

CAMARILLA ADDENDUM: MIND'S EYE THEATRE: AWAKENING (WW50003)

Last Updated: 09/22/2008

I. ADDITIONAL BOOKS

A. Adamantine Arrow (WW40103)

B. Astral Realms (WW40202)

1. Grant Influence Numina [Astral Realms]: This numina is not approved for play at this time

C. Banishers (WW40104)

1. Irrespective of the description, the Banisher Merits are all considered "Banisher specific" for the purposes of approvals.
2. None of the spells which require a Banisher's death to activate may be cast by an unwilling or coerced victim with any power less than Archmastery.
3. The Bonfire, Phageans and Shepherds are common Banisher groups available to VSTs at Low Approval. Though the canon characters are reserved for the MST's office.
4. The Carnival of Innocents, Emilio's Last Ride, The Huntsman, The Militant Auditing Division, The Translators and Venus Valley are small and unique groups reserved for the MST's office.
5. John Maverick and the Panography Movement are commonly known in mundane circles, but their links to Banishers are not.
6. Atonements may only be used by Banishers.

D. Boston Unveiled (WW40200)

1. All Storyteller characters in the book Boston Unveiled are reserved for use or integration by the Master Storyteller

E. Free Council (WW40308)

F. Guardians of the Veil (WW40305)

1. Blood Rings are completely mundane items, and so are not restricted to Guardians of the Veil

G. Grimoire of Grimoires (WW40203)

1. All new rites, legacies and merits in this book can only be learned through the workings of Globally approved plotkits or through Global Approval to have learned such items through historic interaction with these items.
2. Each plotkit will specify the level of notification required for the relevant items.
3. It is Global Approval to improv cast these unique effects.
4. PCs wishing to ICly research a Grimoire should file a downtime to their local ST and copy the AMST Awakening.
5. The mundane "Ancient Lands of Pentalogy" is a well-known popular fantasy series.
6. A mundane CD or MP3 of Dark Revolution by Schattenbahn is Low Approval.

H. Intruders: Encounters With the Abyss (WW40307)

I. Legacies: The Ancient (WW40101)

J. Legacies: The Sublime (WW40100)

K. Mage: the Awakening (WW40000)

1. This book is used for flavor material and legacies not covered by **Mind's Eye Theatre: Awakening**.

L. Magical Traditions (WW40309)

M. Mysterium (WW40102)

1. The 'Academy Chronicle' guidelines are not used for Camarilla play, with the exception of the Size and Speed factor changes, which are used for all PCs in the Awakening venue.
2. Rolls for accessing items from the Miscellany may be made once per month.

N. Reign of the Exarchs (WW40306)

1. As this book comprises a unique chronicle, it may be of little use to Storytellers and players in the Camarilla's sanctioned chronicle. The book does, however, contains some flavor information pertinent to the Seers of the Throne, as well as some spells.

O. Sanctum and Sigil (WW40201)

P. Secrets of the Ruined Temple (WW40310)

Q. Silver Ladder (WW40105)

1. The research charts for "outsiders" are a guideline for VSTs.

2. The knowledge listed as requiring fifteen or more successes, where relevant, requires Top Approval for cross genre knowledge, as would a library capable of providing such research information.
3. Gold Law is Global Approval, as is creating evidence which could be interpreted as a new Gold Law. The MST's office will release a settings document detailing Gold Law separately to the addendum.
4. Silver, Bronze and Iron Laws can be created by VSTs or characters.
5. All Cryptopoly Cults must have a write up recorded on the database (affiliates not using the database should pass the relevant write up to their ANST Awakening).
6. Social Merits in national, military or government organizations remain the same approval for Cryptopolies as for PCs.
7. High Legalese is cleared for play. It may only be used to support a Lex Magica that is viewed as legitimate by the Silver Ladder belief – Free Council Assemblies, Scales of Althea and similar may not be used to invoke High Legalese. A Silver Ladder PC requires Academics 4, Occult 4 and a specialization in Lex Magica, Consillium Law or a similar subject to invoke High Legalese. A PC who is not a member of the Silver Ladder may not invoke High Legalese.

R. Tome of Mysteries (WW40302)

1. All alchemical creations have an Intimate link to their creator, and no more alchemical creations can be in play at any given time than the creator's dots in Matter.
2. It is Global Approval to weave Factor Bonuses into a new custom or existing rote. It is not possible to improv cast and gain the benefit of a factor bonus.
 - a. Preference will be given to Factor Bonuses for existing canon rites that are created as an Order or Faction secret and that reinforce the themes of that group.
 - b. The Factor Bonuses only apply once a casting has been successful and the target has failed to resist the spell.

S. Tome of the Watchtowers (WW40301)

II. CHARACTERS

A. Background

1. **Age**
 - a. Existed since 1905 or earlier: High Approval (Low for NPCs)
 - b. Existed since 1855 or earlier: Top Approval (Low for NPCs)
 - c. Existed since 1805 or earlier: Global Approval (Low for NPCs)
2. **Character Types**
 - a. Pentacle Orders: Low Approval
 - b. Seers of the Throne: Top Approval (Low for NPCs)
 - c. Banishers: Top Approval (Low for NPCs)

B. Storyteller Characters

1. Ananke and the Bound: **Global** Approval for Storyteller use.
2. Aeons and Morpheans [Astral Realms] are reserved for the use of the MST's Office.

III. ORGANIZATIONS

A. Order:

1. **"True Order Status"**: Player characters have "True Order Status" and are only members of a single order for the purposes of learning Rotes, accessing Merits etc.
 - a. Status in multiple Orders (non-true): High Approval
 - b. True Order status in multiple Orders: Top Approval
 - c. **Changing True Order status**: High Approval
 - i. This change must occur to learn basic mechanical advantages of an Order (e.g. Order specific Rotes or Legacy) or type-specific items, such as Merits at low approval.
 - ii. **Order Rote Specializations** represent a combination of the preference of an Order's Mundras towards casting certain kinds of spells and the regularity a Mage has had with using them. A character that changes Order may retain their existing rote specialties, or may choose to wholly embrace their new order –

changing their "True Order" to their new Order, and no longer gaining the rote specialties of their original Order in their rotes. Any new Rotes they learn will benefit from their new Order's rote specialties. This is a deliberate change from White Wolf books, where each individual rote may or may not benefit from a particular specialization.

2. Order Status Dots

- a. ● to ●●: Low Approval. Status 1 represents a well established member of their order. Status 2 comes with long-term recognition and indicates a high level of importance within a city or interconnected multi-city area.
 - i. Character may not begin play with more than 2 dots of Order Status
- b. ●●●: High Approval. Indicates significant prominence within a state, province, or other large regional area
- c. ●●●●: Top Approval. Represents National Influence
- d. ●●●●●: Global Approval. Multi-national or Global Recognition
- e. Multiple Order Status: A character may never have more than three dots total in Order Status among multiple orders.

