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OWN Mage Genre 2025

Chantry Packet

A dark silhouette of a person with a ponytail, reaching their right arm up towards a bright, glowing light source in the upper right quadrant of the page.

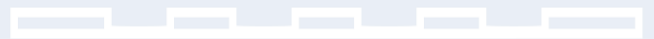
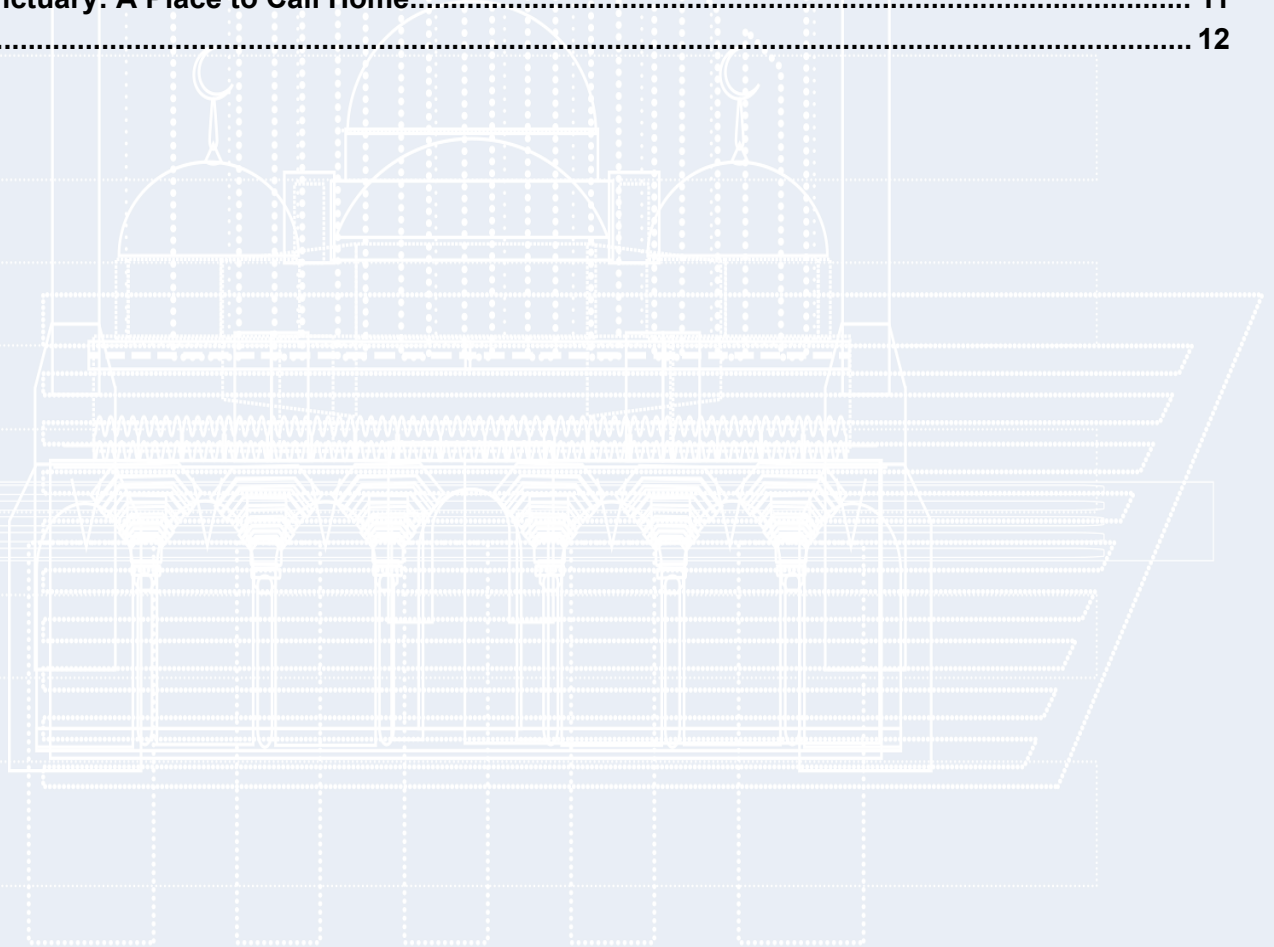


# The Architect's Grimoire: A Guide to Chantries and Constructs



A Chantry is more than a magical base of operations; it's a magical sanctuary, a research lab, and a communal refuge. Created and maintained by mages, a Chantry serves as a focus for a cabal's paradigm, practice, and politics. They can range from a single cloistered room to a vast, personal Horizon Realm. The term was originally coined by the Order of Hermes, but it is now considered standard parlance for any gathering point for collaborating sorcerers, including those of the Technocracy, which they refer to as Constructs. The foremost source on building Chantries is The Book of Chantries.

