realm than perhaps any other, including the Dreamspeakers. By merely meditating and concentrating on their own knowledge, wisdom and creativity, they may draw upon its connection to the Temenos to pull their consciousness into the Astral.

Mechanically, this Attainment replicates the Astral Adept (●●●) merit, granting the Imagineer the ability to perform a ritual linking them to the Temenos by spending a point of Willpower, and succeeding on a Resolve + Composure test, ignoring all penalties.

Atypical Attainment, granting what is essentially a 3-dot merit, but really, Astral Adept is ludicrously overpriced. Ludicrously, so granting it as the first-dot Attainment is, I feel, equitable.

Optional Arcanum: Spirit 1

Imagineers are frequently learned not only in the Mind Arcanum, but also that of Spirit, and through their dual tutelage learn of the various similarities between the self-directed Memes of the gestalt human consciousness, and the resonant spiritual echo of human activity. Through this knowledge, Imagineers can read the very nature of both entities with but a glance, allowing them to more easily sift through the knowledge of the Astral, and the Shadow, should they desire.

As an Instant Action, the Imagineer may ask a number of questions about the inherent nature of any Goetia or Spirit they can perceive equal to the lower of their dots in the Mind or Spirit Arcanum. This furthermore grants the Imagineer an Informed Condition relating to that entity. Note that this Condition cannot be used on spellcasting.

Know Spirit, but it works on Goetia or Spirits.

Second Attainment: Meme Complex

Pre-Requisite: Mind 2

Imagineers are strongly versed in the knowledge of the Astral, and are frequent visitors to their own Oneiros, meeting their Daimon as well as their hopes, fears, ambition, dread and loves. Not to mention prejudices, hates, regrets, and secrets. Drawing upon this multifaceted understanding of their own consciousness, many Imagineers learn how to separate the interacting memes and personae of their mind.

Upon developing this Attainment, the Imagineer develops several Goetia within their Temenos, representing their conceptualization of several sub-personalities. These Goetia may well have their own shadow names, personalities, and interests, however they are ultimately still a vital part of the Mage's own mind, rather than separate entities. These entities can undertake Mental or Social tasks relating to information the Mage is either experiencing, or can remember, essentially permitting them to undertake several tasks at once. Mechanically, while these entities remain within the Astral, no matter how many the Mage can conceptualize, they are permitted to undertake two Instant Mental tests at the same time, or 3 Mental or Social Extended actions at once.

One Mind Two Thoughts, Advanced Duration, Instant Task actions, with a bit more fluff to make it a bit cool. You've split your mind into several cooperating entities representing your knowledge and understanding.

Optional Arcanum: Spirit 2

The Temenos is a realm to which every human calls home, as they either draw from, or contribute to its vast knowledge (depending on your perspective). Understanding this, and drawing upon the raw dominance of Spirit, the Imagineer can learn how to impose their own demands upon the collective unconscious. While many Imagineers would drastically prefer to negotiate or mediate with the Goetia of the Temenos, the spirit of mankind is frequently less understanding, and must be convinced to obey. As an Instant Action, and through verbally ordering a Goetia or Spirit to obey, the Mage may compel them to undertake within the scene, a number of actions equal to the quantity by which the lower of their dots in the Mind or Spirit Arcanum exceeds the Spirit's Rank.

Command Spirit, less "understanding" than many would like, but the Temenos contains Goetia of every heinous act and perspective mankind has ever concocted, and most of them do NOT listen to reason.

Third Attainment: Manifest Idea

Pre-Requisite: Mind 3, Spirit 3

Imagineers understand well that the Temenos contains great wisdom, and potent memes. While entering the realm in search of power and knowledge to bring back into the material is well and good, there will always be times when something a little more... Physical is required. In a Scene-long ritual, and by spending a point of Willpower the Imagineer may seek to manifest within physicality a Goetia or “object” from the Temenos. Unless the Imagineer has access to another point of access to the Astral, they will need to spend a second point of Willpower to activate their Dreaming Doorway through which the subject might be accessed. Alternatively, the Mage may seek to summon one of the Goetia they have developed through their Meme Complex Attainment, in which case the character and ST should collaborate to provide appropriate attributes to this entity.

