



THE WAY



THE WAY

THE WAY

A book for players and game masters.

THE WAY OF MAGIC	4
MAGICAL PRACTICES	6
MINOR MAGIC	24
LONG-FORM MAGIC	28
THE ENDLESS GRIMOIRE: GENERAL SPELLS	46
VANCE SPELLS	54
THE MAKER'S MATRIX	58
WEAVER THREADS (AGGREGATES)	64
GOETIC SUMMONING	74
CHARACTER AND HOUSE SECRETS	84
EPHEMERA	98
OBJECTS OF POWER	110
THE CHANGERIES	116



GLOSSARY	<i>THE GATE, PAGE 136</i>
INDEX	<i>THE GATE, PAGE 145</i>



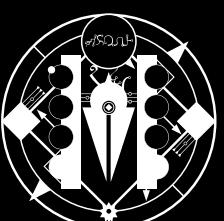
THE KEY

THE ALCHEMY OF LIES AND TRUTH	4
CHARACTERS	10
STATISTICS AND SKILLS	24
ORDER	34
HEART	64
FORTE	70
SOUL	138
FOUNDATION	144
CHARACTER ARCS	162
MONEY AND GOODS	180
THE FIRST SESSION	194
ADVANCING CHARACTERS	202



THE PATH

PRECEPTS	4
THE PATH OF SUNS	34
THE CITY OF SATYRINE	64
FARTOWN	98
ORGANIZATIONS	106
INHABITANTS OF THE ACTUALITY	120



THE GATE

GAMEPLAY	4
ACTIONS	16
ADVANCED RULES MODULES	34
GAMEMASTERING	46
THE SOOTH DECK	72

THE WAY OF MAGIC

Shadow is a completely distorted image of the real world—the *Actuality*. But honestly? Shadow gets only one thing wrong.

It doesn't have any magic.

Magic is at the very heart of existence. The universe wasn't just made by a spell—it *is* a spell. It's an ongoing magical effect, and frankly none of us really knows its full extent, its ultimate fruition, or what happens when the spell depletes.

Or, of course, who cast it. (Whomever did left behind the clues and remnants collectively called the *Legacy*. Perhaps they are a part of the spell as well.)

In any event, magic is the blood that flows through the veins of the universe. And the heart that pumps that blood is the *Invisible Sun*.

Magic is the answer to every question that begins with “why.” It is far larger than any one vislæ, any one god, any one *order* or organization, no matter how vast. In fact, it is bigger than the sum of all the vislæ, all the gods, and all the orders.

Magic has not been mastered. Don’t let anyone—vislæ or not—tell you otherwise. Not all of its secrets have been learned. Not all its depths plumbed.

This book, *The Way*, is so named because it is the means toward that unachievable end. You cannot learn all the secrets of magic.

But don’t you want to try anyway?

THE PATH

Shadow, page 52

Actuality, page 5

THE PATH

Legacy, page 6

THE KEY

Order, page 34

Throughout these books, you’ll see page references to various items accompanied by the following symbols and colors. These are page references to other books within The Black Cube, where you can find additional details about that item, place, creature, or concept. It isn’t necessary to look up referenced items in the books, but doing so will provide useful information for character creation and gameplay.



THE WAY



THE PATH

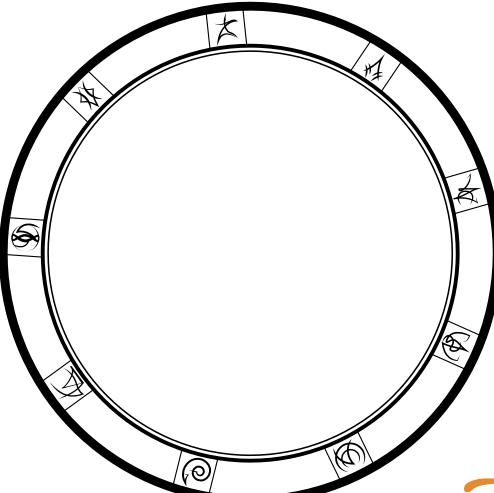


THE KEY



THE GATE

Some would say that it is Shadow’s cruellest trick that it doesn’t allow the Grey to experience magic, the most fundamental aspect of the Actuality, and—in many vislæ’s minds—the only reason to live.



INVISIBLE SUN



MAGICAL PRACTICES

Magic is sometimes called the Invisible Church. Or the Church of the Invisible Sun. It is the fire that burns at the heart of the world's furnace, as they say, but in truth it's even more than that. It's the furnace itself as well. And the rest of the world to boot.

Practices is a term used to describe all the various magical applications known to vislae—spells, charms, hexes, rituals, processes, secrets, and so on. Some also like the catch-all term “magical workings.”

The various kinds of practices include (but are not limited to):

- Spells: The basic, quickly cast form of vislae magic.
- Cantrips: Very minor spells.
- Charms: Minor effects, usually defensive or beguiling.
- Signs: Minor effects, always defensive.
- Hexes: Minor effects, usually offensive or curses.
- Rituals: Long-form magic that requires multiple casters.
- Enchantments: Long-form magic that affects objects.
- Conjurations/Invocations/Evocations: Long-form magic that requires ingredients, tools, and so on.
- Incantations: Fleeting applications of magical knowledge that come to the mind of a vislae, are used, and then flitter away.
- Processes: Large, magical workings that require a variety of ingredients, devices, time, and permanent structures. The most obvious examples are the changeries.



THE PATH

Precepts, page 5



THE KEY

Elderbrin, page 30



VENTURE

Venture, page 22

Venture is the sum of all the bonuses a character can bring together to help them succeed on an action. When using a magical practice, the most significant is likely the level of the practice itself. Challenge is the number chosen by the GM to rate the difficulty of the action (usually the level of the thing being affected by the practice). Subtract the venture from the challenge and that's the number you need to roll on your die to succeed.

- Precepts: Rules of reality that vislae understand, like numerology, the importance of souls, the ways of demons, and so on. (These are so fundamental to the setting that they are fully described in their own chapter in *The Path*, rather than in this book.)
- Secrets: Things you can do because you understand a loophole or shortcut in the precepts of reality.

And there's more. There are various powers and abilities that are taught by orders, that manifest as aspects of a vislae's forte, or that come naturally to a given creature, like the elderbrin's ability to change their shape. Beyond magical practices, there are the results of practices, such as ephemera, objects of power, kindled items, and more.

USING A MAGICAL PRACTICE

Spells, incantations, hexes, charms, and so on always require an action to use unless the description specifically states otherwise. So-called “long-form magic” like invocations and rituals take much longer. Each individual type of practice may have more information in its own chapter.

ROLLING FOR THE EFFECT

Most of the time, you roll to see if the practice takes effect, and you always add the level of the effect to the *venture*. The challenge is the level of the target modified by defenses or other factors. That means if you're casting a charm on an unsuspecting person, you use their level as the challenge. If you're casting a spell to open a sealed gateway, you use the gateway's level as the challenge. If you're casting

a spell to remove a disease that ravishes your own body, you use the disease's level as the challenge. And so on.

You don't need to roll to see if a practice takes effect if:

- You're casting or performing it on yourself.
- You're casting or performing it on a being that wants it to take effect, even if they're unaware. Example: you cast a healing spell on your unconscious friend.
- It has no direct effect on any being or object. Example: you cast a spell that raises the room temperature by 10 degrees. The temperature, or even the air, isn't really an object.
- It conjures or creates something (unless otherwise noted in the description).
- It affects an object with no meaningful level. Example: you cast a spell that turns cheese into chocolate, and the cheese has no level (and no one wants to waste game time trying to determine what the level of cheese should be).

Another, perhaps easier way to look at it is this: you roll only if the practice affects something and that something doesn't want to be affected. This only works, of course, if you assume that inanimate objects don't *want* to be altered in any way.