3. Gaining Status:

- a. The Camarilla does not require use of the mechanical rules for Increasing Order Status, including the caps on number of characters at a particular level and the requirement for numerical support to raise Status. The use of praiseworthy deeds and status support, however, may serve as a guide to approving Storytellers.

4. Losing Status

- a. Stripping Order Status: The Camarilla chronicle requires a number of points in Order Status (after subtracting blocking dots) equal to ten times the character's Order Status to strip a point of status
- b. Order Expulsion: To expel a character from an order, a number of points in Order Status (after subtracting blocking dots) equal to twenty times the character's Order Status is required.
- c. If there is not enough status in a nation to make these numbers achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip or expulsion.

B. Legacy

1. Joining a Legacy

- a. Recruited by a player character in game: Mid Approval (Low for NPCs)
- b. Recruited by an NPC or joined before entering play: High Approval (Low for NPCs)
- c. Antagonist or Left Handed Legacies: Top Approval
- d. Joining a Legacy that is not in Path or Order requirements: Two approval levels higher than above.
- e. Learning a Legacy from a Daimonomica [Mysterium] requires the same approval levels as learning from an NPC mentor.

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

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

3. Custom Legacies:

- a. Custom Legacies do not require the applicant's character to be the creator, but the character must fulfill the Gnosis requirements as if they were the creator.
- b. To enter play as part of a custom Legacy, the player of the active character most senior in that Legacy must agree. This requirement is waived if characters find a way to join in-game
- c. The approval level to join an approved custom legacy is the same as a canon legacy.

4. Legacy Experience

- a. A student of a Legacy must pay one experience point from their earned XP a month to their legacy mentor. In order to earn the experience, the tutor must actively engage in teaching their pupil, whether through downtime scenes, resolved actions or interaction during games. A student will stop paying this experience after twelve months or when

they next rise up an attainment. So the most a student pays is 24 XP for the second and third attainments.

- b. If a mentor would otherwise have earned experience from tuition for eight months but was unable to do so due to hitting their experience cap each month, then they regain the willpower dot they used to induct their student for free.
 - c. A student entering play with an NPC mentor must already have paid the maximum relevant costs prior to entering play.
5. **Legacy Rules clarifications:** All Legacies from an Order specific book are considered to have the Parent Order of that book.
- a. **Austere** [Guardians of the Veil]: The Primary Arcanum for this Legacy is Matter.
 - b. **Awakening Gambit** [Adamantine Arrow]:
 - i. Spells hung with En Passant may only be instant cast, not ritual cast.
 - ii. The Second Optional Attainment works as per Shifting Sands – including activation, retained damage and detection; but the mana cost is as per the attainment write-up.
 - iii. The Third Optional Attainment works as follows: The PC can inquire what their dice pool would be for an action instead of taking a number of different actions – once they fail a Resolve + Composure draw or inquiry a number of times equal to their Time dots they must take the last action, unless they successfully use the Second Optional Attainment as per the Attainment write up.
 - c. **Cryptologos** [Free Council]: The attainments of the Cryptologos do not allow the use of Atlantean as a fully formed spoken or written language.
 - d. **The Blank Badges** [Free Council]:
 - i. **Not a Number** fails if it is used to gain status that would be more than Low Approval.
 - ii. **The Quiet One** allows a Blank Badge to deduct the successes drawn from the Paradox severity they are about to suffer.
 - iii. **Nothing is True, Anything is Permitted** adds the Blank Badge's activation draw to the Paradox Test in the same manner as spending Mana for mitigation.
 - e. **Perfected Adept** [Mage: the Awakening]: The attainments **Chi Force** and **Perfect Body** add the character's Life dots to their attributes, not Mind dots.
 - f. **Threnodists** [Legacies: The Sublime]: The first attainment of the Threnodists requires Investigation 2 rather than "Awareness 2."
 - g. **The Timori** [Banishers]: They are considered Left-handed Legacy and are Banisher only.
 - h. **Uncrowned King** [Mage: the Awakening]: The attainment **Albedo** requires Gnosis 5, Mind 3. The attainment **Rubedo** requires Gnosis 7 and Mind 4.
 - i. **Unforgotten Scions** [Mysterium]: They are considered Left-handed Legacy and require Top Approval as PC and NPCs.
 - iv. Spirits created by **Eternal Dreams** grow per chapter. The Spirit grows to the rank of the caster's Mind Arcanum minus 1 and is affected by "Spells to Employ Spirits" as normal. **Eternal Dreams** can not be used more than once every three months.
 - j. **Wraiths of Epochs** [Mysterium]: Top Approval for PCs and NPCs.
- C. Magical Traditions** [Magical Traditions]
1. Joining a Magical Tradition is Low Approval with High Notification for tracking.
 2. Custom Magical Traditions without mechanical benefits are Low Approval.
 3. Custom Magical Traditions with mechanical benefits are not allowed at this time but may become so in the future.
 4. The Kabbalistic idea of the Abyss is not provable.
- D. Proximi** [Silver Ladder]
2. The creation of a new Dynasty is beyond the capability of PCs.
 3. Dynasties not detailed in canon may be applied for at Global Approval. Once a Dynasty is created, it is Low Approval to create a member of a Silver Dynasty.
 - a. If a Dynasty is created by a player in relation to a character they play, they may reserve the right to require their permission for a character to be created of the relevant Dynasty.

4. Adamant Dynasties, Veiled Dynasties and Mystery Dynasties are High Approval once created. Free Dynasties are Top Approval once created.
5. Proximi families may not access powers from **Second Sight**.
6. The Merovingian family are an Antagonist group and are Top Approval as PCs or NPCs.

