

MAGE

THE AWAKENING

(Add-on to the Wizard for Urban Shadows)

Mages can see through the lie and enact humanity’s birthright: Magic. Mages live among us and can easily hide, working their magic behind the scenes. Mage hearkens to stories of high magic, mythic tales of wizardly might and awesome hubris, but set in the here and now, not in some distant neverland. Instead of assuming a character is a practitioner of a known magical practice, such as Voodoo, Cabalism, Hermeticism, Taoist exorcism or any number of other forms, Mage posits a mortal who has become aware of a more real world than the one we live in, one from which we all once came. This awakened mortal performs magic by connecting to this invisible world. All the magical practices hint at or in some way speak to the existence of this higher realm, but none of them fully prepares a magician to encounter it. For that, they must walk down paths of sheer mystery, entering a reality unknown to mundane occult traditions, but one that completes and realizes their fragmentary knowledge.

BACKGROUND

The allure of power constantly threatens to draw them from the **Path**, away from wisdom. A Mage is someone who has awakened, whose soul has been freed of an ancient curse afflicting mortals. Most people’s souls are asleep, unaware of the raw power they can tap to remake their world. The truth has been hidden from them many lifetimes ago; all they know is a lie. All Mages draw their power from a supernatural realm even if they don’t realize it. Each realm is suited to certain types of magic. But once they awaken, no matter their age at the time, their life becomes one immersed into the arcane and how to protect themselves and others from rival Mages. Each time a Mage invokes a Paradox through faulty spellcasting, the worlds grow farther apart, and fewer and fewer souls awaken. While **Orders** are formal organizations of Mages that seeks to disseminate its goals, every Mage is said to walk a **Path**, one that leads through a supernatural realm to a Watchtower. This is not a literal or physical route or place, but a metaphorical road or direction for the soul. Each realm has its own metaphysical laws that favor some principles over others. Balancing power with wisdom is not easy — as can be imagined for anyone with the might to make his wishes come true. Beyond the alleged metaphysical consequences for misuse of power, there is the more prosaic: everyone hates a jerk. A Mage who can’t control his will soon finds himself ostracized at the least, or murdered by another Mage’s magic if he can’t avoid making enemies.

From time to time, everyone has moments of clarity in which they’re able to connect the pieces of the larger pattern and, if only for a moment, understand. For one brief, shining moment, their minds are open to all that the universe has to offer, ready to reach out and touch the Great Mystery. And then the phone rings, the baby cries, the neighbor comes knocking, someone honks her horn, or waves of everyday problems roll in unbidden and wash away the nascent glimmering of understanding. From a Mage’s perspective, none of this is particularly noteworthy; these are the usual and predictable pulsations of a Sleeping mind, and while they rarely have any effect on the

world, they represent the potential for awakening that lies in all people. When a Mage does sit up and take notice is when a Sleeper - a mortal untouched by the supernatural - has a moment of understanding that lasts for more than a few moments. By himself, a Sleeper might have epiphanies, intimations that magic is possible. Such times are a brief escape from the Quiescence. They may last a day, a week or even a month, and it is these cases for which Mages look, because a mystical experience can elevate the Sleeper’s epiphany to an Awakening. Why some experiences stir some individual’s souls and not others is one of the great mysteries. Awakening is a very personal experience. Like snowflakes and fingerprints, no two are alike. Unfortunately, awakenings are not typically pleasant experiences. It’s like realizing all at once that everything you thought you knew is wrong.