*Phantasmal Environment:
see Spell Deck*

Remember, casting a spell (or using any magical practice) on yourself is different from casting a spell on something affecting you, like a disease. In the former, no roll is needed. In the latter, it likely is, and the level of the effect (such as the disease) is the challenge.



THE KEY

Sorcery, page 27

Bene, page 25

*Expansive Endeavor,
page 88*

*Magnificent Endeavor,
page 90*

Elevate Spells, page 88

Magnify Spells, page 90

Divine Ability, page 87

Sometimes, you use your action to activate an effect, but the roll comes later. For example, if you cast **Phantasmal Environment**, you don't need to make a roll until someone interacts with it. In such a case, if you're unaware that someone is interacting with it, the GM should just compare the level of the spell to the level of the NPC. If the spell's level is higher, the NPC is affected and believes the illusion.

TIME REQUIREMENTS OF MAGIC

Spells, minor magic, ephemera, and most objects of power take only one action to cast or use. That means just one round.

As a general rule, the action of using the magic encompasses the most important part of the effect. So the action of casting a summoning spell that conjures a spirit produces the spirit. The action of casting an incantation that blasts a foe with fire is that attack on the foe. If a spell divines the answer to a question, you get the answer as a part of that action (unless noted otherwise).

In other words, if a magical practice creates a thing that has one use, like a spear of ice that you throw, using that thing is part of the action of the spell. If a practice creates or summons an object, creature, or effect that persists, like a tool you can

USING BENE WITH MAGICAL PRACTICES

Above and beyond whatever **Sorcery** cost is required to create the effect (which is almost always equal to the practice's level), any character can add 1 to the venture of a magical action by spending 1 **bene**. A character with the **Expansive Endeavor** and **Magnificent Endeavor** secrets can spend more bene to add more to the venture on a 1-for-1 basis. So adding 2 bene adds +2 to the venture. As with any use of bene, a spent bene can be used for other effects instead, including +2 damage if it is an attack.

A character with the **Elevate Spells** and **Magnify Spells** secrets can add bene to increase the magical practice's level. Not only will this improve the venture (again, on a 1-for-1 basis) but it will *also* increase any level-based portions of the effect, such as damage.

If a practice creates a physical attack that can be aimed, like launching a bolt of energy at a target, the vislae can use Accuracy bene rather than Sorcery bene to increase the venture.

This is true for all spells, long-form magic, and Weaver-created effects. The level of ephemera and objects of power cannot be modified by the user. Minor magic, Goetic summoning, and Makers using the Maker's Matrix cannot take advantage of these rules. Last, all characters can increase the level of their forte abilities to 10 by spending additional bene without knowing any special secrets (and those with the secret **Divine Ability** can increase it to level 17).

use all day, the ability to speak eloquently, or a gun that you can shoot over and over, then the act of creation is the action of the spell, and using the thing is a different action.

Long-form magic, by its very nature, does not abide by these rules.

OTHER REQUIREMENTS OF MAGIC

Most magic that is “cast” (like spells, signs, incantations, and so on) requires the speaking of words and at least minor gestures. Magic that is used or activated (like ephemera objects, or forte abilities) rarely have such requirements.

RESISTING EFFECTS

You always get a chance to resist an effect being cast upon you that you don’t want. However, sometimes you must suffer the effects of an effect not cast directly on you. Consider, for example, if someone casts a spell that inverts gravity in a room of a house. If you enter that room, you don’t get a chance to resist that spell—it wasn’t cast on you. You simply must deal with the reorientation of gravity in the room.

Sometimes, this happens very quickly. If someone conjures a bolt of electricity that arcs toward you, you’re not really “resisting” the spell so much as dodging the electrical bolt. You’d use your Dodge defense in this case, not your Resist defense. Dodging a spell effect is different from resisting an effect on you. Diving for cover when magic causes an explosion is different from resisting someone trying to turn your arm into an angry snake or take control of your mind.

Regardless of any of this, however, you can always be affected by any effect directed at you if you want to be.

EFFECT LEVEL

Spell or effect level is a single number that holds a lot of information. The cost to cast or perform a practice is equal to its level in Sorcery bene.

Level is also the number you add to your venture when you cast or perform the practice to see if it takes effect.

Long-form magic, page 28

Signs, page 27



THE KEY

Spells, page 22

Incantations, page 23

Ephemera object,
page 23

Forte abilities, page 74

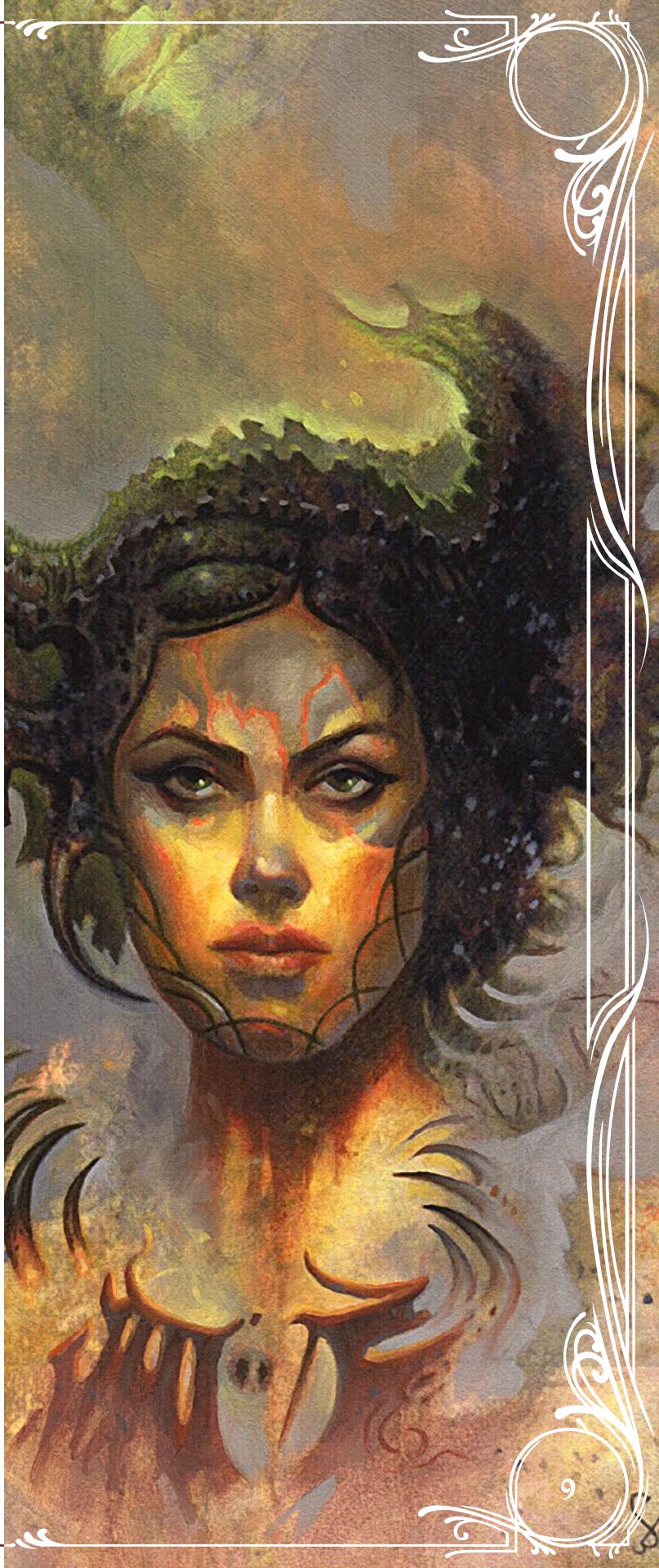


THE KEY

Dodge, page 32

Resist, page 32

If you are affected by an effect and it gives you an ongoing condition you do not want (like continuing damage, being frozen solid, being struck blind), you can use rest actions to end the condition. See Resting and Refreshing Pools, The Key, page 29.





