

Hunters and Hedge Magic!

A Hunter genre packet for One World by Night

Written by Hunter Coord Team 2022

Art by Team Documents 2022

Societies

Arcane Arcanum

The Arcanum is a direct reference to the great Secret lying behind all magic, all alchemy, everything. Its mission is no less than to find that secret through heavy research into the Occult. When the Arcanum was formed, the founders created a program for carrying out this mission. They called it the Syllabus. It has been revised a few times in keeping with the state of the world, and is always on the verge of being revised again. Still, the Syllabus has remained remarkably consistent, either as a tribute to the vision of Holmscroft et alia or as a commentary on how little we have progressed since then. The most recent revision of the Syllabus was in 1978, and bears the earmarks of that particular era of occultism. To date, no one has proposed a new revision which satisfies enough to replace the '78 revision, though. The Arcanum is modeled after the fraternal orders of the Victorian era. However, in keeping with its philosophy of favoring learning and growth over self-aggrandizement, it has managed to dispense with the proliferation of fanciful titles. In fact, the majority of the members fall under the same title. In the early years, our studies were shaped by the Victorian perception of the world- mostly concentrated around the British Empire - and those parts which had escaped it. Now, the Arcanum has at last truly become a global organization.

There seem to be two routes that lead to the Arcanum. The direct route to the Arcanum is that of an investigator or some other person who has a demonstrated interest in the paranormal. They may submit an exceptional article to the APA or some other publication that attracts the attention of some Journeyman, or encounter one of our researchers in the field, or ask particularly insightful questions at a seminar. On the other hand, there are those who sort of stumble into the Arcanum. Some are victims of, or participants in, some paranormal incident, who, rather than wallowing in fear and incredulity, rise to the challenge of the unknown.

Bata'a

Formed in the syncretic confusion of the colonial Caribbean, the Bata'a represent one of the largest still extant magical traditions in the world. The history of the Bata'a begins before the European Age of Exploration with the Quata people of the Caribbean and their spiritual magics. The native religions of the African slaves and Christianity were added to these foundations till they took the form of Bata'a. Bata'a is built around communal relationships, both social and spiritual. A Bata'a, or any member of the community, can expect to give and receive aid as the case demands. In much the same way, Bata'a offer sacrifices of food, livestock and its own practitioners to gain the favor of Les Invisibles - the ancestor spirits of their people, some of whom predate the arrival of the Europeans - and loa, or Les Mystkres - godlike spirits. In fact, the main role of the Bata'a is to ensure favorable relations between their living community and their spiritual one. The ultimate form of this communion is for the Bata'a to act as the spirits' "Horses," allowing Les Invisibles and Les MystPres who wish to hold a physical form to "ride" or possess them. Seeking possession is always a risky proposition. Beyond the malevolent baka who have always sought to sneak into an open Bata'a, the arrival of the Sixth Maelstrom has confused and angered even traditionally benevolent spirits.

The spirits most commonly called upon by the Bata'a are the Rada -spirits of healing and wisdom- and the Petro -spirits of conflict and elemental powers. The Rada include Ayida-Wedo, who governs the feminine principles of healing and protection; Erzulie, who offers love, lust and beauty; Ghede, who watches over the dead; Legba, the guardian of the crossroads and all journeys, whether physical or spiritual; and Loco, who commands herbs, healing and visions. The Petro include Chango, who controls the weather, guns and explosives; Damballah, the sky serpent and consort to Ayida-Wedo; Baron Samedi, who offers necromantic powers or the death of enemies; Ogoun the Chainbreaker, who controls fire, wrath and liberation; and Simbi, who incarnates the elements of air and water, and grants freedom or knowledge of magical powders and potions.

All Bata'a power comes from these spirits, and, in fact, they believe that an Awakened mage's Avatar is but another spirit who has dedicated itself to its mage. A person does not need to be a sorcerer (or a mage) to be ridden by a loa or one of Les Invisibles; sorcerers are merely those people who learn charms and spells from them. A wise Bata'a keeps the source of his knowledge in mind, for misusing it without the permission of the spirits is a transgression that is not easily forgiven.

*See Mage Genre Packet for more information

Government Agencies

Unbeknownst to the rest of the population, law enforcement groups and government agencies have from time to time stumbled across supernatural creatures or their influence. If an agent takes up the cause of hunting or investigating the supernatural, the agent does so because one of these creatures is breaking the law or threatening national security, not because the creature in question is some sort of evil hellspawn. Any and all Government Agencies can work and do not feel limited to your current country as espionage and intelligence still matters even against the supernatural

Oculi Dei

The Eyes of God are predominantly a lay organization. Clerical orders sometimes assume that because of this the Eyes are less pious than other inquisitors. Nothing could be further from the truth- A fair number of the Oculi joined the organization as the result of some frightening personal experience, but many simply find the order a perfect channel for both their godly yearnings and their keen powers of observation. Not a few actually considered taking holy orders at one time in their lives, but decided against it for whatever reason. It is true, however, that the Eyes of God take full advantage of their order's freedom from religious vows. Indeed, they view it as their duty to do so, just as the Knights feel that they must fight so other inquisitors don't need to. The Oculi see themselves as brokers of unpleasant realities. They turn up the truths no one else wants to face. They do the everyday footwork of collecting small, seemingly irrelevant pieces of information that when the time comes for a formal Inquisition, it's all there waiting to be put together. 'When the order feels the need to guide Inquisition-wide policy (a much rarer occurrence than some imagine), it does so by the strategic withholding and releasing of information. Some outside the order suspect the Oculi of being compromised by their close proximity to the enemy's temptations and their strict policy against direct action. They can take comfort in knowing that their suspicions are, if anything, outmatched by the Eyes' suspicions of each other; they know better than anyone else just how grave the temptations really are.

Maison Liban

Amid the chaos of the 11 th century, House Tremere experienced the destruction of House Diedne, the schism with Goratrix, and the flight of Magister Mathieu de Calice, a Master specializing in Parma Magica - protective magic. Though the Goratrix tremere schism has had very visible consequences for the World of Darkness, it is unlikely that anyone other than Magister de Calice and his apprentices and their heirs - and Tremere himself, perhaps - remember this betrayal. Less than a month after de Calice's flight, the move to vampirism commenced, an event that was to keep the new clan busy long enough for the Magister to go to ground.

De Calice fled to northern France and hid himself and his group, both magically and socially. One of the magical techniques used was the changing of the group's name, since names have great power in Hermetic magic. De Calice chose the word "Liban" because it meant to live, leave and survive in the tongue of the Visigoths and few of the Tremere were still truly alive.

In modern times, this tradition of discretion is still scrupulously observed. Students are taught to keep their magical and regular lives well apart. Though they may aid friends and those whom they find deserving, Liban sorcerers are not crusaders. Discretion has served them well thus far, and they have yet to see a good reason to leave it behind. Within their chantry walls, members are titled Initiate until they are deemed ready to teach, at which point they are called Prater or Mater. The greatest teacher within Maison Liban is referred to as the Pontifex.