In Mage society there are a number of laws and traditions defined by the local governing Consilium, with a number being shared by all, dating back to Atlantis:

- **Right of Crossing** - Also known as the Traveller’s Right, this tradition allows a Mage to pass through another’s territory without molestation. This Right is quite specific however, the travelling Mage must refrain from using offensive magic in the territory; he is required to travel expeditiously, spending no more than a day in the territory, though this may change depending on the size of territory and mode of travel. Mages often create and guard paths for travel through their own territory... mostly to police any visitors who might abuse this Right.
- **Right of Emeritus** - Mages are expected to respect other Mages who have done something to earn respect. If the Mage abuses that respect, he loses the right to receive it.
- **Right of Hospitality** - A Mage who invokes this Right, the resident Mages must provide security and feed him for a maximum of one week. During this time he is to be kept safe from all forms of harm and, if his wounds are life threatening, to receive medical attention. Some take this Right to the extreme and provide lavish accommodations and home cooked meals, other provide a cot in the corner and enough food to keep the Mage alive. As the consequence of violating this Right usually being a wizard war, many Mages punish violators harshly.
- **Right of Nemesis** - This Right, when invoked, has a simple meaning: “Don’t get involved in a fight between two Mages”. This is sometimes interpreted to also include the Duel Arcane and etiquette for those battles. Even the simplest interpretation holds that no Mage should get involved in a feud unless it becomes a direct threat to them, their sanctums, or those under the care of the Mage. Prior to their conflict, the involved Mages who invoke this right must also inform other mages in the area so that they may prepare for any upheaval. Declarations of conflict range from announcing it to your opponent’s face to sending them a glove to say that the gauntlet has been thrown down.
- **Right of Sanctuary** - This Right is a simple one. Simply put, it states that a Mage and those in his care should do nothing to jeopardize the safety of their sanctum - their home. The rule of this Right is that a Mage should “invite no harm or do no harm” to his home and it’s inhabitants.

INFORMATION

Here you will find the **Mage the Awakening** add-on rules/text, for the Wizard playbook associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character
- 2 New Mage Moves (1 being a Familiar with 5 sub-moves that can be taken.)
- 5 Paths, a traditional role in Mage society, providing a source of power to the Mages and specialized spells for each
- 5 Mage Orders with a bonus and a penalty and a variety of spells each possesses

Note: Mages created with the Urban Shadows: Wizard playbook, do not automatically start in an Order or with any Order spells. It is up to the group/MC that if you want to start with in an Order that you give up your beginning playbook Move to join an Order at the start of the game.

ADDITIONAL MAGE (WIZARD) MOVES

- ❑ **Morning Rituals:** When you spend at least the majority of the day preparing for something, roll+Mind. On a hit hold 1. On a 10+, you also take +1 forward. Spend your hold to be prepared for a situation or to already have something set up. A spell, an escape route, an enchanted item, a cache of supplies, or a meeting with an ally, as long as it follows from what you did for your preparations.
- ❑ **Summoning Ritual:** You call upon an entity of some sort (it could be a demon, a spirit, a fae... even a ghost or anything else the MC would allow), using a summoning circle and a large amount of preparation, including purifying yourself and meditation to clear your mind. After 2 hours of prep work, roll+Spirit. On a 10+, you successfully summon the entity and can ask for one favor within its power (MC’s call) in exchange for giving it a Debt against you. On a 7-9, The entity lingers longer than it would, possibly affecting more than it was asked for, also requiring that you give it a Debt against you. On a Miss, the entity is free to act on it’s own and leaves when it wishes. The MC is free to use his imagination as to what the entity does to the summoner.

Standard Advances

- ❑ Get +1 Blood (max +3)
- ❑ Get +1 Heart (max +3)
- ❑ Get +1 Spirit (max +3)
- ❑ Get +1 Mind (max +3)
- ❑ Get a new Wizard Move
- ❑ Get a new Wizard Move
- ❑ Get a new Familiar Move
- ❑ Get the Remaining Basic Spells
- ❑ You join an Order (Choose 1 Spell from that Order)
- ❑ Get a new Spell from your Order
- ❑ Take a move from another archetype
- ❑ Take a move from another archetype

After 5 advances, you may select:

- ❑ Get +1 to any Stat (max +3)
- ❑ Get +1 to any Stat (max +3)
- ❑ Erase a Corruption Advance
- ❑ Erase a Corruption Advance
- ❑ Advance 3 of the Basic Moves
- ❑ Advance 3 of the Basic Moves
- ❑ Get the new Familiar Move
- ❑ Get a new Spell from your Order
- ❑ You discover your Path (Choose 1 Spell from that Path)

After 10 advances, you may select:

- ❑ Get a new Spell from your Path
- ❑ Get a new Spell from your Path
- ❑ Get the Remaining Familiar Moves (if all other familiar advancements have already been taken)
- ❑ Take one move from any archetype/ add-on (must be able to properly use)
- ❑ Change to a new archetype

- ❑ **Geomancer:** You have ownership of a location where magical power flows endlessly. Upon taking this move, name a location (with MC approval) to be your place of power. When you use your *spellcasting* in this location, double all hold you get and choose 1:
- The power taints your mind and soul. Mark 1 Corruption
 - You drew too much and the power hurts. Take 1 Faint injury as backlash.
 - The power tries to get away from you and strains your concentration. Take -1 ongoing until you spend all of your Spell-hold.
- ❑ **Animal Familiar:** You have an intelligent spirit embodied as an animal. When you use your familiar to...
- ... *face your fears*, on a 7-9 only one of you can act. On a 10+, both of you can.
 - ... *unleash*, add its Blood to your roll.
 - ... *threaten*, add its Blood to your roll.
 - ... *take a chance*, add its Heart to your roll.
 - ... *persuade*, add its Heart to your roll.
 - ... *open yourself up to the darkness*, add its Mind to your roll.
 - ... physically *help* another character, add its Blood to your roll.

When someone **interferes** with you through your familiar, they add it's weakness to their roll. You and your familiar always know where the other is. Your familiar does not have its own injury chart; any injury it takes, you take. It can never die. In addition, choose 1 of the moves below.

Familiar Creation

Choose one of these profiles:

- Blood +2, Heart +1, Mind +0, 2-armor, Weakness +2
- Blood +2, Heart +0, Mind +1, 1-armor, Weakness +1
- Blood +1, Heart +1, Mind +1, 1-armor, Weakness +2
- Blood +0, Heart +2, Mind +1, 1-armor, Weakness +1

Choose its type:

- Animal, child (apprentice), doll, ghost, shadow, swarm, spirit

Choose its strengths:

- Agile, aggressive, brave, charming, clean, close bond, fast, friendly, huge, inconspicuous, keen senses, low maintenance, quiet, strong, tough

**Choose as many as it has Blood, but always at least 1.*

Choose its looks:

- Beautiful, broken, dangerous, decorated, demonic, flashy, gentle, metal, muscular, mutant, mystical, radiant, sleek, small, strange, vintage.

**Choose as many as it has Heart, but always at least 1.*

Choose one power:

- Armored (+1 armor), burglar, chemicals, dangerous (+1 harm), dominator (s-harm), elegant speech, flying, hitech, magnetic, poisonous, shapechanger, stealthy, or storage.

Choose its weaknesses:

- Allergies, angry, argumentative, complainer, dirty, disobedient, greedy, immobile, jealous, loud, lunatic, petulant, savage, short range, slack, troublemaker, uncommunicative, vain

**Choose as many weakness.*

FAMILIAR MOVES

(Can only be chosen after taking the Animal Familiar Move)

- ❑ **Bloodhound:** When your familiar helps you *keep an eye out*, add its Mind to your roll.
- ❑ **Greater Demon:** Choose an additional strength, look, and power for your

- familiar. You may choose the same power twice. Do not adjust its stats.
- ❑ **Preternatural Sight:** You familiar gets +1 Mind, another strength, and another look.
- ❑ **Psychic Link:** You can see through the eyes of your familiar if you concentrate. You can *keep an eye out* or *study someone* your familiar observes when you are not present.
- ❑ **Teamwork:** When you have your familiar by your side, you take +1 forward.