FINGERSNAKES

For spells, casters who know the proper secret ([Elevate Spells](#)) can spend an additional Sorcery bene to increase a spell's level when they cast it. This affects the number added to the venture and other factors, such as damage for many attack spells.

Without [Elevate Spells](#), casters can add additional Sorcery bene using the same limitations of any other action, but all a bene of Sorcery does in this case is add +1 to the venture or grant an additional effect, just like with any action. The level of the spell remains the same. Casters using spells that can be aimed, like [Stone Pistol](#) or [Thaumaturgic Strike](#), can use bene from Accuracy rather than Sorcery.

Using other magical practices is a similar process, except that a vislæ cannot increase the level of minor magic, an ephemera, or objects of power. The secrets [Elevate Spells](#) and [Magnify Spells](#) work with long-form magic as well as spells.

Elevate Spells, page 88



THE GATE

Using Bene for Effect, page 22

Stone Pistol, see Spell Deck

Thaumaturgic Strike, see Spell Deck

Magnify Spells, page 90

When determining a Weaver's impromptu effect level, GMs and players will want to assign it a color as well, using these guidelines.

Effect level also determines how many Acumen one must spend to learn a spell (minimum 1) and how long it takes (each effect level is equal to about three days of intense study).

Last, if the practice creates something, the level dictates the level of the creation (unless otherwise stated).

COLORS

Spells and other magical abilities are almost always tied to color, just like the suns. Thus, a spell can be blue, green, red, and so on. This association has to do with the nature of the color. In this instance, the natures are defined in these ways:

Silver: Creation. Practices that create something from nothing are silver.

Green: The Quickening. This broad category includes any practice that involves motion and, by association, anything alive, at least as it pertains to the essence of its life. Thus, a spell that moves an

EXTRA DAMAGE

Spells or effects that deal damage normally deal it in an amount equal to the spell's level (spells that inflict Wounds directly work differently). An increase in spell's level, then, will also increase the damage. However, if a caster wants to increase only the damage and not the level, 1 additional Sorcery bene equals 2 points of additional damage (1 point if an area or multiple target spell). Of course, without knowledge of a secret like Expansive Endeavor, you can't add more than 1 additional Sorcery per action.

Extra bene can also be used for additional effects; see *The Gate*, page 22.

object, a spell that grants levitation, and a spell that closes a Wound are all green spells.

Blue: The Mind. Telepathy, mindreading, memory alteration, dream modification, most emotional effects, and similar effects are blue. Blue practices never directly impact the physical world.

Indigo: Truth. Divinations, revelations, and effects that improve the senses fall into the indigo category. This also includes spells of communication and translation.

Grey: Illusion. Any practice that hides, deceives, disguises, confuses, or otherwise involves falsehood is grey.

Pale: Piercing the Veil. As the living travel to the Pale when they die, pale effects are those that physically reach beyond the normal bounds. This includes such things as conjurations, banishments, or restoring a soul to a dead body.

Red: Ruin. Red effects are those that harm something else, be it living, dead, inanimate, spirit, or anything else.

Gold: Transformation. Practices that physically change one thing into another thing, or that simply modify the physical substance or shape of



THE KEY

Wound, page 23

Bene, page 25



THE KEY

Pool, page 25

a thing, are all gold. This includes more abstract transformations, such as changing the weather.

Invisible: Protection. In a sense, all magical practices are connected to the invisible. In another, by its very nature, invisible represents nothing. Still, vislae consider invisible practices to be all those that grant protection of any kind because they are some of the most fundamental of all magical effects. (Legends say that protection spells were the first spells.)

BONUSES AND ENHANCEMENTS

Some effects give you a bene to one or more of your pools. Others grant you a bonus to a specific action. A bonus to your action is always a bonus to your venture. You subtract your total venture from the challenge of the action, and the result is the number you need to roll on the die.

An enhancement is an additional die you get to roll when you attempt an action. Rolling a success on either die results in a success. Sometimes, it will say "(+1 die)" in parentheses after the level. That means when you use the magical practice to affect the target, you get an enhancement of one additional die. Sometimes, an effect will grant you an enhancement on another action. This means you get to roll an additional die for that action.

For example, if you need a 4 on the die after subtracting your venture from your challenge, and you get to roll +1 die thanks to the ability you are using, you roll two dice, and if you get a 4 or higher on either die, you succeed.

The parenthetical "+1 die" (or +2 or even +3 dice) is a good indicator of which effects require a roll to successfully activate this effect. +1 die means that you probably need to roll. But there will always be odd situations where a spell doesn't normally require a roll, but in a special circumstance, it does need a roll. In this case, even when it doesn't say you get an additional die, the thing to remember is that when making a roll to affect a target with magic, you always get at least +1 die. Remember, though, some spell effects are indirect. A spell that turns a chair into a wolf that attacks affects the chair, not the target of the wolf's attack. An

The magical practices' colors are tied to the overall nature of the color and associated sun, but in some cases, they might be more specific definitions of those natures than is normally associated with the color overall. Fear not, vislae. This is normal. The Actuality is a fluid place of shifting definitions.

Sometimes you have to roll two or more successes to succeed. In such a case, you must have an enhancement to even have a chance, because you can't roll two successes on one die.



The Book Without Pages
*is a magical grimoire
 written on water
 held in spheres.*



incantation that turns the air to fog isn't affecting the people in the fog, it's affecting the air. But really, don't worry too much about this. Don't overthink it. Magic is a fickle and unpredictable thing. If the GM requires a roll for an effect one time and not the next, the game's not going to collapse in on itself.

The reverse is true as well. Sometimes it will say +1 die, but the target will be willing or the situation will suggest that no roll is needed. If so, ignore the +1 die. Or perhaps the suggested additional die only occurs sometimes. If a spell affects an object, for example, a roll is usually required only if the object is significant in some way, or in a being's possession.

RANGES AND TARGETS

Ranges are divided into four categories. If a spell affects a target within a certain range category, it could also affect a target at any shorter category (unless the spell specifically says otherwise).

Close: Anything close enough to touch (or touch after taking a few steps) is close. Two things next to each other are close, even if they're not touching. (Unless the word "touch" is specifically included in the description, close implies the potential of touch, not an actual touch.) Very loosely speaking, this range extends up to about 10 feet (3 m). Conversationally, this might be referred to as "point-blank range." A practice that affects an area that encompasses this distance, more or less, is said to affect a **small area**.

Near: Something you could reach fairly quickly is near. Often referred to as "nearby" or "short range," it represents a distance of 10 to 50 feet (3 to 15 m). A practice that affects an area a short distance in diameter is said to affect a **medium area**.

Far: Something you can see clearly but not reach quickly is far. Commonly referred to as "far away" or "long range," this is a distance of about 50 to 100 feet (15 to 30 m). A magical practice that affects an area a long distance in diameter is said to affect a **large area**.

Very Far: Something you can see but not clearly is very far. Called "very far away" or "very long range" at times, this is anything from about 100 to 500 feet (30 to 150 m). A practice that affects an area a very long

distance in diameter is said to affect a **very large area**.

Unless the description specifically says otherwise, a solid barrier (like a wall or door) prevents a spell or other effect from being cast through it, although a certain level of logic and common sense should be used in adjudicating this. Further, to cast a spell or other effect on a target, a caster usually has to be aware of them and have a line of sight to them. There are obvious exceptions. For example, a spell that affects an area affects everything in that area, whether the caster is fully aware of it or not. A spell that specifically seeks the location of a thing, by its very nature, does not require the caster to know the location of the thing. These are guidelines, not hard-and-fast rules.

More definitively, the following terms specifically designate what can and can't be affected by a given effect:

Target: Anything.