*See Mage Genre Packet for more information

Nebuu- Afef (The Order of the Golden Fly)

According to Order legend, the Nebuu-Afef were formed by warrior-mystics because of the happenings during the reign of the Pharaoh Ramses and the divine plagues that struck Egypt immediately prior to the great exodus of Moses and his people. Having each lost their first-born, the mystics set to summoning and controlling Mastema - the angel who had visited that curse upon them in the first place. Taking their name from the piece of jewelry granted to warriors in honor of their courage - a golden fly - the members of Nebuu-Afef found themselves learning the darkest of sorceries from their new servitor.

Driven from Egypt by the forebears of the Celestial Chorus during the reign of Ikhnaton, and facing many enemies due to its ideology, the Order of the Golden Fly has spent much of its time underground in Turkey, Greece and, at the beginning of the 20th century, Austria-Hungary. After the order tried to offer mystical aid to Hitler during the Second World War, its meeting house was destroyed by an explosion and the Order went underground again. Most recently, evidence of Nebuu-Afef has cropped up in Boston and Lebanon.

There are not many Nebuu-Afef sorcerers since Mastema does not like serving a large group, but they are strong-willed people who are unafraid of death and violence. New initiates endure torture and humiliation as they are taught the arts of pain, fear, murder and dealing with Mastema.

*See Mage genre Packet for more information

Scholarly Institutions

Hunters who merely seek knowledge about, rather than the destruction of, the supernatural often have the potential to inflict more damage on those creatures than all the Inquisitors and witch-hunters combined. As scholarly institutions slowly and painstakingly amass and sift a myriad of seemingly conflicting facts about their quarry, they begin to develop something that is often more valuable than anything else in hunting the creatures of the night - knowledge.

The pursuit of supernatural knowledge is sometimes a lonely quest: More than a few respectable academics have been laughed out of their colleges and companies after stating a belief in the supernatural. These types of hunters also gather in groups, the better to pool their knowledge and resources. Academic societies are dangerous to vampires, werewolves and other supernatural beings precisely for this reason: Such associations have the potential to amass a vast body of knowledge that would, if ever presented to and believed by the public or government, prove catastrophic to those creatures.

Spectre Cults

Since the beginning of human history, desperate and disenfranchised mortals have called upon the supernatural to aid them and advance their position in society. The story of Doctor Faustus is more than just an evil fairy tale: It is an object lesson to those who would traffic with that which they do not understand. Organized religions have made their vast fortunes by giving ear to the pleas of the downtrodden and the wretched, who contribute money they cannot afford to give to the church coffers. Even so, most religions of the world see themselves as benevolent institutions. This is not the case with those that venerate Spectres.

Most mortals don't understand the difference between demons, devils and Spectres. Because they are drawn by strong negative emotion, many of the rituals and practices designed to attract and capture the infernal also serve as beacons for the Shadow-eaten. These malevolent wraiths are capable of identifying these banquets of greed and misery, and they are quick to take advantage. Posing as the "demon" that the mortal supplicants wishes to contact, the Spectre strikes the unholy bargain with the willing ritualists. In exchange for whatever rewards and powers the "demon" promises, the mortals give themselves over to this creature's service. A Spectre is usually more than happy to satisfy his followers' requests, which are often easy to accomplish and produce magnificent smorgasbords of negative emotional energies on which the Shadow-eaten may feast. The mortals who strike these bargains make "offerings" to their "devil," not realizing that the creature doesn't care about the sacrifices or murders or tortures themselves, but rather lusts after the buffet of terror and anguish these actions produce.

Sometimes the Spectres that create these cults aren't involved just for the sake of the easy and frequent meals they produce (though that is an important side benefit). Sometimes the "demon" is preparing for all of his followers to eventually cross the Shroud as wraiths, who are then harvested or otherwise made useful. Such agendas have been the impetus for the infamous mass suicides linked to apocalyptic cults: The negative energy produced by so many simultaneous deaths allows a Spectre to gorge himself and gain a number of wraiths for later amusement.

The Ancient Order of the Aeon Rites(AOAR)

Seeking nothing less than bringing the world to perfection, the Ancient Order of the Aeon Rites (AOAR) distills the arcane truths contained within millennia of mystical thought from across the globe into Enochian, the language of the angels.

The Order as it is known now dates back to 1837, when Magister Johannes Agrippa gathered a cadre of compassionate, determined mystics, and bestowed upon them the rites and manuscripts that made up the Order's teachings. Since then, the AOAR has worked behind the scenes to bring humanity to enlightenment. The AOAR may mysteriously help someone whose work they see as moving humanity in the right direction, or they may reprimand one whom they perceive as working against this goal. They are particularly conscious of the activities of sorcerers, since the AOAR believes they should all use their power to work toward the same exalted goal.

The order features a nine-tiered structure. The outer level - the first three degrees -are new pupils who perform mundane work for the AOAR while they work to unlock the Order's esoteric secrets. The Inner Level - the fourth through sixth degrees - is populated by "frateres" and "sorores" who have mastered some degree of the Order's teachings, and who maintain the Order's financial, political and administrative situation, as well as training the Outer Level. The seventh through ninth degrees further the AOAR's mystical studies. Beyond these mortal ranks are said to be certain ascended masters, including Magister Agrippa, who have left the corporeal realm and guide the order from beyond. Lately, they have not been offering much guidance, though, so the Order's members have concluded that they have been kept busy by their other ethereal duties. The AOAR is centered in Amsterdam, where Magister Agrippa's original texts are still kept.

Order magic is ritualistic to the highest degree. Each implement, each gesture, each sound has ritual significance in multiple dimensions. Physical foci must be constructed according exact specifications - and those specifications vary depending on the user's numerological correspondences. Movements must be choreographed. To bring about perfection requires nothing less than perfection from those who make it.

*Please see mage genre packet for more information

The Children of Osiris

Founded by descendants of the Egyptian god-king Osiris after he succumbed to the vampiric Embrace, the Children of Osiris have recently seen the disappearance of its vampiric constituency and the dissolution of its mortal forces. Those who attempt to follow the twists of the Jyhad proclaim that the Setites are responsible for this downfall, having finally removed the oldest thorn from their undead sides. Others are less certain, whispering that the Children may instead have returned to their ancient holy sites for some secret reason. For millennia, the Children organized themselves into temples led by vampires who practiced the austere Discipline of Bardo. Burdo sought to incorporate the principle of Ma'at - truth, balance and order - within the vampiric body, denying the undead nature and pointing toward a resurrection into a living form. Though the powers of Bardo have been mighty, none have ever spoken of this promise being fulfilled, and now the vampiric Children of Osiris are all gone.

With the loss of their unnatural leaders, it is as if a new life has been breached into the mortal adherents of the Children of Osiris. Their studies into the principles of eternal life are more energetic. Their vision is clear. They have returned home, and though their ancient god-king does not appear to have been resurrected, it looks as if the cult has.

*See Mage Genre Packet for more information

The Cult of Isis

There is no single Cult of Isis - her followers have such a long and convoluted history that there are elements who do her work scattered in other groups such as the Verbena, the Hermetic Order's Houses Shaea and Solificati, the Followers of Set, the retinues of several mummies, the Cult of Ecstasy and even an Alexandrian branch of the Celestial Chorus, to say nothing of the numerous cults devoted solely to her.