IV. MERITS

A. Merits Affected by the Addendum

1. **Adamant Hand** [Adamantine Arrow]
 - a. **Star**: The total damage inflicted cannot exceed the higher damage cap involved.
2. **Ancient Echoes** [Banishers]
 - a. ● to ●●: Low Approval for Banisher, unavailable otherwise.
 - b. ●●●: Top Approval for Banisher; unavailable otherwise
 - c. ●●●● to ●●●●●: Global Approval for Banisher, unavailable otherwise.
3. **Armory** [Banishers]:
 - a. Low Approval for all venues, though weapons acquired through them require their standard approvals.
4. **Artifact**
 - a. Artifacts require High Approval
 - b. Artifacts listed in the source materials are Global Approval, as many of them are unique. The listed artifacts can, however, serve as examples for Storytellers to use to create their own.
 - c. Artifacts that are more than seven merit dots are Global Approval.
 - d. It is the same approval to have an effect in an Artifact as it would be to have as a rote. Therefore items with custom effects that do not come from a sanctioned book are Global Approval. These items are not grandfathered.
 - e. **Dreamstones** [Free Council]: High Approval
5. **Claws of the Abyss** [Banishers]: The effects of this merit last a scene.
6. **Cryptopoly** [Silver Ladder]
 - a. A PC Illuminate may designate any of his Merit Based Storyteller Characters as being part of the Cryptopoly.
 - b. Allies: Cryptopoly may be used to access social merits that are part of the Cryptopoly up to the rating of the user's Allies: Cryptopoly. This requires a Manipulation + Socialize + Allies (Cryptopoly) draw.
 - i. Accessing Allies within a Domain does not incur a penalty to the level of Allies. Doing so within a Region incurs a -1 penalty, within a nation a -2 penalty and between nations a -3 penalty.
 - ii. If the merits sought are directly controlled by another PC, they may be accessed without a roll with the consent of the owning PC.
 - iii. If the merits sought are directly controlled by another PC and consent is not given, they may only be accessed if the controlling PC is not actively using them at that time.
 - iv. If more than one PC attempts to access the same particular merit, the most successes gain access.
 - c. A PC may take Allies: Cryptopoly without an XP cost. This must be recorded in the database at Low Approval.
 - i. To do so, a PC must have at least one relevant social merit at the same level as their levels in Allies: Cryptopoly.
 - ii. If a character has taken Allies: Cryptopoly without an XP cost, all their relevant social merits up to the value of their Allies: Cryptopoly are accessible as if they were part of the Cryptopoly.
 - iii. If a PC takes free levels in Allies: Cryptopoly, and another character (PC or NPC) seeks to access their social merits, then the PC does not automatically keep control of his social merit, but must contest the draw with Manipulation + Socialize + [the social merit contested].

- d. Cryptopoly Merits held by NPCs not purchased with XP can also be accessed through use of Allies: Cryptopoly. It is High Approval to assign more than 20 points of social merits to an NPC-controlled Cryptopoly.
7. **Daimon** [Tome of the Watchtowers]
 - a. Low approval for mages of all paths
 8. **Enhanced Item**
 - a. ● to ●●●●: Low Approval
 - b. ●●●●●: High Approval
 - c. Enhanced Items can be created in game by spells of indefinite Duration
 - d. Matter spells can make "Special Property" alterations. Specific listed alterations require:
 - i. Alter Integrity (for Increased Durability or Increased Structure)
 - ii. Alter Efficiency (for Increased Equipment Bonus)
 - iii. Alter Size (for Decreased Size from Guardians of the Veil or Increased Size)
 - iv. Decreased Size [Guardians of the Veil]: Dose not require special approval outside of the Guardians of the veil Order.
 - v. Armor, Bulletproof, and Durability alterations from Adamantine Arrow are low approval for all orders. Armor is limited to a bonus equal to the caster's dots in Matter.
 - e. Several Enhanced Items cannot be combined (e.g. a self repairing engine cannot be placed inside a car with bulletproof windows).
 - f. Enhanced Items can be treated as Imbued, e.g. a 3 dot spell and two 2 dot spells would create a 5 dot Enhanced Item.
 - g. A character entering play with a Thaumium item must assign eight points to the successes used to create it.
 - h. The Mana capacity cannot exceed the Enhanced Item Merit rating.
 - i. Any effect used to improve an item makes that item an Enhanced Item equal to the level of the effect used. E.g. Self Repairing Machines are 5 dot effects and items with such an improvement are 5 dot Enhanced Items. This is only used where another method doesn't already apply.
 - j. Enchanted Item effects currently not sanctioned for play include:
 - i. Ochosi's Arrow [Magical Traditions]
 9. **Fence** [Banishers]
 - a. Low Approval for all venues, though weapons acquired through them require their standard approvals.
 10. **Fetish**
 - a. ● to ●●●●: Mid Approval
 - b. ●●●●●: High Approval
 - c. ●●●●●+: Not approved for play
 - d. Fetishes in the Awakening venue must conform to the rules presented for "Create Fetish" (p 368-369) and not the rules for the Fetish merit in Forsaken, save that they may use sanctioned Numina from other sources as well as the Numina on pages 423-425 of MET Awakening.
 - e. They have a merit cost equal to the bound Spirit's Rank plus one for each Numina accessible beyond the first. For example a bound Rank 2 spirit with the Blast and Terrify numina would be a 3 dot Fetish.
 - f. The numina which can be accessed through the Fetish are fixed at the time of casting and may not be changed later without re-casting the spell. The bound spirit must conform with all rules governing creating spirits.
 - g. The user takes an instant action of Gnosis + Spirit to awaken the spirit within the Fetish, and uses Gnosis + the bound spirit's Rank to activate the Numina instead of Power + Finesse.
 - h. For the purposes of Damage Limits on any attack Numina, use the creator's dots in Spirit.
 11. **Gesture Lore** [Tome of Mysteries]: Sanctioned
 12. **Graduate of Otranto** [Mysterium]: Global Approval
 13. **Illuminate Retainer** [Silver Ladder]

- a. Created as a ●●●● Retainer, but must be created to meet the relevant listed criteria in the **Silver Ladder** book. Such retainers are fanatically loyal to the goals of the Silver Ladder, not any particular character.
 - i. The PC can ask the retainer to take an action to use one of its social merits on their behalf per downtime.
 - ii. All merits held by the Illuminate Retainer are held as part of a Cryptopoly, so can also be accessed through use of the Allies: Cryptopoly merit.

14. Imbued Item

- a. ● to ●●●●●: Low Approval
- b. ●●●●●+: High Approval and can only be made in game
- c. Replace the sentence “Lasting Duration spells are considered persistent powers, but all other effects are considered contingent that require a trigger” with “Indefinite Duration spells are considered persistent powers. All other effects are considered contingent and require a trigger”.
- d. An Imbued Item with an indefinite duration and a level 5 power requires the Imperial Mysteries, and thus requires the approval level of the Imperial Mysteries to create. The only exceptions to this are the level 5 rites that have a default duration of **Advanced Prolonged**.
- e. If an item is both Enhanced and Imbued, calculate the rating limitations as though it were two separate items, one Enhanced and one Imbued.
- f. When creating Imbued Items, Top approval may allow for a mage to increase the number of successes allowed for an extended cast spell (p 148.) These may not be increased by more than 50%.
- g. The parts of **Tome of the Mysteries**, which suggests that Imbued Items can be made collaboratively, with different mages casting different spells into the item, are not sanctioned. The Camarilla uses the original version of Imbue Item from **MET: the Awakening**, which requires the same caster to cast the imbued spells.
- h. **Specific Imbued item clarifications:**
 - i. **Alien Cuffs [Banishers]: Banisher only**
 - ii. **Raiment of Return [Adamantine Arrow]: Not sanctioned for play**
 - iii. **Translator Chamber [Banishers] Not sanctioned for play**
 - iv. **The Truck [Banishers] Not sanctioned for play**
 - v. Cursed items from Chapter 5 of the Adamantine Arrow book are unique items, requiring Global Approval for use.
 - vi. It is the same approval to have an effect in an Imbued Item as it would be to have as a rite. Therefore items with custom effects that do not come from a sanctioned book are Global Approval. These items are not grandfathered.