Being: Any self-aware thing, be it human, animal, elderbrin, demon, spirit, vampire, ghost, or **thoughtform**. Even most quasi-intelligent constructs are considered beings.

Creature: A being of flesh and blood. Thus, any being other than a spirit, demon, ghost, elemental, construct, and the like.

Person or People: A human, elderbrin, or something very similar. Thoughtforms that look like people can be considered people for such purposes.

DEPLETION

Either effects are over immediately, or they last until their magic depletes. Sometimes conditions (the rising or setting of the sun, for example) will end a spell. Other times, the amount of time is random. To determine if an ongoing spell depletes, roll a die. If the result on the die matches the depletion result, the spell ends. So if the depletion says "0 (check each round)," at the end of each round Roll a die. On a roll of a 0, the spell comes to an end that round.

You can always end a spell that you cast whenever you wish it, and doing so takes no action. Further, the GM can end a PC's spell at any time, but must award the PC 1 Despair when this happens.



THE KEY

Sortilege, page 27



THE PATH

Thoughtforms, page 66

Minor flux events occur all the time and the possible effects are well known. Major flux events are quite uncommon because of the rarity of rolling two magic dice at all, and then only 1 in 100 times will a major failure occur. Grand flux events are once-in-a-generation occurrences, as they happen only 1 in every 1,000 times that someone casts such a powerful spell or other effect that they roll three magic dice.



THE GATE

GM shift, page 9

It is the responsibility of the player to keep track of spells they cast and ongoing effects that require depletion rolls, and to make those rolls. Generally speaking, spells that need to be checked each round are checked at the end of the casting player's turn. If a player loses track of this information, ongoing spells are assumed to have depleted.

MAGICAL WORKINGS AND SOOTH CARD PLAY

When a new Sooth card is put into play, it modifies magic based on the color of the sun and the effect. Most often, one sun's spells and effects are made easier to use, and another sun's are made more difficult. This applies only to effects created in the round of the card turn, unless the card is turned on the **Invisible Sun**, in which case it stays in effect until replaced by a new Sooth card.

If an effect has no sun attached to it, the GM can make a judgment call or (perhaps more often) assume that no sun is involved.

MAGICAL FLUX

Any time a magic die is cast, whether it is used as part of a magical working, gained as the result of enhancement magic, or added to the die of any task at all via **Sortilege**, there is a chance of magical flux. That occurs when the "extra" die—the magic die—comes up a 0. When this happens, a magical flux occurs, even if the overall action is successful. The magical flux is a result of a wayward discharge of magical energy or a disruption in the magical field.

The GM determines the flux effect and immediately turns a new Sooth card. Significantly detrimental flux is sometimes accompanied by 1 Despair for the person affected.

The GM can also introduce a flux effect (as a **GM shift**) any time a vislae uses a magical practice, whether dice are rolled or not. In this case, 1 Despair is *always* given to the vislae. The GM should associate the flux intensity (minor, major, or grand) with the approximate number of dice that are (or would be) rolled. For example, if a character casts a level 5 spell on themselves, they roll no die—presumably, they want to be affected by the spell. However, if they did roll for a level 5 spell, it would be 1 magic die. Thus, the flux should be minor. If the spell was level 8, the flux could be major.

Flux that does not come through a GM shift occurs only when the dice are rolled. Anytime a die roll is unnecessary or avoided, there is no flux, representing that the vislae has more control in that situation.

MINOR FLUX CHART (0)

You spoil milk and other food around you.

A nearby plant withers.

Animals of level 2 or lower howl or flee.

You are plagued by nightmares the next night.

You gain 1 **vex** to Sorcery.

You gain 1 vex to Intellect.

You gain 1 vex to Physicality.

The temperature around you lowers drastically.

There is a horrific stench in the air for the next few hours.

Someone close to you suffers 2 damage.

An object close to you catches fire.

You have a terrible headache for the rest of the day.

Your face and extremities become pocked with an itchy rash for the next few hours.

Nearby children begin to scream and rant for the next few minutes.

Anyone you talk to for the next few hours notices your bad breath.

Objects fall from nearby shelves or ledges, causing them to break or fracture.

A minor item you possess disappears.

You suffer from a sneezing fit for the next hour.

Lice-like insects suddenly infest your hair or clothing.

You can't help but overeat whenever food comes near you for the next week.

A secret you wanted kept seeps into the brain of someone nearby.

A cloying scent permeates the area for the next few hours.

All of your clothes lose their color temporarily.

You lose 1 **Sortilege** out of your pool.

You hear a ringing in your ears.

Something made of glass nearby cracks or shatters.

All lights or flames nearby flicker and then go out.

A normally docile small creature (like a mouse) suddenly attacks you.

You see a vision of someone from your **Shadow** life.

A nearby doorway or entrance locks or unlocks.

Until the next sunrise, a nearby plant grows 1 foot (30 cm) an hour.

All sources of fire suddenly flare to twice their size and belch green flame before returning to normal.

All nearby small food items and liquids turn into perfectly carved marble replicas.

Books nearby flutter and flap away from you for several minutes like dusty paper pigeons.

A trail of bloody writing in an unknown language follows you for the next three hours, appearing on the nearest surface.

MAJOR FLUX CHART (0 0)

Your teeth fall out.

Your hair turns permanently white.

One of your eyes turns permanently white.

You faint and cannot be roused for a few minutes.

Every creature of level 4 and below within very long range is filled with fear and dread.

You must resist an urge to throw yourself off edges you come near for the next few days.

You gain a strange magical scar.

You emit orange light when you feel anxiety for the next week.

You gain 3 vex to your Sorcery pool.

You gain 3 vex to your Intellect pool.

You gain 3 vex to your Physicality pool.

You are teleported up to 10 miles (16 km) away.

You are rendered **invisible**, silent, and intangible for a few rounds.

You suffer 1 Anguish.

Someone close to you suffers 1 Wound.

Everyone within a mile knows your name and that you just failed at a spell or practice.

A random being of the same level as the original effect is summoned and appears, angry.

A piece of your clothing or possessions gains intelligence and mobility.

You vomit forth a ratlike being with your face that scurries off but returns later to menace you.

Two of your fingers wither and fall off.

You age seven years.

You emit red light when you tell a lie for the next week.

You emit flashing blue light when you're wounded for the next week.

A spell or magical working you cast in the next week against an adversary affects you instead.

You misplace all your ephemera objects.

Sudden pain adds 3 vex to your Movement pool.

Up to 100 *crystal orbs* in your possession turn to dust.

You can't cast one of your spells for several days.

Memory lapse. You lose 2 points of *Hidden Knowledge*.

A nearby NPC is possessed by a dead spirit.

You lose all tolerance for alcohol for the next month.

Your house becomes haunted by an inimical demon.

All liquids (including potions) in the area evaporate.

A rain of small creatures comes down from the sky.

An important object in your possession crumbles and turns to ash.

Nearby creatures start to speak with human voices.

Someone close to you thinks you're a stranger or an enemy for a few minutes.

You go blind.

All of your magical items stop working for ten minutes.

The ground nearby erupts in a flare of heat and fire.

Colors suddenly become so intense that you are forced to squint.

One of your ephemera activates.

All of your spells cost 1 additional Sorcery for a short amount of time.

A kindled item crumbles and falls to dust.

Your spell or ephemera affects a person that it wasn't intended to.

Until the next full moon, all water in a small radius becomes crystal. It can be smashed into fragments easily, but when the next full moon rises, all the crystal returns to water form.

A thoughtform equal to the level of the effect is created and loosed into the world.

Henceforth, you have two shadows.

Sometimes casting a powerful spell (level 8 or higher) has a lingering effect on the universe, like an afterglow, that some beings can detect for weeks afterward.

GRAND FLUX CHART (0 0 0)

The fabric of space or time is permanently ripped asunder. Creatures from other realms can come and go.