The mythic-historical origins of the Cult of Isis feature people in service to the goddess herself and the principle of Ma'at which she in turn studied under Thoth. When Isis became entrapped in the battle between her brother/husband Osiris and his brother Set, the previously peaceful mystical community transformed into a group of military sorcerers. After the death of Isis herself, her followers fell under the influence of many different forces, until they were diluted into hundreds of fertility cults around the Mediterranean and beyond. Horus the Avenger, son of Isis, has acted as a haughty, demanding patron throughout much of history, but his obvious lack of respect and tendency to treat Isis' cultists as pawns has brought many groups to the verge of rebellion.

The last few millennia have taken the magical forms of the Cult of Isis in many different directions, but ritual sensuality and sex have always been a part of its style, as have the usual trappings of Egyptian mysticism such as hieroglyphics and demotic writing, the ankh and sacred geometry.

*See Mage Genre Packet for more information

The House of Murnau

It is a curious fact of history that often the most stringent persecutors have some personal connection with the group they persecute.

The Murnau can certainly sympathize with this human quirk. They seek to win in the outer world the same struggle they wage daily in their inner worlds. This is not mere expiation of individual guilt or an attempt to avoid condemnation by joining forces with the executioners... although it's certainly that as well. It is, at heart, a desperate pledge of allegiance to what they know to be the only power that can save them. It is the currency of an unspoken bargain with God and the Church. Those inquisitors with a less deeply personal interest in defeating the legions of Hell often find it hard to understand the ardor of the Murnau; however, instinct often tells them that some sort of war is going on behind those stoic countenances.

The Poor Knights of the Passion of the Cross of Acre

The Knights are a military-religious order, which means that their outlook is an unusual combination of lay and religious ideals. They view themselves, correctly or not, as the fighting arm of the Inquisition, duty-bound to take as much of the burden of warfare of the hands of their strictly clerical brethren as possible. They also feel compelled to remind them that the dark forces pose a worldly threat in addition to a spiritual one, and that sometimes discretion really is the better part of cowardice. Many of them have been radicalized by their Crusade experiences, particularly the discovery that demonic rot has crept to within arrow-shot of the holiest places in Palestine. For them, every mission is a battle, every gain to be paid for in someone's blood — preferably the enemy's but also their own whenever necessary.

This is not to say that the Knights are stupid or unsubtle (far from it). But as military men, they don't hesitate to make decisions whose cost is measured in human lives. They also amaze other orders with their capacity for physical endurance by staying up through the night on watch, going hungry, sleeping on hard stone or riding for hours in the rain, and all without a moment's complaint. There are some who accuse the Knights of making too much of a fetish out of their relics, using them as a crutch for insufficient personal sanctity; but such arguments tend to fall flat for those who have seen the Holy Sepulcher with their own eyes and felt its holy aura.

The Red Order

A good generation or two has passed since the "unfortunate matter" with Brother Everard, and within the Red Order hope springs afresh, as is hope's wont. Still, even the newest recruits know that the order will never again enjoy the heady, undoubtedly naive boldness of its earliest days. Some Theodosians hail the decision to join the Inquisition as a brilliant move affording both an opportunity to fight evil and a powerful incentive to stay on the straight and narrow, as well as the sanction of Mother Church. Others, however, worry about the possible consequences of placing the order directly under the noses of those souls in Christendom most constitutionally inclined to distrust the esoteric.

Many in the Red Order yet subscribe to the quasi heretical belief that magic can be honorably used in the service of God. Did not good King Solomon himself use magical arts to capture, enslave and imprison demons? To these Brothers and Sisters, it is not the arts themselves that are sinful (for all power, even demonic ultimately comes from God), merely how they are used. One must not perform magic for personal gain and one must not pretend that such power can come from one's own being; it is the action of God, for which the magician merely provides a conduit. To the minds of Red Brothers and Sisters, the Church is tragically confusing the issue.

These views, however, are not politic to mention even among fellow Theodosians in the current climate. Order higher-ups step in quickly to quash such talk when they hear it, and may even investigate closely to see if perhaps another disaster like Brother Everard's is in the offing. The *study* of magic is still permissible, provided the student keeps quiet about it, as after all one must know the enemy to subdue it; the practice of it, never under any circumstance. Numerous Red Order scholars have written long apologetics defending the innocuous origins of those Theodosian arts of which other inquisitors are already aware; M-arzone seems to have accepted these arguments, harring any darker revelations.

The Silver Portal

A true rarity among static magicians, sorcerers of the Silver Portal manage to tap into the same chaotic energies as Marauders. Owing to the chaotic nature of Silver Portal sorcery, there is very little in the way of organization within its ranks. Initiates are given the Zolondrockre to read-an 18th-century translation of a 14th-century Byzantine-Greek adaptation of a fifth-century Persian scroll that claimed to be a copy of an earlier document. Most of the secrets of the Silver Portal are contained within this work, though they mostly defy conventional sanity and often require drugs or self-hypnosis to unlock.

Sorcerers of the Silver Portal engage in exercises to raise the strength of their unconscious minds. Foci commonly include mirrors, chants from the Zolondrodere and other tools to subvert the conscious mind, but the most powerful theater of Silver Portal magic is Maya, the Dream Realms. Storytellers may have Silver Portal sorcerers living double lives, interacting with the waking world and the Oniera, the fantastical and powerful Umbrood who inhabit the Maya in their dreams. For obvious reasons, sorcerers of the Silver Portal often attract the attention of the local changeling community, sometimes for good, sometimes for ill.

*See Mage Genre Packet for more information

The Sisters of St. John

The sisters, being nothing if not reflective, remind themselves daily that pride goes before a fall. Visions are a priceless gift vouchsafed by the Lord, and He expects those He blesses to use them to do His good works. Visions are also, however, a potential seduction. One can become so caught up in the experience itself that one fails to follow through on the warning. One can begin trusting the visions to the exclusion of all else the words of one's priest or bishop, for example, or even Scripture itself. When male inquisitors exhort them against the sin of placing personal revelation above the wisdom of the Church, the Sisters clasp their hands and nod fervently.

A quite different sort of talk goes on within convent walls, however. Among themselves, the Sisters hold animated debates and garden councils, comparing the experiences of their visionaries — especially the Blessed Teresa — to Biblical prophecy and the writings of the church doctors. Often, by the time a Sister (visionary or not) leaves the convent grounds to bring news of her order's gleanings to a cell of fellow inquisitors, she has a well-defined, well-supported theory about what it all means... that she often finds it prudent to keep more or less to herself.

The Star Council

Spawned in the UFO craze and paranoia of the 1950s and OS, the group called the Star Council was formed by a group of paranormal investigators who, believing that the government was hiding the truth about UFOs from them, broke into a hangar at a high-security USAF installation in 1969 and made away with some artifacts. They are still not certain what they are, but they look alien.