FAMILIAR

NAME	TYPE
<div><div>BLOOD</div></div>	<div><div>STRENGTHS</div></div>
<div><div>HEART</div></div>	<div><div>LOOKS</div></div>
<div><div>MIND</div></div>	<div><div>POWER</div></div>
<div><div>ARMOR</div></div>	
<div><div>WEAKNESS</div></div>	

ORDER

(Choose one)

Joining a Mage Order is conferring not only your Order's spells, but also the group/gang benefit at the same time.

You have found a world wide group of Mages with similar ideals to you and joined into their ranks, gaining some of their knowledge as well. Choose 1

Order and 1 spell from its spell list. Other spells may be gained as a separate Advancement each. You may belong to only one Order.

Adamantine Arrow

❑ **Order of Adamantine Arrow:** The Adamantine Arrow defends sanctums and cabals with its combat magic. There are weapons that bring death, and weapons that grant life. The Adamantine Arrow embraces both. Every Order practices essential occult defense techniques, but the Arrow goes further, internalizing the metaphor of war. It is the Order's political stance and occult praxis. An Arrow is a warrior first, but this isn't as narrow a calling as many suspect. For every frontline fighter who rends the horrors of the Abyss with bare hands and soul, there's a strategist who sees and manipulates the secret, struggling patterns of the world.

Bonus: +1 on rolls where you use magic as a weapon.

Penalty: When you use magic as a weapon, roll+Spirit. On 10+, you cast normally without penalty. On 7-9, you cast, but choose 1. On a Miss, Take Both and cast. Your spirit is torn between good and evil.

- Your target takes +1 Debt against you. Using magic to harm others is wrong, but sometimes necessary. And you owe a debt to the person when to use it for violence.
- Mark 1 Corruption. You don't care about the price to your sanity, you want that person dead.

- Spells for Adamantine Arrow**
- ❑ **Phased Strike:** Spend 1 Spell to allow your next physical attack to bypass your target's armour.
- ❑ **Manifold Presence:** Every Arrow knows the value of the phrase "Strength in numbers". With this spell they follow this philosophy by creating temporary and free acting clones of themself. Spend a varying amount of Spell-Hold dependent on the number of clones desired and roll+Blood. On a hit, you succeed at creating your clones, which last for a scene or while you maintain the spell. On a 7-9, maintaining the clones is mentally taxing, you cannot cast spells while maintaining this effect. Spell-Hold costs are as follows: Small group, 1 Spell; Medium group, 3 Spells; Large group, 5 Spells; Huge group, 7 Spells.
- ❑ **Kinetic Ripple:** Spend 1 Spell to use your magic as a telekinetic blast in every direction, affecting everyone but you, but dissipates after only a short distance (Critical hand area).

The Free Council

❑ **Order of The Free Council:** The Free Council seeks to escape the strictures of the past and modernize the craft of magic. This is an age of power and opportunity. And the awakened can see supernatural shadows overlaying it all... if they look at it the right way. But it's an age of horror, too, because power doesn't have an ethos. The tools of power are there for the taking, but the management is bad. Very bad indeed. The Free Council means to change that. This age, this time of glorious chaos, needs to be translated into awakened wisdom. In a new kind of alchemy, the Council will change the trappings of the sleepers' quiescence into its undoing.

Bonus: +1 Rapport when dealing with members of Mortality. When your Rapport with Mortality resets it always resets to +1. You see magic in humanity that others of your kind don't.

Penalty: -1 Rapport when dealing with members of Power. When your Rapport

with Power resets it always resets to -1. Your almost heretical views earn you no friends among your own.