You are driven insane.

You die.

Someone close to you dies.

You are hurled to a completely different world or realm.

Your physical body transforms in a bizarre way—extra limbs, rapid growth, huge tumors, or the like.

An earthquake damages the entire area.

Magical effects do not function in a very large area for months to come.

You are pulled back into *Shadow* and must fight to remember the *Actuality*.

A magical disaster burns down your house, leaving you with nothing.

A powerful demon learns your soul's name.

A curse means you become violently ill and gain 1 Wound whenever a *Sooth* card is played on a specific sun.

Your *Testament of Suns* (or *vertula kada*) disappears, spirited away to the realm of another sun.

The moon appears above you in the sky during the day, eclipsing the sun.

Your skin glows like an incandescent bulb permanently. You're difficult to look at and unless you're clothed head to toe in dark garments, you are visible at a great distance.

Everyone who ever knew you forgets you. There is no record of you anywhere.

You feel a power surge and gain 4 in your *Sortilege* pool. However, you can never refresh that pool again.



THE KEY

Vex, page 29

Testament of Suns, page 17

Vertula kada, page 16

Sortilege, page 27

Crystal orb, page 181

Hidden Knowledge,
page 30



THE PATH

Shadow, page 52



CREATING NEW MAGICAL PRACTICES

Sometimes vislae create new spells or other practices. For Vances, in fact, it's a requirement to advance to the higher degrees. The *Creation character arc* is appropriate to this endeavor.

At minimum, the vislae must spend two weeks of study and experimentation per level of the practice (one week for a minor magical practice.) Each week of such experimentation requires 10 *crystal orbs'* worth of special materials.

Once research is complete, the vislae must attempt an *Intellect-based action* with the level of the new practice as the challenge. Should this fail, the vislae must spend another research period equal to the amount of time spent originally, and the challenge is 1 level higher.

Upon success, the vislae must spend *Acumen* equal to the level of the practice, just as if they had studied an existing practice.

After a vislae has created five new magical practices, it becomes easier. Only one week of study and experimentation per level is then required.

SPECIAL ADJUDICATION SUGGESTIONS FOR MAGIC

In general, when adjudicating spells, use the intent, not the letter of the law. Magic is about making ideas reality, not adhering to strict rules. Although most spells, rituals, and so forth are straightforward enough that they are self-explanatory, or open-ended enough that they can be interpreted as you see fit, a few areas might need a bit of additional discussion.

EFFECTS THAT REQUIRE TOUCH

When a spell requires you to touch a target to affect it, this does not mean you must make two rolls (one to touch the target, and one to affect them). It merely means you have to be close enough and able to touch them. If they're on the other side of a magical barrier, for example, the spell probably won't work.



THE KEY

Creation character arc, page 167

Crystal orb, page 181

Intellect-based action, page 27

Acumen, page 22

When creating a new magical practice, should the vislae double the amount of time and money, they can add +1 to the action. Consulting with other vislae might also modify the venture. GMs might increase the challenge by a level if the new practice is merely a slight variation on an existing one (-1 to the challenge) or entirely different from anything that exists (+1 to the challenge).



THE PATH

Thah, page 71

Red Presence, see Spell Deck

Exquisite Pain, see Spell Deck

The touch is part of the casting of the spell, so you can't cast the spell and "hold it" until you get close enough to touch the target.

AFFECTING A LARGE NUMBER OF TARGETS

Sometimes, a spell potentially affects a crowd. Take, for example, a magical disguise that you create to make yourself look like someone else. If you walk down a busy street in Satyrine, do you make a roll to affect each and every person? No. As a general rule, for such casual, indirect effects, simply compare the level of the spell to the level(s) of the NPCs. If the spell's level is greater, they are affected. Alternatively (and even easier), don't worry about such things unless there is a direct interaction. So if you're walking down the street magically disguised as a wealthy noble, everyone believes that you're a wealthy noble, and only when you confront someone directly—say, a Thah agent—do you worry about a roll.

WHAT DO THE CASTER AND THE TARGET KNOW?

Much of the time, adjudication of magic is easy. If a character casts *Red Presence*, the effects are obvious to the caster and anyone affected by the spell. But what about subtler magic? Generally, a character who affects a target knows if they are successful. The target, however, does not automatically know who created the effect. They only know the obvious results. If you cast *Exquisite Pain*, you know if the target is affected, but if you were subtle with your touch, they might not know the effect came from you. If they successfully resist the spell, they probably know that *something* just happened, but they don't know precisely what spell you cast or—again, if you were subtle—that you cast a spell at all.

If an effect affects someone's mind, when the effect ends, the target is likely confused. They probably remember acting or feeling out of character, but they don't know for certain that magic has affected them. Most people, however, are savvy enough to the ways of magic that it would be one of the first things they suspect, depending on the circumstances.

DIVINATIONS AND INFORMATION-GATHERING MAGIC

In a game about secrets, it's a special moment when a player gets to ask the GM a question about something their character shouldn't normally know and receives an answer. Thus, magic that provides information has some special rules governing it.

Effects that provide answers typically allow you to ask a question and get an answer. Sometimes, this is open ended, such as with *Apperception*. Other times, the question is more directed, as with *Hunt the Lost*. A keen eye will notice that these effects show up all over at various levels (usually no lower than level 5, but not always). This is important because each time an effect like this is used, the GM must determine a level for the answer, and a spell or other effect can't divine an answer that is of higher level than the spell. This makes a level 9 divination far more potent than a level 5 divination (which should, obviously, be the case). Just like with most effects, a roll is needed to determine the success of the divination, but unlike in most cases, *the level of the effect is not added to the venture*. Since the level of the effect has already opened the door for the possibility of asking the question, you can't count it again to determine the success of your undertaking.

If the information directly involves an NPC or something else that already has a level, determining the challenge is easy. You just use the level. This means that it's harder to use magic to learn information about a level 7 NPC than a level 4 NPC (which, again, should obviously be the case). This too can be modified by circumstance, usually by 1 or 2 levels in either direction. For example, the deepest secret of a level 5 NPC might be level 7. The name of the order they belong to might be only level 3 if they wear its symbol prominently.

If the divination has no NPC, object, or other leveled "target," use the following guidelines.

Apperception, see Spell Deck

*Hunt the Lost,
see Spell Deck*

*The King of Vultures seeks
his blackened carrion crown.*



*The Vesptine is a group
of sinister infiltrators who
ultimately serve the Dark
and hate the suns.*

LEVEL 0: VERY COMMONLY KNOWN INFORMATION.

Most people know this without even looking it up. Examples:

- What's the tallest building in Satyrine?
- What's $25 + 19$?
- Is the War over?

LEVEL 3: COMMONLY KNOWN INFORMATION.

This information could be found by asking around in public places or consulting a library. Examples:

- Who's the gerent of the Burnham neighborhood?
- Where's the Twice Told Tales bookshop?

LEVEL 5: RARELY KNOWN INFORMATION.

Only a handful of people (if that) know the information, although no one's really trying to keep it secret. Examples:

- Where is the nearest Thah agent right now?
- Where did I lose the key to my house?
- Who accidentally left the gate open?

LEVEL 7: SECRET INFORMATION.

Not many people know this, and those who do are trying to keep it secret. Example:

- What's the password to get into the secret meeting hall of the *Vespertine* on Beston Street?
- Where does the Carver Street gang stash their loot?
- Who broke the vase at last night's party?

LEVEL 8: VERY SECRET INFORMATION.

Only a handful of people know this and they're sworn to secrecy. Example:

- What's the combination of the safe in the Temple of the Halfgod?
- What's Dark-Eyed Manfred's real name?

LEVEL 9: SECRET PERSONAL INFORMATION.

Only one person knows this and they are trying very hard to keep it secret. Example:

- Who killed Huthie Straves?
- Where did Mira hide the madstone?