15. Meditative Mind [Mysterium]

- a. May be purchased for an Athenaea, however the cost may not be shared between multiple characters.

16. Mysterium Focus: requires Mystery Initiation 5, not 1.

17. Oathbound [Adamantine Arrow]

- a. Player Characters recover spent Oath Binding Points on the first day of a calendar month, not at the beginning of each game session.

18. Occultation [Mysterium]

- a. May be purchased for an Athenaea; however the cost may not be shared between multiple characters.

19. Perfected Metals [Legacies: the Ancient]

- a. Perfected Metals are created by repeated use of Ghostly Object plus Touch of the Grave. Draw a card and add ten for the number of times this process must be repeated before a metal becomes perfected.

20. Predator's Innocence [Tome of the Watchtowers]

- a. Top Approval for all player characters. (Low for NPCs)

21. Ractin Strain [Intruders: Encounters With the Abyss]

- a. High Approval for player characters. May not be combined with a full supernatural template. (Low for NPCs)

22. **Sanctum: Portable** [Mysterium]: Available to mages of all Orders at Low Approval.
23. **Tabletop Supplement Mana Costs**
 - a. Merits that require a cost of mana at a daily rate from a tabletop book instead require the same cost per chapter.
24. **Thyrus Merits** (except for Predator's Innocence) [Tome of the Watchtower]
 - a. Available to mages of all Paths without special approval.
25. **Whispers** [Mysterium]:
 - a. High Approval for all characters in the Awakening Venue.

B. Merits reserved for the MST's Office

1. **Athenaeum** [Mysterium]
2. **Mystery Initiation** [Mysterium]
3. **Scriptorium** [Mysterium]

C. Merits currently not sanctioned for play within the Camarilla

4. **Astral Adept** [Magical Traditions]
5. **Fighting Style: Grappling** [Adamantine Arrow]
6. **Fighting Style: Sojutsu/Jukendo** [Adamantine Arrow]
7. **High Speech Extended** [Secrets of the Ruined Temple]
8. **Language: Atlantean** [Astral Realms]
9. **Talisman of Universal Safety** [Silver Ladder]

VI. ARCANA, SPELLCASTING AND SPELLS

A. Arcana

1. Arcana at levels 6 and above are not available in the chronicle. Archmasters and the Imperial Mysteries are reserved for the use of the Master Storyteller.
2. The sentence on page 62 that says "Two of his highest three Arcana must always be from his Path's Ruling Arcana" is replaced with "Two of his first three Arcana must be from his Path's Ruling Arcana".
3. The table for the number of targets affected by a spell on page 162 is incorrect, refer to page 149 of MET: the Awakening.
4. All modifications of a spell that require advanced arcana knowledge are cumulative. Thus a Celestial Fire (Prime 3) upgraded to aggravated damage (Prime 5) cast with the Advanced Area of Effect table (+2 higher level of Arcana required) would require Prime 7.
5. Resistant damage may only be caused by pattern scourging and absorbing paradox. No effect can involuntarily cause resistant damage in others. Any spell or merit that is listed as causing resistant damage instead causes normal damage, but remains in play.

B. Spells to Employ Spirits

1. Spirits of Rank 3: Cannot be called, bound or otherwise controlled using the advanced Prolonged Duration factors.
2. Spirits of Rank 4: When calling, binding or otherwise controlling, Prolonged Duration spells are considered Transitory.
3. Spirits of Rank 5: Cannot be called, bound or otherwise controlled short of Archmastery.
4. A Willpower point is spent for each spirit called, bound or otherwise controlled. This cannot be recovered until the spell ends or a Willpower dot is spent to release it. Each such spell can only affect a single spirit.
5. These restrictions don't apply if a spell is used simply to justify the purchase of a Merit such as a Fetish, Familiar or Guardian Spirit. They do not apply to spells that just awaken spirits or make them more favorably disposed to the caster, e.g. Rouse Spirit.
6. **Spirits and Essence**
 - a. If a character seeks to convert mana from the essence of a spirit in downtime, they may only convert a single point.
 - b. If a character is converting essence to mana from a locus, they may only convert a number of points of mana equal to the level of the locus per chapter.
 - c. In total, a character may only convert a number of points to mana equal to their levels in the Spirit Arcanum per chapter in downtime.

C. Rotes

1. Rote titles that include the name of an Order: Low approval for all mages. This includes rotes presented in Order books
2. A custom rote or rote from a new book may be designated an "Order Secret". It is High Approval to improv cast or be taught a rote that is an Order Secret of an Order the caster does not belong to. Guidelines as to how to "steal" an Order Secret will be published in a settings document.
3. Rotes that include an alternative test pool for another order: Low approval for that Order, High Approval otherwise. This includes rotes presented in Order books
4. Rote titles that include the name of a Legacy, Tradition, faction or other non-Order groups: High Approval if the character is not a member of the relevant group. These rotes do not have a Common Version.
5. Rotes for antagonistic groups, such as Banishers, Seers of the Throne, etc.: Top Approval if the character is not a member of the relevant group. These rotes do not have a Common Version.
 - a. The following Banisher rotes may be learned by any Mage at Low Approval:
 - i. **Aim for the Dead** [Banishers]
 - ii. **Activate Police Band** [Banishers]
 - iii. **Call Eidolon** [Banishers]
 - iv. **Merge Mind** [Banishers]
 - v. **Simulate Basic Needs** [Banishers]
 - vi. **Sense Poisons and Drugs** [Banishers]
 - vii. **Secret Compartment** [Banishers]
6. Improvised Spells that duplicate the effects of existing rotes requiring an approval also require that level of approval.
7. Approved custom rotes are Low Approval to learn in game from another player character.
8. The following bullet point from **MET: the Awakening** p 198 is not used in the Camarilla chronicle: "Spells with multiple effects require each effect to be learned as a separate rote. For example, 'Telekinetic Strike' can be cast in Forces 3, 4, and 5 versions; each version is a separate rote". Characters that purchase the base Rote gain access to additional effects as their Arcana mastery increases.
9. Rotes from the book **Guardians of the Veil** which call upon the "Perception" Attribute use Wits instead.

D. Instant Spellcasting

1. Penalties taken when using the Modifying Spell Factors optional rule may not reduce the caster's draw pool below 1.
2. Any further penalties (aiming penalties, resistance, etc.) applied after Imago creation may reduce this further.

E. Extended Spellcasting

1. For purposes of the "Damage and Success Limits" rules, the only bonuses to the caster's base spell casting pool that count are those from High Speech, Willpower, and an appropriate Demesne.
2. Spells with an action listed as Extended may increase this further with assistants following the Group Rituals rules (p 168); assistants may raise this by one per assistant, up to 5. Assistants do not increase the success limits if converting Instant Spells to Extended Spells.