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# Heart of the Matter: Defining a Chantry



The type of Chantry often reflects its purpose and location.

- **Urban Chantry:** A sanctum hidden within a city, often disguised to blend in with its surroundings.
- **Node Chantry:** A base of operations built directly on a Node, a site of immense natural Quintessence.
- **Horizon Chantry:** A full-fledged realm in the Umbra, often a unique, self-sustaining world.
- **Mobile Chantry:** A construct capable of moving through the magical space of Correspondence or other supernatural means.

## The Technocratic Approach: Sanitizing the Node

The Technocracy has deemed traditional Nodes - stone circles, wooded glens, and ancient barrows - as too unnatural and fantastical for their version of reality. They replace these sites with high-tech laboratories disguised as mundane facilities for geological surveying or other similar cover activities. The Quintessence runs directly into these facilities.

These sites are sanitized by strange, floating mechanical devices called the Qui La Machinae. These Sanitizers exist outside of the material world but are visible in the Umbra. They clear away all physical manifestations of Quintessence, such as glowing mushrooms or magic crystals, returning the Tass to its original, boring form. This act of disproving magical reality through sheer technological force has incited panic among Tradition mages.

Technocratic Nodes do not use old-fashioned ley lines. Instead, Prime energy transfers from the Node facility to the Chantry through a sub-spatial, trans-Umbral vortex, a method that is much harder to raid. It is rumored that the most advanced Qui La Machinae can even tap new Nodes with ease. Unlike Tradition Chantries, a Construct increases the static reality of its Horizon Realm rather than increasing the mystic power of the realm itself.

## *Art of Creation: Mechanics and Narrative*

Building a Chantry is an act of creation that combines powerful magic with significant narrative investment. The process requires a long-term commitment of time and resources.

- **Requirements:** A mage or circle must possess Prime 3 to shape the magical infrastructure, and Correspondence and Spirit to establish the location and access. It requires downtime actions over multiple sessions or months and is always subject to Storyteller approval.
- **Customization:** A Chantry can be customized with various features that reflect a cabal's priorities, often represented by Traits that provide bonuses to specific actions.
- **Flaws:** Chantries can also have Optional Flaws that add narrative depth, such as a Vulnerable Gauntlet, Sleeper Proximity, or being a Political Target for rivals.



## Establishing a Horizon Realm: The Lands of Magick



Horizon Realms are perhaps the most fascinating aspect of Chantries, as they are worlds limited only by the imagination and Quintessence resources of their creators.

- **Creating a Realm:** Forming a Realm is no easy task, even for a Master. The process is akin to tearing a pocket in reality, which requires mighty magicks and takes a great deal of time, sometimes months or even centuries. The process of forming a Realm is generally a long-term narrative effort, with an occasional roll for a specific magical action. For more information, see the Creating a Horizon Ream section of the *Umbra & Realms Packet*.
- **Quintessence Supply:** The biggest challenge is having enough Quintessence to support a Realm. Mages must first link the Quintessence supply from a number of powerful Nodes to a specific point on the Horizon using a magical conduit. This forms an aperture that feeds the Realm.
- **Resonance:** Over time, the temperament of the Realm and the mages within it can begin to influence each other. A Chantry founded by an eccentric Cult of Ecstasy might slowly warp to reflect their passions, while the occupants of a rigid Iteration X fortress may find their personalities becoming more mechanical and precise. This effect can physically alter the Realm and its inhabitants.

## The Chantry's Cycle: The Four Seasons

An old theory suggests that Chantries undergo a natural cyclical process, much like the seasons of the year. This cycle reflects the power and general welfare of the Chantry over time.