LEVEL 10: LOST INFORMATION.

No one knows this information. It's not in any book anywhere. Example:

Where was the house of the ancient sorcerer Aduminit located?

LEVEL 11+: LOST AND GUARDED INFORMATION.

Not only does no one know this, but the secret is hidden by powerful forces in the Actuality. Example:

Are there any arabast still alive?
Where do the Thah come from?

In cases where it's available, GMs should feel free to give some information for *partial successes*. For example, if a player uses a level 7 spell to divine the location of a level 7 NPC and rolls a 5 (remember, spell level is not added to the venture in this case), the GM might provide very general rather than specific information, such as "They're in Satyrine" or "They're in the Red."

 THE PATH

Precepts, page 5

Noösphere, page 14

Deeps of Sleep, page 24

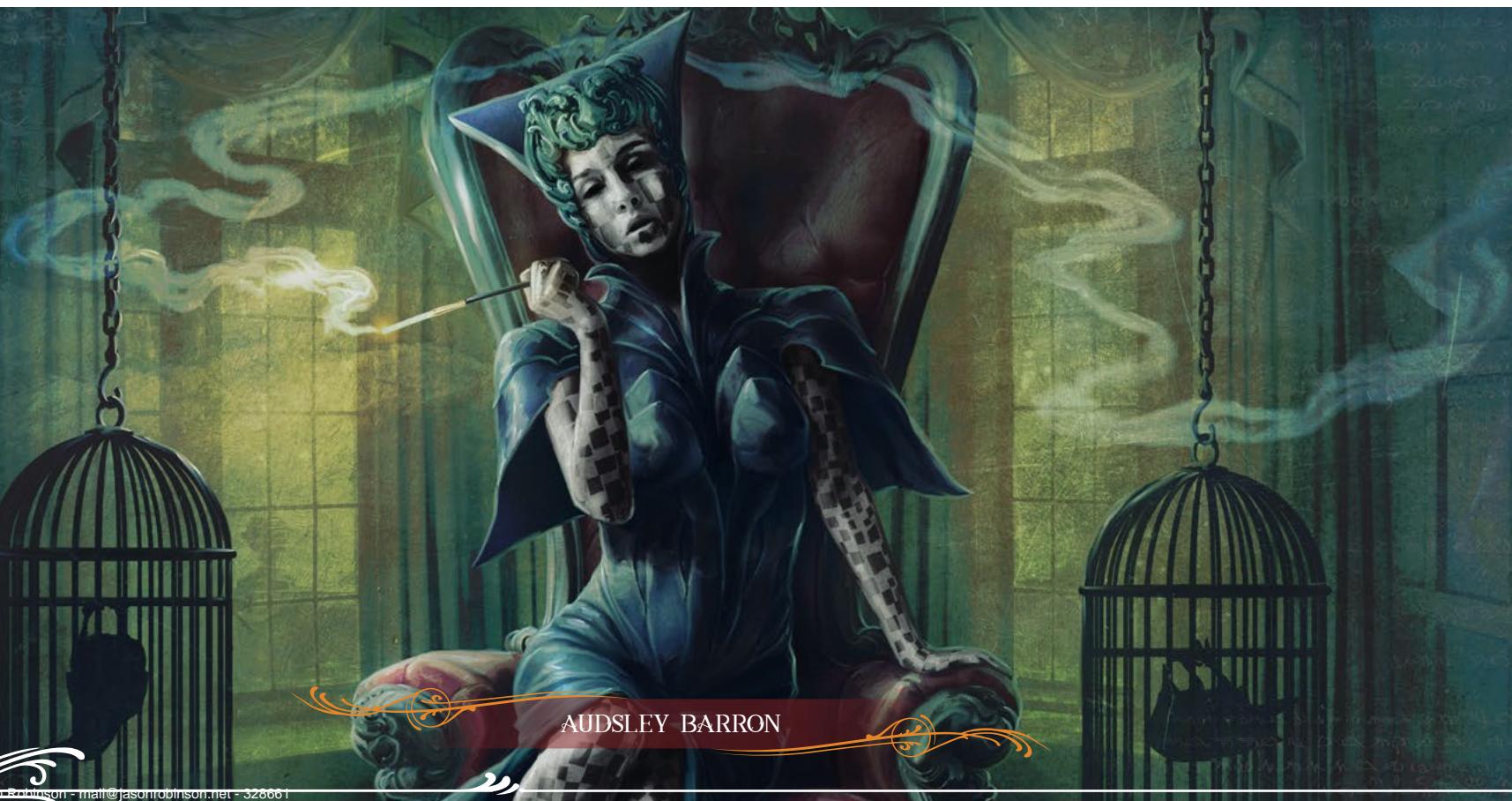
 THE GATE

Partial success, page 24

**REALMS OF THE MIND:
SLEEP, THE NOÖSPHERE,
AND THE WORLD OF SPIRITS**

Although this topic is discussed more fully in the Precepts chapter of *The Path*, it is worth noting here that there are many realms or states beyond the material world. The Noöphere is a network created by the existence of all thinking minds, the Deeps of Sleep are a joint realm of unconscious minds, and spirits breathe the aethyr and use it as a conduit to sustain them and move through the material world without a material form. In a way, these are all the same thing. The aethyr is the residuum of memory and thought, which is the foundation of the Noöphere. And if those things work together to build a house of memory and spirit, the Deeps of Sleep might be thought to be that house's basement.

Spells and effects that interface with any of these concepts can occasionally "cross over." Sometimes someone who can travel using an astral form can use it to access the Noöphere.



AUDSLEY BARRON

INFLUENCING AND CONTROLLING MINDS

Many magical practices allow you to manipulate or control the actions of another creature. Although the challenge for these effects is always the target's level, the desired action also should modify the challenge. Getting someone to kill their own child is far harder than compelling them to sing a song or do a dance. The GM should modify the challenge by up to three steps in either direction if the circumstances warrant it.

- | | |
|----|---|
| -3 | Something they were going to do anyway |
| -2 | Something they would do routinely |
| -1 | Something they want to do |
| +1 | Something they'd never do |
| +2 | Something that would cause harm to them or a loved one |
| +3 | Something that would certainly end in their death or the death of a loved one |

MENTAL DAMAGE

Mental damage ignores **Armor** unless that Armor is specifically designated as affecting mental damage. Mental damage, like any mental effect, can affect targets that are insubstantial or not normally affected by solid matter or energy.

An object or a truly mindless being cannot be affected by mental damage.

ILLUSIONS

Illusion magic puts a veil over reality. Unless otherwise described, the effects are not all in a being's mind, however. Should a vislae craft an illusion of a gun in their hand, they've actually woven light to create that image. Others unaffected by the illusion see the gun too. The roll, then, is to determine how believable a gun it is. A GM might say that someone very familiar with guns would be harder to fool with such an illusion (and thus the challenge would be higher). This is very important when dealing with magical disguises. If you're trying to use an illusion

to fool a guard into thinking you're their captain, your success or failure on the roll determines how accurately your magic captures the appearance of the captain.

Because it's not a matter of belief, a vislae's illusory gun can't hurt you no matter what. Illusions are basically holograms.

Be aware, however, that some practices do affect a target's mind and make them believe something that isn't true. These are very different and ignore these guidelines.

PSYCHOKINESIS

Unless stated otherwise, psychokinetic effects that allow a vislae to move matter with their mind do not grant the vislae the ability to move themselves. A spell like **Thought Becomes Motion** is not also a fly spell.