F. Limitations to Bonuses and Traits

1. No single Trait or bonus created by a spell can exceed the level of the Caster's relevant Arcanum. This only applies to Traits or bonuses that are variable based on successes. It is not applicable to summoned creatures.
2. If a Mage activates a Prepared spell against a living target the target can resist the spell as per the following:
 - a. If the spell is Resisted then it becomes Aimed. When activated, the caster must gain at least 1 success on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses (See Awakening rules on Aimed spells). If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.

- b. If the spell is Contested then the caster must gain 1 more success than the target on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses. If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.
3. If a player requires information from another character's sheet (e.g. if contested, resisted, etc) to cast a spell, then their character cannot ritually cast and hold such a spell as Prepared for offensive use.
4. Bonuses added to an item from Arcana do not stack, only the highest bonus is applied.
5. Prepared spells, including environmental effects, are limited by the damage cap.

G. Failed Social and Mental Tests

To determine failed tests not repeatable in the same scene, consider improvised spells to be social if their rote version is opposed by Composure or Resolve (see **Mind's Eye Theatre** p162).

H. Sympathetic Magic

1. Any spell affecting multiple targets always uses the weakest sympathetic connection of those targets, unless all targets are within sensory range. For example, targeting yourself (sensory) and a "Known" mage out of sensory range without their real name with New Threads would be cast as if "Encountered".
2. Please ignore the first sentence of the second paragraph on p. 145 of **MET: the Awakening**. Penalties from Occultation and Fame apply both to direct and indirect sympathetic magic in the Camarilla chronicle.
3. If a casting penalty for sympathetic magic is reduced to greater than -10, the target is still able to be affected by the sympathetic spell. The only instance where they would be unable to be targeted is if a penalty directly lowers their degree of sympathy to Unknown (for example, an "Encountered" or "Described" target where the caster does not know their real name.)

I. Relinquishing Control of Spells

1. The following spells are considered equivalent to the sacrifice of a Willpower dot under the Relinquishing Control of Spells rule and may only be used to relinquish the spells "Alter Integrity," "Alter Efficiency," "Alter Size," and "Imbue Item."
 - a. Payment in Power [Tome of Mysteries]
 - b. Spirit Pact [Tome of Mysteries]
 - c. Instill Mortality [Tome of Mysteries]
 - d. Pain Harvest [Tome of Mysteries]
 - e. Time Limit [Tome of Mysteries]

J. Specific Spells

1. **Annihilate Spells** [Banishers]
 - a. Requires the caster to beat the target spell's potency, but can be used to target hung spells.
2. **Astral Journey** [Astral Realms]
 - a. The Space 5 version can only be cast somewhere the Mage would normally be capable of entering the Astral. It does not transport them physically into the Astral Plane, but allow them to enter the correct form of meditation quicker.
3. **Atonement** (or any other similar spell/rote/means) [Legacies: The Ancient]
 - a. Use of this spell to resurrect a dead player character requires Global Approval.
4. **Bodyguard's Blessing** [Adamantine Arrow]
 - a. May only change the target of an Aimed spell.
5. **Copy Grimore** [Mysterium]
 - a. The Duration of this spell is changed to Prolonged.
6. **Create Ghost** [Mysterium]
 - a. This spell cannot return the ghost of a character with a Supernatural Template. It requires Top Approval to return the ghost of a player character.
7. **Deathlike Journey** [Legacies: The Ancient]
 - a. Use of this spell to enter the Underworld requires Global Approval
8. **Defer Conscience** [Adamantine Arrow]
 - a. May not be used in conjunction with "Suppress Wisdom".
9. **Desiccate** [Banishers] is resisted with Resolve + Composure.

10. **Duplicate** [Adamantine Arrow]
 - a. Actions doubled using this spell count as one source of damage for damage limits (MET WoD p 211)
11. **False Signature** [Adamantine Arrow]
 - a. When adding "False Signature" to a spell, the spell counts as a Combined Spell (see p167-168 of **MET: the Awakening**).
12. **Fortify Oath** [Adamantine Arrow]
 - a. Bonus Potency from this metamagic may boost the spell's successes above the normal imago limit, up to a maximum in additional successes equal to the caster's dots in Fate.
13. **Fortune's Fool** [Adamantine Arrow]
 - a. May only affect a target once a scene.
14. **Grant Familiar (Spirit)** [MET Awakening]
 - a. This spell's Duration is Lasting (the Familiar Merit does not disappear at the spell's end.)
15. **Induce Vertigo** [Banishers] does not permit an attacker to perform a "Killing Blow". A character affected does not lose their defense.
16. **Kinetic Ripple** [Adamantine Arrow]
 - a. Inflicts normal damage, not Resistant.
17. **Luck Blessing** [Magical Traditions]
 - a. The Taoist rote is an alternative draw pool but the mechanics function as per "Reading the Outmost Eddies" in **MET: the Awakening**.
18. **Maintained Sympathy** [Astral Realms]: Uses real-world sympathy, not Astral sympathy.
19. **Past Life Regression** [Magical Traditions]
 - a. A subject under the effects of this spell is not denied their surprise test if attacked.
20. **Phased Strike** [Adamantine Arrow]
 - a. May not be combined with "Ranged Blow"
21. **Primal Transfer** [Legacies: The Ancient]
 - a. Willpower costs for releasing a spell may not be placed onto a storyteller character.
22. **Rewrite History (Time)** [MET Awakening]
 - a. Dots cannot be shifted into anything that requires a special approval or a notification in the approvals database.
23. **Scorched Earth** [Banishers]
 - a. May be cast on a Dead Zone. It does not alter the spell's Imago, but introduces additional effects.
 - b. A category 5 Scorched Earth uses the "Double Trouble" rule from **Mind's Eye Theatre** (pg. 181-182) with regards to Paradox draws.
24. **Shadow Forged** [Adamantine Arrow]
 - a. Items created using this spell may not be further enhanced using other Arcana.
25. **Shifting Sands**
 - a. The following rule may be included in a VSS at the normal approval level for a VSS:
 - i. Shifting Sands is penalized using the number of targets system assuming each person involved in the scene in addition is a target. Should this reduce the caster's pool below 1, then the spell may not be cast.
26. **Skeptic** [Adamantine Arrow]
 - a. Instead of 9-again on Paradox Draws, this spell provides a -1 to the initial card draw for paradox.
27. **Supreme Augmentation (Mind)** [MET Awakening]
 - a. The rote pool for Supreme Augmentation (p 319) uses the Mind Arcanum, not Life.
28. **The Golem** [Magical Traditions]
 - a. This Kabbalah rote may not create a Golem with a Size greater than the caster's Gnosis.
29. **Transfer Will** [Tome of Mysteries]
 - a. Player characters cannot gain Willpower dots from NPCs. Willpower gains from other player characters must be entered in the character's experience log
30. **Unfettered**
 - a. The Unfettered effect is essentially a Counterspell. It may be purchased as a 4 dot Rote with a pool of Composure + Occult + Fate.
31. **Wards and Bans (Space)** [MET Awakening]