Spells for The Free Council

- ❑ **Trojan Horse:** Spend an extra Spell-hold when you use magic as a weapon to implant the spell on a person, turning it dormant. When the bearer - usually ignorant of the spell - comes into the presence of a **Power** member using a move or ability, the spell activates and attacks the faction member.
- ❑ **License:** You produce realistic but false identification, badges, or licensing through magic. Spend 1 Spell to receive a +1 on an attempt to *persuade* someone.
- ❑ **Shared Fate:** Sometimes partly and neutral ground need a helping hand. Spend 1 Spell and choose a character or NPC. Whenever one of you takes injuries or scars or has a state change, the other receives identical damage. Pre-existing injuries, scars, and states do not get shared, only those that are inflicted during the duration of this spell. This spell lasts as long as you maintain it or until you cast another spell.

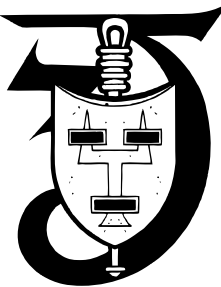
Guardians of the Veil

❑ **Order for the Guardians of the Veil:** The Guardians of the Veil protects the Mysteries from any who would despoil them or dare reveal them to the unenlightened. Magic is a secret Art. The Guardians of the Veil keep it that way for a reason. Rumors brag that the Order once manipulated nations and civilizations to these ends. Even now, Guardians plant memes and secret signs in the world’s cultures. The Guardians of the Veil choose their members carefully, through a process of slow indoctrination that begins as soon as the Order senses a combination of Awakened potential and the necessary mindset.

- Bonus:** +1 whenever you *interfere*.
- Penalty:** When you *let the darkness in* or *help* a non-Guardian, roll+Spirit. On a 10+, congratulations. On a 7-9, Choose 1. On a Miss, take both.
- Mark 1 Corruption. Your mission is to keep secrets as secrets, even from yourself.
 - The target gets +1 Debt against you, if you *helped* someone, or a powerful entity gains +1 Debt against you, if you *let the darkness in*.

Spells for Guardians of the Veil

- ❑ **Mind Tap:** Spend 1 Spell while you are *studying someone* to ask 2 additional questions, limited to the list until you’ve advanced the move.
- ❑ **Backbite:** A gun misfires, exploding in the hands of the wielder, a bow’s string slices open one’s forearm, a knife turns out to have a razor-sharp grip. Spend 1 Spell to have a weapon deal its damage rating on its wielder and potentially destroying the weapon in the process (MC’s call).
- ❑ **Perfect Prison:** Sometimes you need a really good prison. Now you can make one. Whenever you lock a person in a room (or a cell of some sort), you may spend 1 Spell and roll+Spirit. On a 10+, choose 2. On a 7-9, choose 1. The spell lasts for as long as you maintain it or until you cast another spell.
 - The door to the room is unbreakable.
 - The door’s lock cannot be picked or unlocked.
 - Anyone inside cannot use any of their active use playbook moves or spells while in the room. Passive moves are still usable.
 - The spell lasts for one scene and doesn’t require active concentration to hold it.



The Mysterium

❑ **Order of The Mysterium:** Forget Fallen World governments and occult politics. Knowledge is power. Over time, mystic lore trumps worldly ambition. The members of the Mysterium believe their Order to be the purest, because it shuns mundane power. These Mages prefer to seek pure magical knowledge. Mysterium members are usually better educated than counterparts in other Orders. The society doesn’t reject talented, uneducated sorcerers, but such novices quickly learn the academic skills they need to identify and analyze arcane treasures. The Mysterium searches for valuable lore hidden throughout the material and invisible worlds.

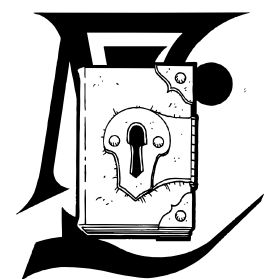
Bonus: Take a +1 when you *keep an eye out* or *study someone*.

Penalty: When you learn a secret (MC’s call), roll+Spirit. On a 10+, congratulations. On a 7-9, choose 1. On a Miss, take both.