LEVELS OF DIFFERENT EFFECTS

When using powers that allow extemporaneous creation of magical abilities, as a Weaver does regularly or a Maker does when they create an item, the **Effects by Level table** will come in handy. It shows, in very broad strokes, the appropriate level for a desired effect. You'll find that general spells, for example, cling fairly closely to this table, although they err a bit on the side of being more powerful than the level might suggest. This is because when using the table for, say, Makers or Weavers, you're reinforcing the flexibility of those orders as opposed to, say, an Apostate or Goetic with a limited number of spells. And flexibility is its own sort of power. So a (rigid) spell *might* be slightly lower in level when producing the same effect that a Weaver produces with (very flexible) weaving.

GMs will also find this table useful for NPCs, as it indicates the general range of appropriate powers a magic-wielding character might possess. For example, if an NPC is a level 5 spellcaster of some kind, rather than detail all of the NPC's powers and spells ahead of time, the GM can simply allow them to use any effect of level 5 or lower on the table, or a subset of those abilities, as is appropriate to the NPC.

*Thought Becomes Motion,
see Spell Deck*

*Effects by Level table,
page 21*



A GM could use the partial success concept with illusions. For example, a failure at making an illusory disguise of a guard captain might still make the vislae look like someone other than their normal self.

LOOKING MORE CLOSELY AT THE TABLE

This table is one of the cornerstones of the game, so it's worth an in-depth look and a bit of understanding.

First of all, the table goes all the way to 17, even though most of the time we only talk about levels 1 to 10. The effects at the top end are godlike, but probably not as comprehensively covered as at lower levels. They're there to give context. A demon wielding level 12 powers is something to be truly feared, and the table shows why.

You'll find there's a power curve in this table. That is to say, there's less of a jump in power between levels 1 and 2, and between levels 2 and 3, than between levels 9 and 10. This is for two reasons. First, if the table goes to 17 and that level represents godlike beings, it wouldn't work to split all the other effects into 17 equal-sized slices. Second, when dealing with really powerful effects, really powerful beings, and so on, the difference between 11 points of damage and 12 points of damage is smaller than the difference between 1 point of damage and 2. Last, since this table provides the basis for everyone's effects, it doesn't "unbalance" anything.

There is an additional issue to keep in mind. A lower-level effect is less powerful than a higher-level one, even if they do the same thing. A level 1 ability that stuns a creature is far less potent than a level 5 ability that stuns a creature, because of the difference in bonus each offers to the action's venture. So—in certain circumstances—a GM might allow an effect to be a level lower than what is stated, particularly if it is an offensive one. But this should be the exception, not the rule.

Finally, these effects are all fairly boring. Far too boring to use as is. They are just the foundations of effects. "Destroy an object up to 1 pound" is dull. "Shape a hammer from the bones of a long-dead warrior that you can wield to smash small objects" is interesting. Use this table as a framework, but when designing new effects—whether as a player or the GM—let your creativity run wild within the surreality of the setting.

The Effects by Level table was the first bit of game design started for Invisible Sun. It is the basis for everything else in the game.

Maker's Matrix, page 58

Weaver Threads, page 64



THE KEY

Makers, page 42

Weavers, page 48

WHAT ABOUT RANGE, DURATION, AND SO ON?

With a few exceptions, the Effects by Level table makes no mention of range or duration. Most of the time, you can ignore these things—or, rather, consider them only when judging an effect generally. For example, an effect that inflicts 4 damage is level 4. If it does so at long range, that's almost assuredly better than if it is a touch effect. So an effect that inflicts 4 damage with a touch might have an additional minor effect (say, the target is also at a -1 penalty, for example). If the effect is at long range and has that same additional minor effect, it's probably enough to push the whole thing to level 5.

Which means that even within a single level's effects, not all effects are created equal. Often, you'll have to use your best judgment. Don't worry. Being off by a level in your assessment won't ruin anything.

Note that the chapters on the *Maker's Matrix* and *Weaver threads* both have something to say about using range and duration to potentially modify levels with more emphasis than is detailed here. Use those systems where they are appropriate (that is to say, with *Makers* and *Weavers*).

EXTRA DICE

Magical effects always add at least +1 die to the venture if they are the kind of effect whose success or failure is determined by a die roll. Assume that, for the most part, effects of levels follow the table below.

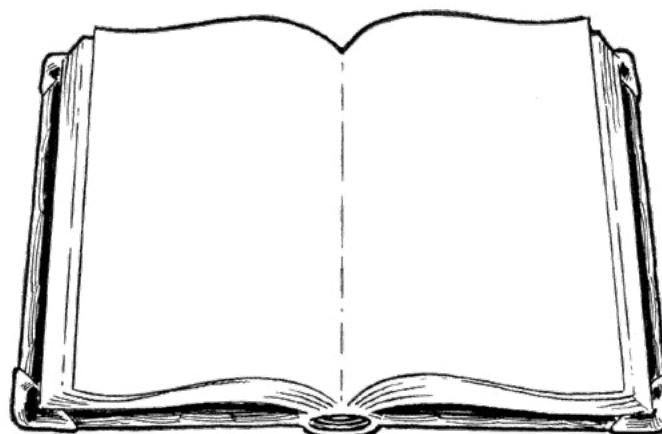
Level Effects	Add This
1–7	+1 die
8–10	+2 dice
11–13	+3 dice
14–17	+4 dice

EFFECTS BY LEVEL TABLE

Level	Effect
1	Move up to 1 pound (500 g) (a book, a shoe), once Harm object up to 1 pound (500 g) Inflict 1 damage +1 on a significant action, once (includes adding 1 bene to a stat pool) Create a visual illusion the size of a handheld object
2	Move up to 5 pounds (2 kg) (a table lamp) Move up to 1 pound (500 g) (a book, a shoe), ongoing Destroy object up to 1 pound (500 g) Inflict 2 damage +1 on a relatively insignificant action, ongoing Create a temporary, minor item that can be held in one hand (like a tool) Create a visual illusion the size of a person Create a full sensory illusion the size of a handheld object
3	Cause a creature to flee Change a creature's emotional state Move up to 5 pounds (2 kg) (a table lamp), ongoing Move up to 25 pounds (11 kg) (a car tire or an average two-year-old human), once Destroy object up to 5 pounds (2 kg) Grant 1 point of Armor Telepathy by touch Deafen creature Cause creature to lose next turn Slow or hinder a creature's movement Alter appearance of a creature or object Inflict 3 damage +1 on a significant action, ongoing (includes adding 3 bene to a stat pool) Create or summon level 1 creature for rounds Create a temporary item that can be held in one hand (like a weapon) Create a visual illusion the size of a small area Create a full sensory illusion the size of a person Wake a sleeping creature
4	Control a creature's mind for one round Levitation Move up to 125 pounds (57 kg) (a very slight human), once Move up to 25 pounds (11 kg) (a car tire or an average two-year-old human), ongoing Move a very long distance instantly Blind creature Destroy object up to 25 pounds (11 kg) Telepathy at close range Transform appearance of a creature or object Inflict 4 damage +2 on a significant action, once (includes adding 5 bene to a stat pool) +1 die on a significant action, once (includes adding 1 enhancement to a stat pool) Create or summon level 1 creature for hours Create a permanent item that can be held in one hand Create a temporary item or structure no larger than a small area Create a visual illusion the size of a medium area Create a full sensory illusion the size of a small area
5	Divine the answer to one question Flight Move up to 625 pounds (280 kg) (four average people, or a glass tank with 55 gallons [208 liters] of water), once Move up to 125 pounds (57 kg) (a very slight human), ongoing Move 1 mile (1.5 km) instantly Destroy object up to 125 pounds (57 kg) Grant 2 points of Armor Telepathy at long range Inflict 5 damage Inflict 3 damage (small area) +2 on a relatively insignificant action, ongoing Create or summon level 2 creature for rounds Create a visual illusion the size of a large area Create a full sensory illusion the size of a medium area Restore one pool Heal 1 Wound Cause 1 Wound