- **Spring:** The Chantry has just been founded, and its members are weak and vulnerable, but also full of vigor. Many Chantries do not survive this season, falling prey to their own inexperience or to outside threats.
- **Summer:** The Chantry is in its prime, its members strong and confident as they carve out their place in the magical community. This is the season that fuels the Ascension War.
- **Autumn:** Growth stops, and the Chantry begins to fade. It is still strong, but its vigor is slowly replaced with wisdom and political power. Older members become set in their ways and push the younger mages to do the dangerous work. This season can last for decades or centuries.
- **Winter:** The Chantry nears its final days. Its strength is replaced with glorious memories and inactivity. It is viewed as a relic of the past, and internal conflicts may arise. For a rare few, a new Spring may be ignited by the next generation of mages, combining the vitality of youth with the wisdom of the elders.

# The Chantry Proper: Home and Hub

A Chantry house may take many forms, from an imposing granite fortress to a Victorian mansion or a hidden thatched hut. Its appearance, on Earth and in the Realm, reflects the nature of the mages within.

## *Joining a Chantry*

Membership in a Chantry is an honor that must be earned. The first step toward membership is Candidacy, during which the candidate is taught basic information about the Chantry. A Patron often guides the new recruit and prepares them for the challenges of joining.

Testing varies greatly and reflects the Chantry's philosophy. A Circle of Virtual Adepts might challenge a neophyte to a deadly series of video games in virtual reality, while Cultists of Ecstasy might put them through an extended vision quest. These tests are steeped in tradition and are designed to measure a candidate's wit, loyalty, and magical prowess.

Upon successful completion of the tests, the candidate is welcomed into the Chantry with an Initiation Ritual, which is considered sacred. New members must often take an oath of membership and abide by a code of conduct. They may also be required to pay dues in the form of Quintessence, money, or information.

## *Hierarchy and Politics*

Chantries tend to be governed by one of four modes of rulership:

- **Democracy:** The most liberal form, where each mage has an equal vote in all matters of importance.
- **Triumvirate:** Three mages come together to rule the Chantry, often with an advisory council. This is the most common form in the Technocracy.
- **Council of Deacons:** A council of representatives, often composed of the leaders of all the cabals within the Chantry or the most powerful mages.
- **Pedagogical Rule:** A single mage rules supreme. The leader can be elected, or a mage may need to prove themselves or even fight for the position.

Most Chantries have leadership roles that include some similar to these:

- **Deacon:** The founder of a Chantry.
- **Counselor:** Works for the psychological stability of members.
- **Priest:** Oversees rituals and offers spiritual guidance.
- **Librarian:** Tends to the Chantry's magical knowledge.
- **Tutors:** Responsible for teaching students.
- **Justices and Exactors:** Enforce the Chantry's laws.
- **Sentinels:** Defend the Chantry from external threats.
- **Heralds:** Act as the voice of the Chantry to other Chantries.
- **Journeyman:** Members of the Chantry who are not part of one of the circles.
- **Marats:** Go-betweens for the Chantry and the mortal world.

# External Relations

Chantries try to isolate themselves but never fully succeed. Their relationships with outsiders, allies, and enemies are crucial.

Status and Reputation are two key factors in how a Chantry is viewed:

- **Status:** A Chantry's position of respect within the magical Continuum. A mage acting on behalf of the Chantry may reduce the difficulty of a Social roll by one per point of Status.

## Status Meaning

- 0 Unknown or disdained
- 1 Some know your name
- 2 Average Chantry
- 3 A degree of renown
- 4 Fairly influential

- **Reputation:** A Chantry's standing, which can be good or bad. Reputation may add to or subtract from Social roll difficulties.

## Reputation Meaning

- 5 Unimpeachable honor
- 4 Scrupulous and kind
- 3 Known for good deeds
- 2 About average, maybe a bit below
- 1 Avoided
- 0 Shunned

- **Outsiders:** Chantries have specific policies on dealing with outsiders, which can be affected by their history and purpose. Many are now more tolerant of outcasts, but some newer Chantries may be especially paranoid.
- **Allies and Enemies:** Allies and enemies come and go. Allies may be bound by mutual interests, old treaties, or common foes. Enemies, such as the Technocracy or Nephandi, are obvious, but intra-Tradition feuds are also common.
- **Rivals:** Less dangerous than enemies, rivals can be far more annoying. They may compete for resources, members, or political influence, but they will usually work together against a common, greater threat.