- Mark 1 Corruption. Knowledge can corrupt as easily as power.
- Give a debt to anyone the secret may pertain to, no one likes that their secret has been let loose.

Spells for The Mysterium

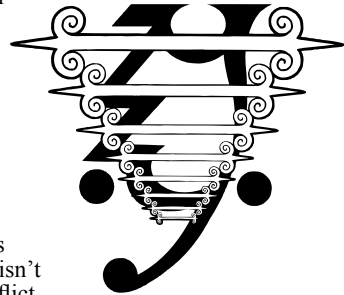
- ❑ **Mapping the Tomb:** Spend 1 Spell and roll+Mind. On a 10+, ask 2. On a 7-9, ask 1.
 - Where are any hidden rooms or compartments in this location?
 - What objects might I find hidden in this location?
 - Are there any traps in this location?
- ❑ **Imbue Item:** Spend 1 Spell and Roll+Spirit. On a 10+, choose a spell you possess and imbue it on the item. The spell may be used once by anybody who picks it up. On a 7–9, as a 10+ but the MC chooses an unforeseen side effect of the spell. This effect is usually harmful in some way. On a Miss, the spell doesn’t take, in fact it was twisted into a horrible curse. Unlike any of the other results, the curse lasts indefinitely.
- ❑ **The Hidden Meaning:** You see patterns and meaning where anyone else would find nothing. Spend your Spell-hold on a 1 for 1 basis to ask any question (not limited to the list) when you *keep an eye out* or *study someone*.



The Silver Ladder

❑ **Order of The Silver Ladder:** The Silver Ladder desires to establish a proper hierarchy of the awakened — with its members at the top. The Silver Ladder is used to ruling Mages. When the Silver Ladder’s judges ruled fairly, they maintained a balance of power between Mages and an unenlightened humanity. As priests, they advocated a wise balance between material needs and spiritual desires. The Order has little patience for error or excessive humility. Mages should not let arrogance blind their ability to assess a situation, but they should never make a fawning display of themselves by taking the blame for events outside of their control or bowing to an unworthy master. While this manner causes friction with other Mages, it isn’t always a bad thing. A certain amount of conflict keeps Mages thinking.

Bonus: +1 when you attempt to *persuade* or *threaten* others.



Penalty: When you successfully *persuade* or *threaten* another, roll+Spirit. On a 10+, Congratulations. On a 7-9, Choose 1. On a Miss, take both.

- Mark 1 Corruption. Power Corrupts.
- Give the person a Debt against you. You called a favor, now they get one as well.

Spells for The Silver Ladder

- ❑ **Shift Debt:** As a leader, sometimes fate works against you by giving your enemies luck that should only be given to your faithful servants and your friends. With this spell you can change that, allowing you to command fate in who to reward. When someone would take a debt against you, Spend 1 Spell to instead give that debt to someone other than yourself.
- ❑ **Coincidental Travel:** Sometimes you need to go someplace, but don’t have the means of getting there. Spend 1 Spell and state the location that you would like to travel to. Fate then weaves the path for you and ensures that you arrive there. The MC has total control over how you travel though and any bumps along the way. You only get to demand the final destination. So for example, you may want to travel across the country. The MC will ensure you arrive, but along the way he could have you mugged, beaten, and otherwise at death’s door when you finally get there.
- ❑ **Misperception:** You tap into the minds of your attackers, making them think the person they are attack is you. Spend 1 Spell to divert one attack from yourself and over to another person (the attacker is excluded from the possible targets). The new target must also be within range of the attacker. The person you made take the attack gains +1 Debt against you. The illusion on the attacker ends immediately after the attack.

PATH
(Choose one)

You have learned the source of your magic and how it empowers you. Choose a Path and one of the Spells below, adding the rest of the spells in the Path to your available spell list. An additional Spell may be gained as a separate Advancement each. Only one Path may be chosen.