A small group of disparate people with an interest in the unexplained and a belief in alien visitation, the Star Council had managed to earn the enmity and attention of people from government officials to complete crackpots thanks to its controversial theories. One group within the Star Council, called the Thal'hun, claimed to be in touch with an immortal being of light called Khuvon. Since the Thal'hun seemed to better understand the artifact from the hangar, the Star Council allowed them to lead the Council on an expedition to the Middle East where violence broke out, almost destroying the Council and attracting the attention of the authorities. Since then, the Star Council has pared itself down to a trusted few and taken a more circumspect approach to their studies. Members have been the subject of numerous suspicious events, from mailings by mysterious men to unexplained time loss. At present, the mood within the group is one of paranoia and excitement. They are certain that they have almost discovered the truth, but fear they may be too late.

*See Mage Genre Packet for more information

Numina

*Note: All mechanics in the packet are non-binding and simply suggestions. Use whatever works for your game and leave whatever you don't like.

Psychics

Empathic Healing

This power comes at great cost to the practitioner, and is one of the most intimate of the Psi powers. To use it, the healer joins his mind and body with that of the injured or sick person. The healer then absorbs the wound or illness into his own body, taking the same number of Health Levels he heals as damage to his own body. Empathic healers can repair aggravated wounds through this method. The downside, of course, is that it may take many months for the healer to heal himself after such an extreme healing. In most cases, the Empathic Healer has a companion to care for him during his own healing process

Each use of this power can heal any number of health levels up to the limit of the health level that can be affected, but the user takes an equal number of levels of damage of the same type.

Damage taken from this power cannot be reduced.

Challenge type : Social (Retest Empathy)

Basic

Soothe the Spirit

The healer can absorb minor bruises, simple depression, or grief. She can heal damage at the Bruised Health Level.

Knit Flesh

The healer can heal deep cuts and stop loss of blood. Hurt and Injured Health Levels heal.

Intermediate

Mend Bones

The healer can heal massive wounds or serious acute illnesses (not cancer). Wounded and Mauled Health Levels disappear from the subject as the empath mends shattered bones and torn ligaments, tendons and muscle.

Organ Repair

The healer can repair severe internal injuries, stop internal bleeding, and even bring her patient back from the brink of death. Crippled and Incapacitated Health Levels fall to the healer's expertise.

Advanced

Pacify Madness

Only the best of the best attain this level of Empathic Healing, and only those who are certain of their abilities dare use the power granted here. A healer who uses this power must have complete mental discipline, courage, and control of her own emotions. This ability allows the

healer to absorb the worst forms of mental illness, including derangements (Though not a Malkavians core derangement) or Harano, falling into the same state of psychosis as she has just healed in her patient. Only one effect may be transferred per use of this power.

Soulstealing

This disturbing power enables a psychic to forcibly enter the victim's subconscious and destroy pieces of the personality. Ultimately, Soulstealing reduces the victim to a shell of his former self, devoid of Willpower. Soulstealing doesn't cause insanity; the victim's mind is too empty to be insane. The victim must be in the psychic's line of sight.

Victims usually do not remember the incident unless the Storyteller allows them a Perception Challenge retest Enigmas to notice the process. A Soulstealer may attempt to use this power once per scene.

Challenge Type: Mental (Retest Psychology)

Basic

Dream Invasion

The psychic enters the victim's dreams and interacts with the subconscious. He cannot plant or steal memories, but can participate in the dream as an "actor," remembering what he sees.

Will Sapping

Spending a number of mentals up to the levels of Soulstealing known allows the psychic to drain a temporary point of Willpower for each trait spent and transfer it to himself (up to his maximum). The victim recovers Willpower in the usual way.

Intermediate

Drain Vital Essence

For every two Mental Traits spent, drain one Health Level from the victim, up to a number of health levels of lethal damage equal to the levels of Soulstealing known. Because the damage is mental, rather than physical, the victim appears unwounded.

Shift Life

As Drain Vital Essence, but the Health Levels dealt also transfer to the user as extra Bruised Health Levels, or heal existing non aggravated damage.

Advanced

Power Theft

For every two Mental Traits spent, drain one Gnosis, Glamour, Quintessence, or similar trait from the victim, up to a number equal to the levels of Soulstealing known. A Kinfolk may use this Gnosis as if they had the Gnostic Kinfolk Merit, a Kinian may use the Glamour as if it were their own, any unused stolen energy dissipates at the end of the night.

Hedge Magic

SIDEBAR. TITLE: HEDGE MAGIC AND OTHER CREATURE TYPES

Hedge magic is the purview of mortals, and is meant for them. Hedge magic (Namely Alchemy and Enchantment) for use by other creatures must be designed specifically for them. An alchemical potion made for use by a Garou is a separate spell from one for use by the Hedge Mage themselves. An Enchanted item made for them must also be similarly tailored, and any item whose drawback is aging will not function for Vampires.

Alchemy

A character may only be under the effects of a single concoction within a twenty-four hour period, unless she also has the Occult Ability. In that case, she knows enough about her body's interactions with pure and altered substances, and can be under the effects of a number of concoctions equal to her dots in Occult in a given twenty-four hour period. Similar effects (such as multiple healing potions) do not stack upon one another.

How to:

Apprentice

Apprentice Alchemy essentially just creates slightly better substances and chemicals than what already exists. Things you could imagine being available from a doctor in 10-15 years, or substances you see in fiction that work just a little better than they do in the real world.

Initiate

At Initiate we get concoctions that push right up against human limits. Things that snake oil salesmen claim to be able to do, you now can. Also where you can grant very minor mystical senses (Think baby versions of the power of level 1 Sphere sights, [analyze substance, but only for gold, correspondence sense, but only for true love]). Grants 1 trait.

Disciple

Here we get into things that start becoming obviously supernatural, but at the very low end of low fantasy. Acids that only react to specific materials, metals that harm specific types of supernaturals, or mixtures that work against very specific powers. Grants 2 traits.

Adept

Full-on low level magic here we come. Level 1 powers that make sense coming from a potion fit here, but should have some kind of drawback; exhaustion, negative traits, or a temporary derangements; it largely depends on the power you are copying.

Master

The good stuff. Level 2 powers are now open to you, but again with drawbacks, and again only if it makes sense to come from a potion/ointment. Also copying the innate powers of a supernatural creature like a weak version of a werewolves healing, or a vampire's resistance to bashing damage. Grants 3 traits

Note:

Alchemists also create alloys and metals that do the same things as their powders and elixirs. Since these things aren't one use they are significantly less powerful. Consider them 2 levels lower (So a Disciple metal follows the directions for Apprentice potions.) ST's, be very careful approving these. Make sure they do not cross into the realm of True Magic.

Examples:

Apprentice

Pain Killer: Reduces wound penalties by 1 for a scene.

Lesser Healing Elixir: Reduce the time it takes to heal the next non aggravated wound to be healed by half.

Memory Eraser: Imbiber forgets the events of the scene.