# Research Capacities

For a mage, knowledge is not merely power - it is a lifeline. Chantries serve as vital centers for study and experimentation, providing the resources necessary to navigate the complexities of the Ascension War and the ever-shifting nature of reality.

- **Libraries:** These are the heart of any chantry. They are not merely collections of books, but vast repositories of arcane and mundane knowledge. These libraries can range from ancient scrolls and grimoires to massive computer databanks, meticulously curated and heavily protected. They are a precious resource, offering insight into the histories of magical traditions, forgotten rituals, and the secrets of the universe itself. The protection of these libraries is paramount, as a single, well-placed act of sabotage could wipe out centuries of accumulated wisdom.
- **Information Systems:** In the modern age, a chantry's survival depends on its ability to gather and process intelligence. Mages have developed sophisticated information systems, from traditional scrying devices to advanced computer networks, to keep tabs on their enemies and the state of the world. The Virtual Adepts, with their mastery of the Digital Web, have greatly improved these systems, allowing mages to access and manipulate information with unprecedented speed and efficiency. These systems are crucial for tracking the movements of the Technocracy, monitoring Paradox outbreaks, and coordinating with other mages across the globe.
- **Laboratories:** Laboratories are the crucible of magical discovery. They provide a safe and controlled environment for mages to practice their magic and conduct experiments without the risk of Paradox or unwanted attention. The form of these labs varies greatly, reflecting the diverse paradigms of the Traditions. An Akashic Brotherhood might have a dojo where they can train in martial arts and spiritual discipline, while a Sons of Ether chantry might have a sprawling laboratory filled with bizarre, whirring contraptions. The most advanced and powerful laboratories are almost always located in a Horizon Realm, a pocket universe created by mages specifically to prevent Paradox from affecting the mundane world. These realms allow mages to push the boundaries of reality with little fear of consequences, making them a crucial component of any serious magical research.

# Why Chantries and not Sanctums?

A Chantry is more than just a home base; it's a living part of the story, serving as a powerful narrative tool for a Storyteller. Here's how you can use a Chantry to drive your chronicle.

## *The Chantry as a Sanctuary*

First and foremost, a Chantry is the players' sanctuary. It's the one place where they should feel relatively safe from the outside world. This provides a crucial contrast to the dangers of the Ascension War - or Cold War as the case may be.

- **A Place to Regroup:** After a dangerous mission, the Chantry is where your players can heal, meditate to regain Quintessence, and recover from Paradox. It's a refuge, and knowing it's there gives them the courage to face greater threats.
- **A Hub for Research:** The Chantry's library and laboratories are a vital resource. You can direct players to the Chantry for information they need to advance the plot. The answer you seek might be in the library's sealed archives is a classic plot hook.
- **Reinforcing the Paradigm:** A Chantry's Resonance and a strong magical environment can make it easier for mages to work their magic and feel connected to their Tradition. This is a place where their beliefs are shared and celebrated, reinforcing their identity.

## *The Chantry as a Source of Conflict*

While it's a sanctuary, a Chantry is rarely a peaceful one. The conflicts that arise within its walls can be just as compelling as those outside.

- **Internal Politics:** Use the Chantry's hierarchy and politics to create rivalries and intrigue. A rival cabal might try to claim a coveted Node, a younger mage might challenge an Elder's authority, or a secret-keeping Librarian might put the entire group at risk.
- **Resource Management:** The Chantry's need for Quintessence or valuable artifacts can be a constant source of tension. The players might be forced to compete with rival Chantries for a new Node, or risk a dangerous raid to replenish their supply.
- **External Threats:** A Chantry can be a prime target for enemies. The Technocracy might launch a covert infiltration, a Nephandi could attempt to corrupt it from within, or a Marauder might seek to destroy it in a cataclysmic show of force. The Chantry is a magnet for conflict, and defending it can be a chronicle in itself.

## The Chantry as a Living Character



The Chantry isn't just a building; it can have its own personality, secrets, and even moods.