❑ **Acanthus:** The Path of Thistle, Watchtower of the Lunargent Thorn, the Realm of Arcadia, Kingdom of Enchantment, abode of the Fae, ruled by the Arcana of Fate and Time. Enchanters epitomize the tarot trump of “The Fool,” relying on luck and intuition to guide their way. The Acanthus Path most commonly opens up to those who are young and inexperienced or to those who cast off a former life in favor of a new beginning or strange horizons. It favors those who rely on illusion, glamour, luck or benign trickery to make their way, and to those who are completely lost in the world due to temperament or circumstance.

Spells for Acanthus

- ❑ **Time Magic:** You can turn back time to redo your action. In fact to you this is child’s play.. Spend 1 Spell to reroll your last roll, taking the highest of the two as your final result.
- ❑ **Fortune’s Favor:** You can manipulate luck to be more favorable to a single action. Spend 1 Spell to get +1 forward to any roll for yourself or those around you.
- ❑ **Forbidden Fate:** When you have an enemy, sometimes the best way to get your point across is to curse them. And what better way to curse them than to ensure that their efforts end in failure? Spend 2 Spell to cast this spell and choose the action of anyone within sensory range. That action fails, even if their own powers and moves would ensure the action’s success. If the action is part of a group effort, an additional Spell-Hold must be spent for every step of group size (2

Spell-Hold for a single target, 3 Spell-Hold total for Small groups, 4 total for Medium, 5 total for Large, and 6 total for Huge).

❑ **Gaze Through Time:** With the ability to look forwards and backwards in time, you can learn things that others can't. Spend 1 Spell to ask an additional question when you ***keep an eye out***, even on a miss. The question must however pertain to the future or the past.

❑ **Mastigos:** The Path of Scourging, Watchtower of the Iron Gauntlet, the Realm of Pandemonium, Kingdom of Nightmares, abode of demons, ruled by the Arcana of Mind and Space. Warlocks epitomize the tarot trump of "The Devil," exulting in unfettered will. The awakening falls most commonly on those who are devout individualists. They make their own way regardless of what others may say about them. They are often rebels, innovators, egotists and some seem to be inherently prone to deception, seduction or manipulation to get what they want.

Spells for Mastigos

❑ **Teleportation:** You can warp space around people in order to transport them. Spend 1 Spell and roll+Blood to teleport you or another person any place you've been to or is within the range of your senses. On a 10+, you arrive with no problem. On a 7-9, you misjudge your spell and end up teleporting yourself into a person or an object (MC's choice). If it's an object you take an injury (Grievous ap). If it's a person, you both take the injury. On a Miss, the MC chooses the destination, potentially giving you an injury as well as if you'd rolled a 7-9.

❑ **Scrying:** By simply using magic to open a window in space, you can view places and people you are too far away or in the wrong place to see normally. Spend 1 Spell and roll+Mind to ***keep an eye out*** on a situation you cannot physically view or to ***study someone*** you cannot see.

❑ **Mental Illusion:** Tricking the weak-minded is a simple task when you can access their minds. You can spend 1 Spell to manipulate the all except the strongest minds (MC's call) and implant illusions in the minds of others. When you do, Choose 2:

- It extends broadly across many minds
- It extends deeply, holding up against close scrutiny
- It will last for some time after you stop maintaining it

❑ **Telepathic Command:** You have learned how to implant thought and orders in the minds of others. Spend 1 Spell and roll+Spirit to get the effects of ***threatening an NPC***, without ***threatening***. Your victim has to see you but you don't have to interact.

❑ **Moros:** The Path of Doom, Watchtower of the Lead Coin, the Realm of Stygia, Kingdom of Crypts, abode of shades, ruled by the Arcana of Death and Matter. Necromancers epitomize the tarot trump of "Death," remaining steadfast during change. In one way or another, Mages awakening to this Path have an uncommon connection to death or the dead. It is not unusual for soldiers, doctors, morticians and serial killers.