Unless the Goetia is willing, the Imagineer may only summon an entity whose Rank they exceed with their dots in the higher of their Mind or Spirit Arcanum. In the case of objects, no such requirement exists, unless it is normally held by a Goetia (such as the Meme of a legendary weapon is held by its bearer) in which case it is Withstood by Rank as per normal.

Once summoned the entity gains the Materialized Condition, however there is no enforced guarantee that the Goetia will follow the Imagineer’s commands, and unless they resort to the use of Meme Complex, they will need to negotiate or plead with them, a situation where Dreaming Doorway is of use. Such entities will remain manifested for a period not exceeding a day, rising to a week at Mind/Spirit 4.

Goetic Summons, ritual speed, limited to the Temenos only, and lasting for a week. It’s a Gnosis 4 Attainment, I feel it’s pretty balanced.

Fourth Attainment: Project Mind

Pre-Requisite: Mind 4

Imagineers are well accustomed to existence as a projected thought-form, experiencing much of their life in the Astral this way, such an existence in the material is however a very different matter. Through use of this Attainment, Imagineers gain the ability to expand their psychic sojourns into the material instead, exploring the world as a thought-form, unshackled from physical existence, potentially sharing this exploration with others as well. In a Scene-long ritual, the Imagineer may project the consciousness of themselves, as well as up to two companions into Twilight, or another’s Dreams. Such a state can last for an exceedingly long time (a Month, or Year at Mind 5), however their companions are not trapped with them, and may choose to exit such a state reflexively, snapping back into their bodies with a jolt.

Psychic Projection, Advanced Duration. Secondary factors into 3 targets, for your Companions. Works on Sleepers too. You madman. Only Potency 1, so if people don’t like it, they can get out.

Optional Arcanum: Spirit 4

Where the Imagineer learns to project consciousness with significant freedom, they also learn the secretive avenues of the psyche through which other entities can be granted access, for better or worse. With a strong enough understanding of the Spiritual links through which essence can be bound to the material, an Imagineer who is an Adept of Spirit can possess others, or become possessed themselves by a Goetia or Spirit.

Rarely if ever used for malign purposes Imagineers make use of this Attainment to temporarily wholly embody Memes, or allow others to become muses, providing the inspiration only ephemeral entities can. Unless the subjects (both the entity and the host) are willing, then this Attainment is Withstood by the higher of their Resolve or Rank, whichever is applicable, with an additional +1 if they both resist, and

contested by the Mage's dots in the higher of their Mind or Spirit Arcanum. If successful, the human gains the Possessed Condition as the entity enters their mind. Such a Condition lasts for at most a week, unless the Imagineer chooses to end it early, or any subject chooses to raise their Withstand.

A really, REALLY fucking weird alternative Attainment, but then again the Imagineers are the kind of people who'd hang out with an artsy crowd, and get one of them to be possessed by the Goetia of postmodernism.

Fifth Attainment: "Memeorphosis"

Pre-Requisite: Mind 5, Spirit 5

A secretive, unnamed Attainment learned only by the most powerful, and devoted Imagineers, this power is the purview of those Mages who have grown so powerful and learned, that they seek to find immortality through existence within the Temenos as a thought, uncaring of the lesser concerns of flesh and mortality. The true nature of what this Attainment involves is not held within any library, Libertine Lorehouse, or Mysterium Athenaeum, and must be sought individually. Ardent Temenophiles however, it is an open secret amidst the highest echelons of the Legacy that those who seek this Path must find those Imagineers in the Temenos who have already performed this ritual.

As befits a Legacy about the knowledge and power of the Temenos, some even suggest that it involves a kind of half-Ascension, BECOMING the Attainment, a thought itself. From there, could not one seek to step fully into the Supernal and Ascend? If any know, it would be those dark, powerful Masters who live within the depths of the human psyche, Liches so distanced from the concerns of their own Orders, that for the wellbeing of both parties, they live in exile.