- **Echoing Its Founders:** A Chantry's Resonance can reflect the mages who built it. An old Hermetic Chantry might feel like a dusty, secret-filled library, while a Dreamspeaker Lodge feels alive with the whispers of spirits. This helps to make each Chantry feel unique.
- **Uncovering its History:** A Chantry's long history can be a goldmine of secrets. Perhaps the founders made a dark pact to secure the Node, or a former member's ghost haunts the halls, seeking a way to rest. Players can spend a great deal of time uncovering these past mysteries.
- **A Changing Mood:** You can use the Four Seasons cycle to guide the Chantry's narrative arc. Is the Chantry in its youthful Spring, ready to take on the world? Or is it in Winter, slowly dying and filled with complacent mages who have given up on the Ascension War? This can set the tone for the entire campaign.

## The Chantry as a Plot Hook Generator

Every aspect of the Chantry can be a source of adventure.

- **The Mission Board:** The Chantry can serve as a mission hub, where senior mages give players specific tasks: retrieving a stolen artifact, investigating a strange Paradox, or making contact with an isolated ally.
- **Personal Quests:** The players' own duties and responsibilities, such as protecting the Node or training a new apprentice, can become personal quests. A player might have to master a new Sphere to defend the Chantry, or a trusted Consor might betray them.
- **Inter-Chantry Diplomacy:** The Chantry's external Status and Reputation can create diplomatic missions. Players might be sent as Heralds to a neighboring Chantry to forge an alliance or to negotiate a tense ceasefire with a rival.



# Notable Chantries and Constructs

Here are some of the most famous and infamous Chantries and Constructs in the world, as well as the alternate names for a Chantry used by various Traditions.

## *Historic Tradition Chantries*

- **Akashic Brotherhood:** The Temple of Inner Truth (Tibet), Monastery, Torii, Pagoda, Xiudaoyuan, Bodhimandala, Tao Chang, Dojo of Dojang
- **Celestial Chorus:** The Celestial Temple of the Sun, Chapel, Covenant, or Sanctuary
- **Cult of Ecstasy:** Balador, the Pleasuredome (Destroyed)
- **Dreamspeakers:** The Lodge of the Gray Squirrel (Second World of the Diné), Lodge
- **Euthanatos:** The Sepulcher (Calcutta), Marabout
- **Hollow Ones:** The Way Down (San Francisco), Hideout, Hole, Crashspace, or Haunt
- **Order of Hermes:** Doissetep (Destroyed), Fuat Drochit, House of Helekar, The Verditious
- **Sons of Ether:** The Stacks (Paris), Laboratory
- **Verbena:** The Verditious (Black Forest, Germany), Covenhouse, Circle, or Great Hall
- **Virtual Adepts:** The Crystal Palace, Vali Shallar, The Pleroma Project, The Memory of Ignatius, Epicenter, Fortress, or Net
- **Others:** Horizon (Destroyed), The Nightmare Theatre, The Flying Dutchman, Crombey Farm (Destroyed), Liquid Gold, Area 38, The Black Pyramid, Arx Karagoz