Night Night Powder: A powder that, when mixed with alcohol, induces slumber almost immediately. The target must make a static physical challenge against 8 traits, retest survival, or fall unconscious. They must make this challenge every turn at -1 difficulty until they fall unconscious or the difficulty reaches 0. Unconscious lasts a number of hours equal to 10 minus the target's number of stamina related traits. Vampires get +2 to the challenge and add their levels of fortitude and only sleep for minutes instead of hours. Werewolves in Homid or Lupus only receive +2 to the challenge but sleep for the normal duration

Magiflu: Remove the side effects of a minor cold or flu for 24 hours and cut the time to recover from the illness by half.

Initiate

Super Coffee: Reduce the number of hours of sleep needed per night to 1 for a week.

Instant Dye: Change the user's hair, eye, or skin color for a scene.

Minor Healing Elixir: Heals 2 non-aggravated wounds.

Instant Specialist: Grants a specialization to one ability for a scene. The ability must be chosen at the time of the Elixirs creation.

LSProphecy: A form of prophecy-bearing super-LSD. When ingested, the user will be able to see things that were not previously obvious to him or will be granted a vision of the future. These messages will always be cloaked in symbolism and analogy, but will be correct... to the limits of the user's understanding

Go Fast!: A potion that doubles the user's running speed for one scene. After using this potion, the user must make a static physical challenge against 6 traits or be out of breath and sharky (-2 on all physical challenges) for the next hour

Disciple

Bane Dagger: You can create enough metal for a small weapon that will deal aggravated damage against a specific kind of supernatural creature.

Titanium 2: A metal alloy that is lighter and stronger than titanium (but easier to work), retains an edge almost forever and stays more resilient than the finest blade. Armor produced with this alloy grants an extra armor health level, and melee weapons made of it do an extra damage and grant an additional bonus trait.

Adept

Good eating and Exercise: A regimen of drugs and potions that extends the user's life (though not indefinitely). While on the regimen, the user ages at the rate of one month for every year. If the regimen is halted, these years come back upon the user at the rate of month per day, until the regimen is started back up or the user dies of old age.

Death Khol: A liquid which, when applied to the eyes, grants the user the ability to see through the Shroud for one scene.

Master

Wolfsban: A compound that werewolves find anathema. When spread on the skin, no werewolf (or other Changing Breed) can approach within striking range of the user; they can throw things or use ranged weapons but will not willingly get within 10 feet of the wearer. Of course, the substance smells so bad that most humans won't want to either...

Ghoul-ade: A potion that gives the user the Stamina, Strength, and speed of a vampire for a single scene. The user has one extra action per turn, deals one additional damage with brawl or melee attacks, and has one extra healthy health level. This potion is made from vampiric vitae and can cause the blood bond

Major Healing Elixir: Regenerate 1 non-aggravated wound every other turn for one scene.

SIDEBAR. TITLE: COPYING OTHER CREATURES

The master of Alchemy can create transcendent effects that grant vast abilities on par with the supernatural creatures Arcanists observe and catalog. Nearly all such formulae require some piece of a creature as a catalyst. These typically last for 5 turns, and cannot exceed the second level of the Discipline or other power in question. Elixirs of vampiric Disciplines require at least five blood points of vampiric vitae.

SIDEBAR. TITLE: DURATION OF CONCOCTIONS

How long an elixir or powder can last before it is used depends on the level of Alchemy known. After this time, the concoction becomes inert, and (depending on what was used to create it) dangerous to drink. If the concoction is left out to open air for more than half an hour or more, it becomes inert.

- One Day
 - One Week
 - One Month
 - Three Months
 - Six Months
-

Dark Sorcery - Fires of Inferno/Lust/Torment

No infernalists in the org anymore. If you would like to use these for NPCs their write ups can be found in the Book of Madness pg 137-141

Divination

SIDEBAR. TITLE: DIVINATION

Most versions of Divination do not have specific spells. Presented here is the version of Divination from Kinfolk: A Breed Apart/Project Twilight for Storytellers and players that would like a more delineated version.

Apprentice

Fortune-telling: The most basic form of Divination, this level allows the user to gain a general sense of a person's future, for good or bad. Results usually involve symbolic or cryptic answers with many possible interpretations. Possible rituals include Ouija board readings, simple tarot readings relying on yes and no answers, coin flipping, and similar positive/negative methods.

Initiate

Dowsing: This level enables the diviner to find lost objects or people. The dowser should be familiar with the object or have a personal effect of the individual he seeks. Long-range dowsing usually involves holding the focus over a map; short-range dowsing requires the caster to hold

the focus in the air and follow the pull toward the presumed location. Ritual foci typically include pendulums or dowsing rods. Rituals might enable the dowser to discover treasure such as gold deposits, buried jewels, or other items, finding water (the most well-known form of dowsing), or locate missing people, such as kidnapped children or wandering adults.

Disciple

Augury: The user can determine the outcome of a particular future event, such as the successor failure of a business venture, which army will win a particular battle, or what team will win the championship. Rituals include consulting the I Ching, chi readings, throwing the bones (or runestones), complex tarot readings, or even reading the entrails of an animal, as in certain religions.

Adept

Premonitions: At this level, dowsing becomes entwined with intuition. The Diviner receives visual flashes, dream-like visions, or strong feelings that indicate a possible event, such as sensing a particular plane is going to crash, or that someone unexpected will arrive.

Master

Vision Quest: The most advanced form of divination involves seeking for and receiving a detailed vision of the future, either concerning the diviner or someone he focuses his concentration on. The experience may not present itself in a linear fashion; details of the vision may not appear in order, enabling the caster to misinterpret parts of the vision. Possible rituals take the form of ascetic or ecstatic practices for altering the consciousness, such as fasting, sweat lodges, shamanic vision treks, or even such extreme practices as the Native American Sun Dance. Foci may include psychoactive substances, sage or incense burning, as well as other objects.

Dowsing

With this Path, a magician uses some mundane item to answer simple questions, locate elemental sources, and find specific items. This Path is related to Divination in that both allow the magician to use external foci and interpretation to read facts from the world around them. Dowsing is much more results-oriented than Divination, as it is dedicated to specific, limited, practical matters rather than overarching possibilities and circumstances. It might be said that while Divination focuses on the universal, Dowsing attends to the specific. When dowsing, the magician uses a specific item, or items, made from normal everyday materials, to find something or determine something. The stereotype of the dowser is that of the peasant yokel with a forked stick looking for water, and indeed, that is a common use of the ability. True dowsers know there is much more to this magic, however. Facts may be learned through the judicious asking of questions. Specific items can be found, and at higher levels even hidden emotions (like malice, or hatred, or even love) can be detected in those around you. If a dowser fails a casting challenge, she may try again, but only after some time passes to reflect further on

the matter. This period of reflection starts at six days for a dowser with one dot, and decreases by a day for each dot gained in the Path. It may not drop below one day.

Dowsing's associated ability is Alertness

How to:

Apprentice: The dowser is able to find a small item (a ring, a key, a specific book) that belongs to her within a proximity of fifty feet. She may also gain a general sense about the answer to yes-or-no questions related directly to herself

Initiate: The dowser can find any personal items within a mile of her, and small items belonging to others within fifty feet. She may also gain a general sense about yes or no questions regarding another individual..