- a. Objects and creatures cannot be the target of a Ward, but are protected within a Ward's area. Once a banned phenomenon is within the Ban's area, it is unaffected (i.e. spells can be freely cast within a Prime based Ban area, and are only affected when crossing the threshold of the Ban.)
 - b. **Gnosis and Arcana Wards [Secrets of the Ruined Temple] require the Imperial Mysteries to create.**
32. **Weaponize Object** [Adamantine Arrow]
- a. The maximum weapon bonus achievable from use of this spell is the caster's natural Strength.
33. **Worst Moment** [Banishers] does not use the fluid suggestion for "greatest tactical advantage", but instead confers a mechanical bonus as suggested in the sentence "... if the Storyteller would like something more objective..."
34. **Zone of Extremity** [Tome of Mysteries]
- a. The spell is changed, so that all actions taken within the zone are subject to the rules '9 again' and 'Double Trouble' (p 181-182 of **Minds Eye Theatre**.) Ignore any reference to Exceptional Successes or Dramatic Failures in this power.

K. Spells currently not sanctioned for play within the Camarilla

- 1. **Acidic Spatter** [Adamantine Arrow]
- 2. **Climbing the Tree** [Magical Traditions]
- 3. **Diplomat's Protection** [Silver Ladder]
- 4. **Eleggua's Notice** [Magical Traditions]
- 5. **Five-Cycle Spell Theft** [Magical Traditions]
- 6. **No Exit** [Banishers]
- 7. **Rapid Fire** [Adamantine Arrow]
- 8. **Read Spirit** [Adamantine Arrow]
- 9. **Sacrifice Fortune** [Tome of Mysteries]
- 10. **Spirit Highway** [Banishers]
- 11. **Steal Body** [Free Council]
- 12. **Temporal Lifeline** [Free Council]

V. PLACES AND REALMS

A. Supernal World and other Unique areas

- 1. With the exception of a single Awakening per Mage, characters cannot access the Supernal World or other unique areas such as the Underworld.

B. The Abyss

- 1. Characters accessing the Abyss: High Approval
 - a. Characters do not require the normal High Approval for accessing the Abyss when using the first two paths described in chapter five of **Tome of the Mysteries**.
 - b. The third Path from chapter five of **Tome of the Mysteries** is Top Approval for player characters.
 - c. The fourth Path chapter five of **Tome of the Mysteries** is Top Approval for any character. NPCs previously approved to be on the fourth path are not grandfathered.
- 2. Abyssal Verges: High Approval
- 3. Researching Abyssal entities uses the mechanics on page 15 of **Intruders: Encounters with the Abyss**, including Capping Skills and Appropriate Libraries.
- 4. All Abyssal entities in **Intruders: Encounters with the Abyss** are sanctioned for play at the normal approval levels as per their spirit rank, and also serve as examples for Storytellers creating their own.
 - a. The following sections are an exception to this, and are currently reserved for introduction by the Master Storyteller's office:
 - i. Final Spell of Eli Ben-Menechem
 - ii. The Harper Family
 - iii. The Invisible Codex
 - iv. The Nemesis Continuum
 - v. The Temple of Zanak Khan.

C. Astral Realms

1. Storytellers are reminded that all Astral encounters and experiences should strive to maintain the basic game premises of the mystery of Atlantis and the nature of the Fall. Revealing "hard facts" about the Atlantean society, language and magic requires Global approval to maintain this mystery.
2. Archetypes and Walkers (and other Astral Entities) are subject to the same approval levels as normal Spirits dependent upon their Rank.
3. Altering the beliefs of the waking world affecting more than 500,000 people is considered a paradigm change per the Global Addendum. Efforts greater than this become subject to the Don't Point That Thing at My Planet optional rule from **MET: the Awakening**.
4. Each of the realms in chapter five in the book **Astral Realms** are unique and available for use at MST Approval. Storytellers may use these as examples to craft their own Astral Realms for play.

D. Atlantean Ruins

1. Anything that is from Atlantis or the time before the fall of the Celestial Ladder requires Global Approval. This includes, but is not limited to: ruins, spirits, knowledge, artifacts, imbued items, mundane objects and ghosts.

F. Places of Power

1. The places of power from Secrets of the Ruined Temple are not intended for use in places where player character mages can set up sanctums and take advantage of the magical mechanics of the areas for themselves.
2. Special building materials (Adamas) should be too difficult for player characters to transport and rearrange for their own use.
3. A Shadow Gate [Astral Realms] is considered a Place of Power, requiring Top approval.

VII. STORYTELLER RULES AND CLARIFICATIONS

A. Chapter

For the purposes of the Camarilla Awakening chronicle, a 'Chapter' is defined as one calendar week

B. Optional Rules

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

1. Minds Eye Theatre Awakening

- a. Mana Bleed (p 64)
- b. Order Expulsion (p 123)
- c. Tie to the Land (p 133)
- d. Modifying Spell Factors (p 147)
- e. Don't Point That Thing at My Planet (p 150)
- f. Relinquishing Control of Spells (p 151)
- g. Special Spell Factors (p 152-155)
- h. Paradox Mitigation (p 158)
- i. Creative Thaumaturgy (p 194-198)
- j. Permanently Altering Fates (p 229)
- k. Influences Numina and The Forsaken (p 419)

2. Tome of the Mysteries

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

3. Magical Traditions

- a. Alternative Magic is an optional rule and not used unless specifically noted.
- b. Divination Works: Low Approval for non-supernatural characters in all venues. Not available otherwise
- c. Off the Grid: Low Approval for non-supernatural characters in all venues. Not available otherwise

VII. ADDITIONAL MATERIAL (ERRATA OR CUSTOM)

A. Alternative Rote Pools: The following alternative rote pools (originally given in the Table Top **Mage: the Awakening** book) are Low Approval for characters with True Order Membership in the listed Order and High Approval otherwise. The **MET: Awakening** page number for the rote mechanics is given.