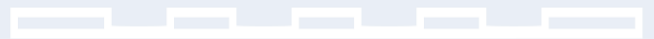
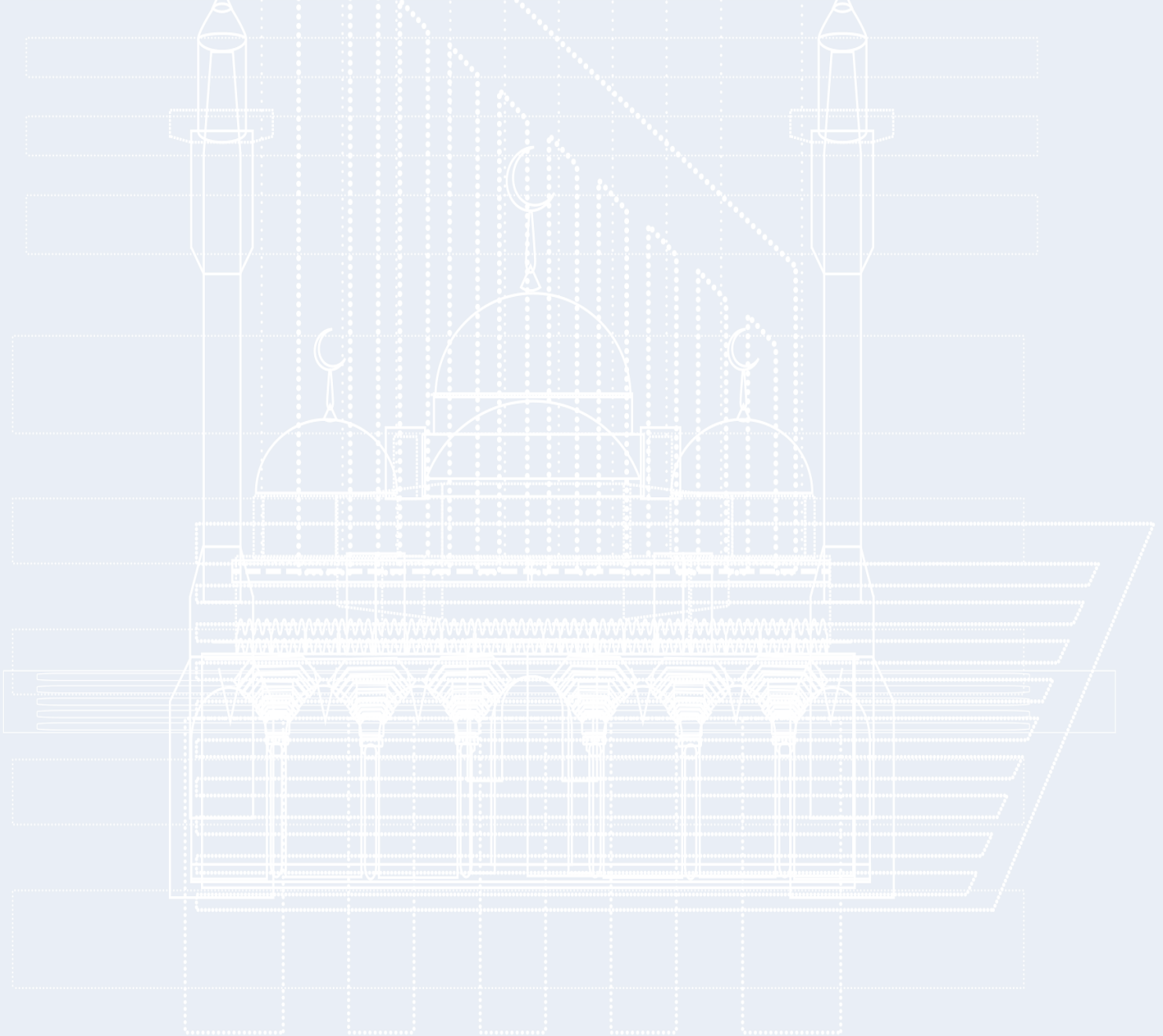
## *Historic Notable Constructs*

- **Null-B:** A Horizon Realm recently destroyed by Marauders.
- **Research Plantation No. 4:** A Progenitor Construct known for growing Kaltee and as a prison camp for Reality Deviants.
- **Society of the Immutable Armature:** A Construct of MECHA.
- **Acme Pyrotechnic Institute/Duplex Assembly/Recycling:** An Iteration X Construct of the Static Land and Detroit.
- **Commonwealth Trio Laboratory, aka EcoR:** A Progenitor Research Construct of Richmond. (Destroyed)
- **Diefenbakker's Casino:** A Syndicate Construct in Vancouver.
- **The Divisidero Safe House/The Northern California Security Collective:** A New World Order Construct in San Francisco.
- **Darkside Moon Base:** A Void Engineer Construct on Earth's Moon.
- **Cloud Room**
- **Advanced Energy Commission**

# The Mage's Sanctuary: A Place to Call Home



A Chantry is far more than a magical building; it's the very heart of a mage's existence. It's a vital sanctuary in a dangerous world, a place for research, recovery, and connection with allies. At the same time, it's a living character, filled with its own history, politics, and a constant need for defense. Whether it's a peaceful haven, a hub of political intrigue, or a beacon of hope in the Ascension War, the Chantry is where the story truly begins.



# Sources



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- Convention Book: Iteration X
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- Laws of Ascension (Revised)
- Laws of Ascension Companion