Disciple: The dowser can track down any personal item anywhere, though, depending on distance, this may require extended static challenges. She may find any item belonging to others within a mile, and may also locate specific accumulations of basic elemental forms (a stream or a layer of stone underground, or a secret room — an accumulation of air behind a wall) within a mile. She may gain an answer to any yes-or-no question about any mundane subject (questions such as "Is there a God?" are beyond the dowser's ken, while "Is this soup poisoned?" would be allowable).

Adept: The dowser can instantly locate any personal item, anywhere, with a single challenge (though she will still have to travel the distance to reach the item), and can track down any item belonging to someone else regardless of distance, though extended Challenges may be required at longer distances. She may now sense magic, or illness or hidden emotions within fifty feet.

Master: The dowser can instantly locate any item, anywhere, with a single challenge (though the distance will still have to be crossed to reach the item). She may now track down specific substances within a mile, such as deposits of gold or iron underground.

Rituals: Each dowser must choose an implement-type for her personal focus when using this Path. Using this implement- type is a ritual. The implements must be mundane items, such as a forked stick, a pair of wooden wands, an item dangling from a string (a needle, coin, stone, knife, ring, etc.) or any other device. Any new implement-types must be purchased as new rituals, though the dowser may use any item of the type already purchased to work the Path (i.e., she's not forced to use a specific forked stick, she can use any forked stick). She must, however, spend at least an hour preparing a previously unused item before dowsing with it.

Enchantment (Fetishism)

How to:

Apprentice

+1 trait in a specific activity, or one background. Just barely above what a normal high quality item could provide

Initiate

+1 trait in a general area. Tiny but obviously magical effect. A single retest in a very specific situation with some downside.

Disciple

+2 traits in a specific activity. Minor magic effects, similar in power level to clan/tribe/tradition/kith bonuses, the innate level of Wraith Arcanoi, or the weakest of talens.

Adept

+2 traits in a general area. Powers equivalents to basic Gifts/Disciplines/Arcanoi. Blood should be paid for with Mana or Traits, Gnosis/Rage/Corpus etc should be paid with WP.

Master

+3 traits in a specific activity. Powers equivalent to Intermediate Gifts/Disciplines/Arcanoi.

Examples:

Apprentice

Teddy Bear of Restful Sleep: Prevents any non-supernatural effect from preventing you from regaining WP from a nights sleep

Toe Ring of Dodging: Grants the wearer +1 traits to dodge as long as they are barefoot. Must be worn 24 hours before being active.

Preserving Picture Frame: An oak picture frame that preserves any painting or document placed in it for as long as the frame remains intact. Both the frame and its contents must be sealed with almond oil and sprinkled with pure water.

Rangefinder(From a Distance): A camera's rangefinder granting the camera with the equivalent of Heightened Senses: Sight for one night. The device must use an electronic sensor, analog devices such as film cameras or telescopes receive no benefit from this. Must spend a Willpower and make a static mental challenge versus 7 to activate for 24 hours. If the test is failed the pictures come out blurry.

Initiate

Ankle Bracelet of Dancing: Grants the wearer 2 levels of Performance: Dancing. Must be worn 24 hours before being active.

Nail of Revenge!: An iron nail that if hammered into a footprint left by an enemy causes them to stub their toe before the end of the next scene.

Save the Mouse: A charm made of mouse bone. Alerts the holder when the creator is in danger. Must be sprinkled with wine after each use or the magic fades.

Rowan Ring: Grants a single retest against Mind Control. One use only. If a second is created before the first is triggered it loses its power.

Lens Craft: A camera lens that allows only awakened viewers to see the final result. Non-awakened individuals viewing images captured with this equipment would seem mundane, ordinary imagery. Awakened viewers would see the image as truly captured. This item does not break the powers of deception, illusion, or obfuscation. Once per month, spend a willpower and make a static challenge against 7. Success allows the lens to work for 1 lunar month, failure destroys the lens.

Disciple

Jordan's of Running Away: Double your movement speed, but only when fleeing.

Magic Warding Amulet: Grants 2 traits on defensive challenges against magic 3 times per day.

Death Bane: A sword with a core of liquid mercury that does aggravated damage against the Risen and lethal damage to wraiths (if they can be seen). A priest must bless the sword every fortnight, or the magic fails.

Brawny Extra Extra Strength: A cloth which perfectly cleans any liquid it is used to mop up. The user must hum while doing so for the magic to work.

Adept

Heartseeker: A dagger that does 4 lethal. It must be bathed in the blood of those it has killed after each combat or lose its potency.

Bob the Skull: The skull of a long-dead wizard, which can be used to contact him for assistance. The sorcerer using this Talisman must donate a pint of blood and can ask the wizard questions. After each question, make a simple challenge, on a win or tie you may ask another. This Talisman can only be used during the new moon, and the sorcerer must make a static Willpower challenge (Difficulty the number of times the Talisman has been used +4) or the skull crumbles to pieces after the final question is asked.

Byrnie of Silver: Converts up to 4 lethal from each hit to bashing. After 10 uses it falls completely apart. If cleaned or repaired the magic is lost.

Book of Omniglot: Anything written inside can be read by anyone regardless of literacy, language, or even blindness. Each page requires a separate casting.

Press Pass: A specially designed common access card, the Sorcerer can flash their press pass to get into places normally barred from entry. Magnetic locking doors will open, bar codes will ring true, and most mundane security systems will allow the owner to pass through. At the beginning of the night spend a Willpower and make a static mental challenge difficulty 10, if successful it works for a number of hours equal to your level in Enchantment.

Master

Amulet of Life for Life: Spend a willpower when wearing this amulet to negate up to 5 damage from a single attack, but subtract 5 years from your life (Regardless of how much damage is prevented). You do not physically age, but when you would naturally die of old age all the years hit you at once.

Anti-Scry Amulet: Anyone attempting to scry on you or your position by any magical means must win (Not tie) 2 simple tests. Every time the user wishes to activate they must solve a different puzzle, riddle, or enigma. It remains active for 5 weeks.

Animated Servant: This might be the classical golem from Jewish mythology, a homunculus, or some kind of robot. A servant like this is created like a character 6/4/3, 5 abilities, no bonus points. It has standard health levels but does not suffer wound penalties. It does not need to eat or sleep, though technologically based servants will usually need recharging.

Shush Cloak: By donning the cloak and spending a willpower the user becomes completely silent, even if stepping on crunchy leaves or a squeaky floorboard. This effect ends when the user speaks.

Master's Harp: Anyone who plays this harp, no matter their skill level, produces performance 5 music.