1. Death

- a. ● **Speak with the Dead:** pg 212
 - i. Order: Silver Ladder (Presence + Occult + Death)
- b. ●● **Corpse Mask:** pg 213
 - i. Order: Adamantine Arrow (Wits + Subterfuge + Death)
- c. ●● **Decay:** pg 213
 - i. Order: Guardians of the Veil (Resolve + Intimidation + Death)
- d. ●● **Grant the Grim Sight:** pg 206
 - i. Order: Adamantine Arrow (Presence + Persuasion + Death)
- e. ●●● **Control Ghost:** pg 216
 - i. Order: Mysterium (Manipulation + Intimidation + Death)
- f. ●●● **Destroy Object:** pg 217
 - i. Order: Guardians of the Veil (Composure + Crafts or Science + Death)
- g. ●●● **Ghostly Object:** pg 218
 - i. Order: Free Council (Resolve + Science + Death)
- h. ●●● **Restore Corpus:** pg 220
 - i. Order: Adamantine Arrow (Resolve + Occult + Death)
- i. ●●●● **Enervation:** pg 233
 - i. Order: Mysterium (Manipulation + Occult + Death)
- j. ●●●● **Haunting:** pg 223
 - i. Order: Free Council or Mysterium (Intelligence + Persuasion + Death)
- k. ●●●●● **Quell the Spark:** pg 227
 - i. Order: Free Council (Manipulation + Occult + Death)
- l. ●●●●● **Quicken Ghost:** pg 227
 - i. Order: Guardians of the Veil (Resolve + Occult + Death)
- m. ●●●●● **Steal Lifespan:** pg 228
 - i. Order: Mysterium (Intelligence + Subterfuge + Death)
- n. ●●●●● **Summon the Dead:** pg 228
 - i. Order: Mysterium (Manipulation + Persuasion + Death)

2. Fate

- a. ● **Interconnections:** pg 229
 - i. Order: Silver Ladder (Wits + Investigation + Fate)
- b. ● **Quantum Flux:** pg 230
 - i. Order: Mysterium (Resolve + Occult + Fate)
- c. ●● **Fortune's Protection:** pg 208
 - i. Order: Adamantine Arrow (Resolve + Athletics + Fate)
- d. ●● **The Evil Eye:** pg 233
 - i. Order: Guardians of the Veil (Wits + Persuasion + Fate)
 - ii. Order: Silver Ladder (Manipulation + Persuasion + Fate)
- e. ●●● **Alter Oath:** pg 236
 - i. Order: Free Council (Wits + Politics + Fate)
- f. ●●● **Lucky Coin:** pg 237
 - i. Order: Adamantine Arrow (Presence + Occult + Fate)
- g. ●●● **Occlude Destiny:** pg 238
 - i. Order: Silver Ladder (Composure + Subterfuge + Fate)
- h. ●●●● **Destroy Bindings:** pg 239
 - i. Order: Guardians of the Veil (Intelligence + Occult + Fate)
- i. ●●●●● **Break the Chains:** pg 242
 - i. Order: Silver Ladder (Resolve + Occult + Fate)
- j. ●●●●● **Forge Destiny:** pg 242
 - i. Order: Mysterium (Intelligence + Persuasion + Fate)

3. Forces

- a. ●● **Eyes of the Matrix:** pg 206
 - i. Order: Silver Ladder (Presence + Science + Forces)
 - b. ●●● **Bestow Unseen Shield:** pg 208
 - i. Order: Mysterium (Resolve + Occult + Forces)
 - c. ●●● **Call Lightning:** pg 252
 - i. Order: Adamantine Arrow (Strength + Athletics + Forces)
 - d. ●●● **Telekinesis:** pg 256
 - i. Order: Adamantine Arrow (Strength + Athletics + Forces)
 - e. ●●●● **Bestow Levitation:** pg 263
 - i. Order: Adamantine Arrow (Wits + Occult + Forces)
 - f. ●●●● **Change Weather:** pg 258
 - i. Order: Mysterium (Resolve + Science + Forces)
 - g. ●●●● **Thunderbolt:** pg 260
 - i. Order: Free Council (Intelligence + Athletics + Forces)
 - h. ●●●● **Transform Energy:** pg 261
 - i. Order: Guardians of the Veil (Wits + Occult or Science + Forces)
 - i. ●●●●● **Control Gravity:** pg 263
 - i. Order: Adamantine Arrow (Composure + Occult + Forces)
 - j. ●●●●● **Earthquake:** pg 264
 - i. Order: Guardians of the Veil (Manipulation + Athletics + Forces)
 - k. ●●●●● **Electromagnetic Pulse:** pg 265
 - i. Order: Free Council (Intelligence + Science + Forces)
 - l. ●●●●● **Increase Gravity:** pg 266
 - i. Order: Silver Ladder (Presence + Science + Forces)
- 4. Life**
- a. ● **Pulse of the Living World:** pg 206
 - i. Order: Mysterium (Intelligence + Medicine or Science + Life)
 - b. ●● **Organic Resilience:** pg 208
 - i. Order: Mysterium (Resolve + Athletics + Life)
 - c. ●● **Purify Bodies:** pg 273
 - i. Order: Free Council (Wits + Medicine + Life)
 - d. ●● **Self Healing:** pg 273
 - i. Order: Guardians of the Veil (Intelligence + Medicine + Life)
 - e. ●● **Transform Base Life:** pg 274
 - i. Order: Adamantine Arrow (Resolve + Animal Ken or Survival + Life)
 - f. ●● **Visions of the Living World:** pg 206
 - i. Order: Mysterium (Manipulation + Animal Ken or Survival + Life)
 - g. ●●● **Banish Plague:** pg 275
 - i. Order: Free Council (Intelligence + Medicine + Life)
 - h. ●●● **Control Median Life:** pg 276
 - i. Order: Guardians of the Veil (Manipulation + Animal Ken + Life)
 - i. ●●● **Degrading the Form:** pg 276
 - i. Order: Adamantine Arrow (Presence or Resolve + Athletics + Life)
 - j. ●●● **Healing Heart:** pg 277
 - i. Order: Guardians of the Veil (Resolve + Medicine + Life)
 - k. ●●● **Organic Shield:** pg 208
 - i. Order: Silver Ladder (Presence + Medicine + Life)
 - l. ●●●● **Contagion:** pg 280
 - i. Order: Free Council (Intelligence + Medicine + Life)
 - m. ●●●● **Enfeeblement:** pg 281
 - i. Order: Silver Ladder (Presence + Intimidation + Life)
 - n. ●●●● **Trigger the Lizard Brain:** pg 284
 - i. Order: Free Council (Wits + Intimidation + Life)
 - o. ●●●● **Hereditary Change:** pg 286
 - i. Order: Silver Ladder (Resolve + Medicine + Life)
- 5. Matter**