Spells for Moros

❑ **Decay:** Spend 1 Spell to lash out with death and decay itself as a weapon (Critical close/far) or (Grievous close area). On a hit, objects affected break easier.

❑ **Steal Life:** Spend 1 Spell to cause your touch to become a weapon (Critical intimate ap). On a Hit, lower one injury you have by one step.

❑ **Create Matter:** Spend 1 Spell, create a single inanimate object no larger than yourself from nothing

❑ **Mold Matter:** Spend 1 Spell, you can mold a chosen inanimate object like clay.

❑ **Obrimos:** The Path of the Mighty, Watchtower of the Golden Key, the Realm of Aether, Kingdom of the Celestial Spheres, abode of angels, ruled by the Arcana of Forces and Prime. Theurgists epitomize the tarot trump of "Strength," pursuing a divine mandate. The only common denominator that joins Mages on the Obrimos Path is a deep familiarity with conflict. Those who become Obrimos are fighters and survivors, well acquainted with struggle. The presence or depth of their religious beliefs prior to awakening appears to have no bearing on their awakening at all.

Spells for Obrimos

❑ **Counterspell:** Spend 1 Spell to counter an ability or move of another **Power** faction member, negating it entirely.

❑ **Telekinesis:** Spend 1 Spell to move and manipulate unattended objects. (it may still be doing something dangerous, though). You may spend Spell-hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (Faint ap close area)

❑ **Earthquake:** You call upon the magical power and energy around you and project it into the earth, causing an earthquake. Spend 1 spell and Roll+Spirit. One a 10+, choose 3. On a 7-9, Choose 2, but take a Grievous injury (ap) as you are hit with debris, a fissure opens beneath you, you you injure yourself from a fall (MC's choice). On a Miss, the MC chooses 3 as the Earthquake is outside of your control.

- The earthquake is damaging. Those within Close range of the epicenter take a Critical injury, Those within Far range take a Grievous injury.
- The quake deals massive property damage. It gains the +Messy quality.
- The area experiences a number of weaker aftershocks.
- The earthquake is contained within a small area, opening only fissures beneath a person's feet or shaking them off balance. You cannot take this option and the first together.
- Your earthquake changes part of the crust's structure. For a day after the quake, the area is prone to either geysers, lava flow, or sand blasts. (MC's call)

❑ **Diffuse Power:** Spend Spells on a 1-for-1 basis to reduce any hold of another member of the **Power** faction.

❑ **Thysrus:** The Path of Ecstasy, Watchtower of the Stone Book, the Realm of the Primal Wild, Kingdom of Totems, abode of beasts, ruled by the Arcana of Life and Spirit. Shamans epitomize the tarot trump of "The Moon," following the allure of passion and impulsive action. Few Mages Awaken to the Thysrus Path who do not already possess a strong connection to life and/or the spiritual world. They are often those who are intimately familiar with the pulse of nature's cycles. Doctors, hunters, midwives, farmers and sailors may Awaken when their professions grant them insights into the world of spirits or the flow of life force.

Spells for Thysrus

❑ **Heal:** Spend Spell-hold on a 1-for-1 basis to reduce an injury not inflicted by Spellcasting backlash by one step on either yourself or a target you are touching.

❑ **Inflict Agony:** You send signals of agonizing - albeit harmless - pain throughout your target's body for a few moments. Spend 1 Spell and choose 1:

- Inflict an additional -1 on any other character's roll on an ***interfere*** move.
- Gain a +1 on an attempt to ***threaten***.

❑ **Physical Mastery:** You are a master of temporarily manipulating your own body. Spend 1 Spell to gain +1 ongoing whenever you roll+Blood. This bonus lasts while you maintain the spell or until you cast another spell.

❑ **Banish Spirit:** Spend 1 Spell to banish a spirit or outsider to its home plane.