SIDEBAR. TITLE: ENCHANTMENT: COPYING OTHERS FOR FUN AND PROFIT

Enchantment has led to a problem within the org. Below are some suggested rules to help reign them in a little, while using them all at once may be too restricting, feel free to mix and match to your games taste:

- 1) When first purchasing Enchantment 4, the character selects one specific character type (Clan, tribe, etc) and can only create items that mimic those powers. (If feeling lenient let them pick a second when they purchase level 5)
- 2) When copying a power of another creature type, the appropriate lore is necessary at the level of the power to be copied. (Kindred lore 2 to copy Aura Perception, Malkavian lore 4 for Voice of Madness) For Changing Breed gifts refer to the tabletop books for their level.
- 3) When creating an item to be Enchanted, the crafts level of the item must be at least the level of the enchantment, and the item must be crafted by the enchanter.
- 4) Disallow copying of Changeling or True Magic powers. (TT doesn't allow these after all)
- 5) Again, as mentioned on page XX, if making an item for a creature type that is not their own, the hedge mage should purchase a second copy of the ritual specifically to make an item for that creature type.
- 6) D&D style slots: 2 rings, 1 necklace, 1 hat, 1 shirt, 1 pants, 1 pair of shoes, 1 belt, 2 wielded items (Not suggested for Hedge Mages themselves but for others using enchanted items)
- 7) Max number of items equal to permanent willpower (Not suggested for Hedge Mages themselves but for others using enchanted items)
- 8) Limit level 4 to level 1 powers and 5 to level 3 powers. Again referencing TT for Changing Breed Gifts. (Should only be applied to Pocket Hedges aka retainers)

Ephemera (Spirit Calling/Spirit Chasing/Spirit Awakening/Daimonis/Necromancy)

This Path allows a medium to reach into the spirit world and contact its denizens. The nature of the spirits contacted depends upon the rituals the medium knows. Some rituals allow contact with natural spirits, while others breach the barriers between the living world and that of the dead. Note that even the medium himself may not realize which spirits he is dealing with; at least two dots of Occult are required to know the difference. Inexperienced mediums sometimes get themselves into dangerous situations because of their ignorance, opening themselves to demonic corruption or spirit pranks.

Mediums open themselves up as spirit channels. The spirits, however, have minds of their own. If they have reason to mislead, possess or abuse the magician, they may try. In story terms, this means the ghost or spirit can act through the medium with little hindrance.

Thankfully, these magicians have some defensive rituals to help them out if the spirits are unruly or malicious.

Persuasion is often more effective than force. To establish contact, the medium makes a social challenge retest occult while calling out to the spirits in the area. Assistants can help lower the initial difficulty, as can a number of other factors that specifically relate to the spirit being contacted. Locating her quarry usually requires an extended challenge on the part of the medium. Once communication begins, the magician speaks her purpose, hoping to convince the spirit to aid her in whatever way it can. The details of this interaction play out like any normal conversation, but should be a lot stranger, bizarre, surreal — the ways of spirits are transitory and unknowable. The unearthly nature of this Path should be obvious.

Many among the dead cannot be reached by mortal entreaties. Those who can may be called with an extended challenge of as many successes as the Storyteller sees fit. Contacting your brother in the field where he died last year would demand less work than finding a Pictish warrior five-hundred years dead. The Storyteller should decide whether or not the ghost has passed beyond a reachable state, though this truth should remain a secret to the players. A malevolent spirit might masquerade as the spirit the medium wanted to meet, which could lead to truly dire troubles.

Unlike other Paths, the difficulty of reaching between worlds goes down with each level, while your ability increases. A medium with one dot in Ephemera works against difficulty 9 and cannot actually communicate with anything other than human ghosts (and then only if they wish to converse). This goes down by one step per dot, to a final difficulty of 5. As a medium's skill grows, she can speak with natural spirits and seek out specific entities. Several Traits available in the Storyteller systems are appropriate to medium characters. Hearth Wisdom and Occult are essential. Subterfuge, Intimidation and certain vampiric Disciplines are very helpful. The Flaws Haunted and Demon- Hounded are common. Spirits, it should be known, make good allies — and terrible enemies. Be wary.

Apprentice: You can feel the spirits moving and even get their attention.

What they do is up to them. This is a dangerous but necessary phase in a medium's Path.

Initiate: You can make distinctions between the spirits you summon and can call specific entities if you know their names. If things get out of hand, you can try to dismiss what you have called.

Disciple: When you speak, something always comes. With luck, you can address it, befriend it, or dismiss it. If you want to address a particular spirit personally, you can try at this level.

Adept: You can part the curtains between worlds and actually see and hear those ephemera around you. Most spirits respect you for your insight and ability. Some will even come when you don't call....

Master: The spirits of nature and the dead know your name and often come when you call. You can hurt those who displease you and dismiss those who offend you.

SIDEBAR. TITLE: A WORD ON SUMMONING

It is a difficult and dangerous task to *force* spirits to appear. Those practitioners who do usually Ward themselves first and use a combination of Ephemera to direct the proceedings. To accomplish this, after a long series of recitations, entreaties, and preparations, the practitioner makes a number of static social challenges retest occult with a difficulty equal to the shroud/gauntlet minus their levels in Ephemera (Min 3). They must succeed on a number of these challenges equal to the Shroud/gauntlet rating minus their levels in Ephemera (Min 1). If they wish to summon a particular wraith or spirit the difficulty is the permanent willpower of the spirit they wish to summon. They must succeed on a number of these challenges equal to the spirit's current willpower before they fail a number equal to their levels in the Ephemera path.

The range of compulsion is 1 mile per level of Ephemera.

Apprentice

Warding: Protects an area from ghostly intrusion. By using some precautionary charm (an intricate chant, prayer, painted sigils, iron nails, sprinkled salt, smudging with incense), spending a point of Willpower and making a static willpower challenge difficulty 7, the medium can block wraiths from entering an area for one week.

Forbiddance: Immediately drive a wraith from the area, by engaging them in an opposed willpower challenge. If successful the wraith must flee until the medium has left.

Open to the Unknown: By opening yourself up, you make it easier for Wraiths to use Puppetry on you. Master's Control and Rein in the Mind no longer give the Wraith Angst.

Call Ghost: Summon a ghost using either the persuasion or summoning method.

Initiate

See Ghost: You can see Wraiths on the other side of the Shroud, but not fully across. Lasts for a scene.

Call Naturae: Summon a nature spirit using either the persuasion or summoning method.

See Naturae: You can see Spirits on the other side of the Gauntlet, but not fully across. Lasts for a scene.

Banishment: Immediately drive a Spirit from the area, by engaging them in an opposed willpower challenge. If successful the Spirit must flee until the medium has left.

Disciple

Gossip: You give information to a Wraith to spread through the grapevine. Increase the difficulty by 2 to make sure a specific Wraith hears the information, or by 4 for a Wraith to whisper it in the ear of someone on the Skinlands.

Dolor: You may strike at spirits across the Gauntlet. Use Mental challenge retest Enigmas to deal a number of damage equal to half your Willpower.

Adept

Grasp: You become a Fetter for a chosen Wraith for 1 week.

Command: Order a Nature Spirit to perform one task for you.

Deny the Shroud: See across the Shroud for a scene.

Deny the Veil: See across the Gauntlet for a scene.

Master

Distant Call: Speak a brief message to someone who has passed on to a true afterlife.

Gauntlet Manipulation

Tradition Book - Dreamspeakers (Revised) Pg 65

Shamans with this ability can affect the strength and structure of the Gauntlet. Static shamans can raise and lower the Gauntlet by no more than the number of dots they have in this power. Also, no matter how powerful the shaman becomes, Shallowings last no longer than one scene. The Gauntlet can be reduced to one, however, for far longer periods of time, and shamans with the Natural Channel Merit can enter the Gauntlet at this level without a challenge.