- a. ● **Discern Composition:** pg 290
 - i. Order: Mysterium (Intelligence + Crafts or Science + Matter)
 - b. ●● **Alter Accuracy:** pg 290
 - i. Order: Guardians of the Veil (Dexterity + Occult + Matter)
 - c. ●● **Eyes of the Earth:** pg 206
 - i. Order: Silver Ladder (Presence + Occult or Science + Matter)
 - d. ●● **Unseen Aegis:** pg 208
 - i. Order: Mysterium (Intelligence + Occult + Matter)
 - e. ●●● **Alter Integrity:** pg 293
 - i. Order: Adamantine Arrow (Wits + Crafts + Matter)
 - f. ●●● **Armor Piercing:** pg 293
 - i. Order: Guardians of the Veil (Wits + Crafts + Matter)
 - g. ●●● **Verminous Metamorphosis** (and Life ●●●): pg 296
 - i. Order: Silver Ladder (Intelligence + Animal Ken + Life)
 - h. ●●●● **Raw Creation:** pg 302
 - i. Order: Free Council (Intelligence + Science + Matter)
 - i. ●●●● **Self-Repairing Machine:** pg 302
 - i. Order: Silver Ladder (Presence + Crafts + Matter)
- 6. Mind**
- a. ● **Third Eye:** pg 206
 - i. Order: Free Council (Presence + Empathy + Mind)
 - b. ●● **Alter Aura:** pg 306
 - i. Order: Silver Ladder (Composure + Subterfuge + Mind)
 - c. ●● **Emotional Urging:** pg 307
 - i. Order: Guardians of the Veil (Wits + Empathy + Mind)
 - d. ●● **Incognito Presence:** pg 308
 - i. Order: Guardians of the Veil (Manipulation + Subterfuge + Mind)
 - e. ●● **Opening the Lidless Eyes:** pg 206
 - i. Order: Guardians of the Veil (Wits + Persuasion + Mind)
 - f. ●● **Voice from Afar:** pg 309
 - i. Order: Adamantine Arrow (Presence + Expression + Mind)
 - g. ●●●● **Hallucination:** pg 317
 - i. Order: Guardians of the Veil (Wits + Subterfuge + Mind)
 - h. ●●●● **Psychic Sword:** pg 319
 - i. Order: Adamantine Arrow (Strength + Intimidation + Mind)
 - i. ●●●● **Telepathic Control:** pg 319
 - i. Order: Silver Ladder (Presence + Persuasion + Mind)
 - j. ●●●●● **Psychic Domination:** pg 321
 - i. Order: Mysterium (Wits + Intimidation + Mind)
- 7. Prime**
- a. ● **Dispel Magic:** pg 324
 - i. Order: Free Council (Composure + Occult + Prime)
 - b. ●● **Counterspell Prime:** pg 327
 - i. Order: Silver Ladder (Resolve + Occult + Prime)
 - c. ●●● **Armor of the Soul:** pg 329
 - i. Order: Adamantine Arrow (Resolve + Occult + Prime)
 - d. ●●● **Channel Mana:** pg 330
 - i. Order: Silver Ladder (Manipulation + Occult + Prime)
 - e. ●●●● **Siphon Integrity:** pg 337
 - i. Order: Adamantine Arrow (Strength + Occult + Prime)
 - f. ●●●●● **Create Hallow:** pg 339
 - i. Order: Mysterium (Manipulation + Occult + Prime)
 - g. ●●●●● **Forge Tulpa:** (and Mind ●●●●●) pg 340
 - i. Order: Silver Ladder (Presence + Occult + Prime)
 - h. ●●●●● **Siphon Mana:** pg 341
 - i. Order: Guardians of the Veil (Composure + Intimidation + Prime)

8. Space

- a. ● **Spatial Awareness:** pg 206
 - i. Order: Mysterium (Wits + Occult + Space)
- b. ●● **Follow Through:** pg 345
 - i. Order: Guardians of the Veil (Dexterity + Investigation + Space)
- c. ●●● **Destroy the Threads:** pg 348
 - i. Order: Mysterium (Resolve + Investigation + Space)
- d. ●●● **New Threads:** pg 349
 - i. Order: Guardians of the Veil (Composure + Occult + Space)
- e. ●●●● **Portal:** pg 349
 - i. Order: Silver Ladder (Presence + Investigation + Space)
- f. ●●●● **Ranged Blow:** pg 350
 - i. Order: Adamantine Arrow (Dexterity + Investigation + Space)
- g. ●●●● **Pocket Realm:** pg 352
 - i. Order: Mysterium (Composure + Investigation + Space)
- h. ●●●● **Teleportation:** pg 354
 - i. Order: Silver Ladder (Presence + Occult + Space)
- i. ●●●●● **Oubliette:** (and Mind ●●●●, Time ●●●●, Forces ●●●): pg 357
 - i. Order: Free Council (Wits + Occult + Space)

9. Spirit

- a. ● **Coaxing the Spirits:** pg 359
 - i. Order: Silver Ladder (Presence + Socialize + Spirit)
- b. ● **Second Sight:** pg 206
 - i. Order: Mysterium (Wits + Occult + Spirit)
- c. ●● **Ephemereal Shield:** pg 208
 - i. Order: Guardians of the Veil (Resolve + Occult + Spirit)
- d. ●● **Grant the Second Sight:** pg 206
 - i. Order: Free Council (Intelligence + Persuasion + Spirit)
- e. ●● **Lesser Spirit Summons:** pg 361
 - i. Order: Mysterium (Intelligence + Persuasion + Spirit)
- f. ●●● **Greater Spirit Summons:** pg 363
 - i. Order: Guardians of the Veil (Manipulation + Persuasion + Spirit)
- g. ●●● **Numinous Shield:** pg 364
 - i. Order: Silver Ladder (Composure + Occult + Spirit)
- h. ●●● **Reaching:** pg 364
 - i. Order: Mysterium (Wits + Athletics + Spirit)
- i. ●●● **Restore Corpus:** pg 365
 - i. Order: Mysterium (Resolve + Empathy + Spirit)
- j. ●●● **Rouse Spirit:** pg 366
 - i. Order: Silver Ladder (Presence + Persuasion + Spirit)
- k. ●●●● **Create Fetish:** pg 367
 - i. Order: Silver Ladder (Presence + Persuasion + Spirit)
- l. ●●●● **Grant Familiar:** pg 369
 - i. Order: Mysterium (Intelligence + Persuasion + Spirit)
- m. ●●●● **Road Master:** pg 371
 - i. Order: Guardians of the Veil (Composure + Occult + Spirit)
- n. ●●●● **Spirit Possession:** pg 370
 - i. Order: Free Council (Intelligence + Persuasion + Spirit)
- o. ●●●●● **Shadow Slave (& Death ●●●):** pg 372
 - i. Order: Mysterium (Intelligence + Intimidation + Spirit)

10. Time

- a. ●● **Augury:** pg 376
 - i. Order: Mysterium (Wits + Occult + Time)
- b. ●● **Glimpsing the Future:** pg 377
 - i. Order: Silver Ladder (Resolve + Investigation + Time)
- c. ●● **Shield of Chronos:** pg 378

- i. Order: Silver Ladder (Presence + Stealth + Time)
- d. ●●●● **Chronos' Curse**: pg 381
 - i. Order: Mysterium (Wits + Occult + Time)
- e. ●●●● **Present as Past**: pg 382
 - i. Order: Silver Ladder (Presence + Occult + Time)
- f. ●●●●● **Faerie Glade**: pg 384
 - i. Order: Silver Ladder (Composure + Occult + Time)