This path must always be used as a ritual. The difficulty of rituals is equal to half the normal difficulty plus the local gauntlet rating

Apprentice

The shaman can increase or decrease the Gauntlet by up to one point. All changes last no more than three turns.

Initiate

The shaman can increase or decrease the Gauntlet by up to two points. All changes last for no more than one Scene.

Disciple

The shaman can increase or decrease the Gauntlet by up to three points. All changes last for no more than one day. At this level of power, the shaman can create artificial shallows and walk through the Gauntlet.

Adept

The shaman can increase or decrease the Gauntlet by up to four points. All changes last no more than one month.

Master

The shaman can increase or decrease the Gauntlet by up to five points. All changes last no longer than six months, unless the shaman crafts special items to mark the protected area, then the changes in the gauntlet will last until these items are disturbed.

Healing/Inflinction

Liege Lord and Lackey pg 89 for Infliction. Works exactly as healing, but in reverse.

Hellfire

Alternate elements: You may buy spells using alternate elements with the below effects. You can theme your base Hellfire to be any element, but it works mechanically identical to fire.

Earth: Treat the spell as one level lower for range, size, and damage. Anyone hit by the spell is swallowed by the earth and must dig their way out by dealing a number of damage equal to the damage the spell did. Cannot be upgraded to deal aggravated damage.

Lighting: Treat the spell as one level lower for range, size, and damage. Any conductive material in the area will transmit the effect to anyone touching it (Though you must defeat them in the challenge as normal). Can be upgraded to deal aggravated damage as normal.

Rust: No change to range or size. Rusts any ferrous metal in the area to uselessness. Deals no damage to organic targets.

Sleet: No change to range or size, but reduce the damage dealt by one level. Anyone hit is blinded for a turn, and anyone crossing the area of the spell for the rest of the scene must

reduce their speed by 1 step or succeed in a static physical challenge retest athletics to not fall. Cannot be upgraded to deal aggravated damage.

Smoke: No change to range, size or damage. Creates a cloud of smoke which deals 1 lethal to anyone inside every turn unless they have protection (Or don't need to breathe like a vampire). Lasts a number of turns equal to damage that would be dealt. Can be upgraded to deal aggravated damage as normal.

Tanglewoods: No change to range or size, but reduce the damage dealt by one level. Can only be cast on an area with plant life. Anyone hit is grappled and must succeed at a physical challenge retest athletics against a difficulty of your mental traits. Vampires hit must test for staking, but you must win not tie on both challenges to stake them. Cannot be upgraded to deal aggravated damage.

Dust Storm: No change to range or size, but damage is cut in half. Anyone in the cloud is blinded for a number of turns equal to the level of the spell. Cannot be upgraded to deal aggravated damage.

Water: The water to be used must be present. No change to range or size. The target(s) are enveloped in water and take 1 lethal per turn until they escape via a physical challenge retest athletics, difficulty equal to your mental traits. Cannot be upgraded to deal aggravated damage.

Illusion

One of the most fundamental magics is the power to deceive others into believing what the magician wants. The Path of Illusion confounds the senses, making its targets perceive things that aren't there or altering their perception of what is there. Most people trust their senses. "Seeing is believing," but when an illusionist is nearby, this old adage can kill you.

The Path of Illusion is much less direct in most of its applications than some of the other Paths. Illusionists tend to be clever manipulators, at the least in order to choose just the right false vision for whatever task must be completed. This often requires strange patterns of thought and lateral thinking, leading illusionists to become eccentric over time.

When targeted with the Path of Illusion, avoiding the deception is always a possibility. A Static Mental Challenge, retest Awareness, against a difficulty of the caster Mental Traits + the Level of the spell used reveals the slight imperfections in the illusion. Anyone who wins this challenge can tell that what they are perceiving isn't real, though they perceive both it and the truth. If they alert others to this fact, they can attempt to see through the illusion again.

How to:

Apprentice

Affects one sense. Completely immobile and fixed; if visual, flat.

Initiate

Affects two senses. Changes with perspective so the viewer moving doesn't disrupt it immediately.

Disciple

Affects three senses. Illusions can have moving parts, but only large ones.

Adept

Affects four senses. Smaller motions and variations are possible, but there are still subtle tells.

Master

Full sensory range. Fully immersive, this level completely fools all targeted senses

Examples:

Apprentice

Initiate

Cruel Whispers: Illusionists must often be masters of psychological warfare. They can't create anything truly real, so they play on the fears and anxieties of their targets to control them. One of the key rituals for this is Cruel Whispers. A purely auditory illusion, Cruel Whispers follows its target around for twenty-four hours. Though the magician may never know what the whispers are saying, the victim hears voices, just barely audible, pointing out every flaw, every insecurity, and every misstep they make during the day. This distracts them, giving them -1 on all challenges for the day.

Disciple

Hard-Light Constructs: A popular ritual among technosorcerers, Hard-Light Constructs are illusions everyone involved knows are fake. This creates scenery, furniture, etc., that looks and feels real, though putting your weight onto it wouldn't be the best idea. It's often used to simulate visuals where every single detail isn't needed, but which have moving parts. It creates the illusion for all onlookers, rather than a fixed set of targets.

Adept

Instant Feast:

Illusory food is deceptively hard to create. Taste, smell, image, and texture all need to be just right to fool someone into thinking they're eating a real meal. The target makes a Static Mental Challenge, retest Awareness, against a difficulty of the caster Mental Traits + the Level of the spell. On failure, they believe they are eating real food for the duration of the meal, whatever food the magician can imagine. However, they're still hungry. This provides no sustenance (unless the illusion is covering up some other food), though if you spend a willpower when casting, hunger cues are suppressed for a number of hours equal to the target's Stamina stamina related traits, before they feel hungry again. This can't alleviate the effects of starvation.

Master

Oubliette: One of the most terrifying rituals of the Path of Illusion, Oubliette has broken some of the strongest people in the world. The magician must be within a few feet of their target for the entirety of a three-hour ritual. If they can accomplish this, then the ritual removes all five senses from the victim. They are trapped in a world without any sensation until either the magician releases them or they win 5 Static Mental Challenges, retest Awareness, against a difficulty of the caster Mental Traits + the Level of the spell, making one every hour.. Often, the victims of this ritual are being punished for heinous crimes, and have it cast on them before they are thrown into a hole and forgotten, left to starve without even knowing they are starving.

Saturnal - Manes/Anima

These don't exist anymore, no one knows them.

Summoning, Warding and Binding (Spirit Control)

In the book and especially in tabletop these seem like they are actually just one path. It's probably best that we keep them as three separate paths.

How specific is too specific: A player should probably not be made to buy both Summon Cottonmouth and Summon Coral Snake and should just instead be able to buy Summon Snake and then be able to make minor alterations to summon a young female coral snake.

How vague is too vague: Summon spirit should probably not be alterable to summon a specific type of spirit like owl or fire, for Garou games, where the broods are common knowledge, by brood would be appropriate delineation, for other types of games the Triat may be appropriate.