6	Invisibility
	Control a creature's mind for rounds
	Move up to 3,000 pounds (1,360 kg) (a mid-sized sedan car), once
	Move up to 625 pounds (280 kg) (four average people, or a glass tank with 55 gallons [208 liters] of water), ongoing
	Move 50 miles (80 km) instantly
	Destroy object up to 625 pounds (280 kg)
	Telepathy at limitless range
	Inflict 6 damage
	Inflict 3 damage (medium area)
	+2 on a significant action, ongoing
	+1 die on a significant action, ongoing
	Create or summon level 3 creature for rounds
	Create or summon level 2 creature for hours
	Create a temporary item or structure no larger than a medium area
	Create a permanent item or structure no larger than a small area
	Significantly alter a small area
	Create a visual illusion the size of a very large area
	Create a full sensory illusion the size of a large area
	Require 2 successes to affect a target
7	Move up to 8 tons (an elephant), once
	Move up to 3,000 pounds (1,360 kg) (a mid-sized sedan car), ongoing
	Move 1,000 miles (1,600 km) instantly
	Move to a random spot in a different world or plane
	Grant 3 points of Armor
	Inflict 7 damage
	Inflict 4 damage (small area)
	Inflict 3 damage (medium area)
	+3 on a significant action, once
	Create or summon level 4 creature for rounds
8	Create or summon level 3 creature for hours
	Create a temporary item or structure no larger than a large area
	Create a permanent item or structure no larger than a medium area
	Significantly alter a medium area
	Create a full sensory illusion the size of a very large area
	Control a creature's mind for hours
	Move up to 40 tons (a sperm whale), once
	Move up to 8 tons (an elephant), ongoing
	Move any distance, instantly
	Inflict 8 damage
9	Inflict 4 damage (medium area)
	Inflict 5 damage (small area)
	Control the weather
	+2 dice on a significant action, once
	Create or summon level 5 creature for rounds
	Create or summon level 4 creature for hours
	Create a temporary item or structure no larger than a very large area
	Create a permanent item or structure no larger than a large area
	Significantly alter a large area
	Restore all pools
10	Heal all Wounds
	Teleport anywhere in this or any universe
	Grant 4 points of Armor
	Move up to 200 tons (a blue whale or eight DC-10 jetliners), once
	Move up to 40 tons (a sperm whale), ongoing
	Inflict 10 damage
	Inflict 6 damage (small area)
	Inflict 5 damage (medium area)
	+2 dice on a significant action, ongoing
	Create or summon level 6 creature for rounds

10	Open an ongoing portal to any location in this or any universe Move up to 2 million pounds (1,000 tons), once Move up to 200 tons (a blue whale or 8 DC-10 jetliners), ongoing Enslave a creature's mind permanently Stop time for rounds Inflict 12 damage Inflict 7 damage (small area) Inflict 6 damage (medium area) Create or summon level 7 creature for rounds Create or summon level 6 creature for hours Significantly alter an area stretching for miles	14	Grant 8 points of Armor Inflict 25 damage Inflict 12 damage (small area) Inflict 10 damage (medium area) Create or summon level 10 creature for hours Create a structure the size of a small town, permanently
11	Grant 5 points of Armor Inflict 14 damage Inflict 8 damage (small area) Inflict 7 damage (medium area) Create or summon level 8 creature for rounds Create or summon level 7 creature for hours	15	Grant 9 points of Armor Inflict 30 damage Inflict 15 damage (small area) Inflict 12 damage (medium area) +4 dice on a significant action, ongoing Create or summon any creature up to level 10 and control its actions permanently
12	Grant 6 points of Armor Inflict 16 damage Inflict 9 damage (small area) Inflict 8 damage (medium area) Create or summon level 9 creature for rounds Create or summon level 8 creature for hours +3 dice on a significant action, ongoing Travel through time a significant amount (years)	16	Grant 10 points of Armor Inflict 35 damage Inflict 18 damage (small area) Inflict 14 damage (medium area)
13	Enslave the minds of a large number of people, permanently Grant 7 points of Armor Inflict 20 damage Inflict 10 damage (small area) Inflict 9 damage (medium area) Create or summon level 10 creature for rounds Create or summon level 9 creature for hours	17	Enslave the minds of thousands of people, permanently Grant 12 points of Armor Move an entire mountain (or its equivalent), once Create a permanent structure the size of a huge city Inflict 40 damage Inflict 20 damage (small area) Inflict 16 damage (medium area)



MINOR MAGIC

What seek you, sister?"
"I just want to learn a little magic."

"Be thou of the Invisible Church?"

"What? You mean a vislae? No. No, I just want to learn a little magic that will help with my life, you know? I don't want to explore the universe or conjure demons or anything. I just thought magic also did, you know—other stuff. Fix things that are broken. Let me get a good night's sleep. Make better sandwiches. I dunno."

"Ah, magic can do such things. They are a trifle. But it can do so much—"

"Great, no. I'll just go with the simple stuff. The 'trifles.'"

"Oh, very well, obstinate woman. Look for the tomes on the left-hand shelves. And remember—a library this is not. You must purchase—"

"Got it."

Minor magic is a catch-all term for what might be thought of as spells of very low power. Cantrips, charms, signs, and hexes are all minor magic. Cantrips are general effects little more than helpful tricks or prestidigitation. Charms are positive effects that cover generally mundane circumstances. Signs are protective. Hexes are offensive, but mostly in terms of being bothersome rather than truly dangerous.

All minor magic is considered level 0 in terms of a venture, if needed. The cost to learn any bit of minor magic is always 1 Acumen. A vislae cannot fail to learn a minor magical effect, and it takes only one day.

Colors of magic, page 10

Charms, page 26

Signs, page 27

Hexes, page 27

Even non-vislae sometimes know a few of these minor practices. It's not uncommon for a shop owner to clean up using magic, a herder to tend a flock using magic, or a stage performer to enhance their act with (real) magic.

Minor magical practices are ill-defined because their power is so slight. In general, they last as long as seems appropriate, but rarely linger after the sun has next risen or set. If need be, a color can be assigned to a minor magical effect using the guidelines in the "Magical Practices" chapter, but most of the time, that distinction won't matter.

CANTRIPS

Cantrips are always temporary and usually undefined. They cost nothing to use, although they require an action to activate.

Assistance: You add +1 to someone's ongoing mundane action, like digging a well or transcribing a book.

Coldtouch: You produce a handful of ice.

Conjure Sweet: A piece of candy or small pastry appears in your hand.

Crimson Eyes: Turns your eyes red.

Display Ephemera: You can possess and display up to ten ephemera objects from now until sunset if you intend to sell them, not use them.

Dream Gift: You grant a close sleeping person a pleasant aspect to their dream.

Facilitate: You speed someone's ongoing mundane action, like building a brick wall or filing papers, and make it go 50% faster.

Fingerflame: A small flame appears on the end of your finger for a moment to light a candle or cigarette.

Gaze of the Void: Turns a touched person's eyes black.

Hang: You make an object less than 1 pound (500 g) float in the air for a very long time.

Husbandry: An animal shrugs off disease and prospers for the next week or so, even without food or water.

Melophilia: You fill the surrounding area with lovely music.

Mystic Umbrella: The rain is kept off of you.

Pleasant Odors: Bad odors are removed in a small area and replaced with something more pleasant.

Quick Change: Your current outfit is exchanged with another that you have in a bag on your person.

Quiet Crowd: You and another person can hear each other even in a loud crowd.

Pay Your Due: Using the Noosphere, you pay someone from your account to theirs (assuming both parties have access to such). You can also transfer physical orb currency into your Noosphere account.

Presentable Figure: The clothes you are wearing are freshened, as dirt and stains are removed from them as well as you.

Preservation: Something that would normally decay fairly quickly (such as fruit, meat, or a corpse) doesn't until the sun next sets.

Rapid Read: You read an entire book simply by touching it for a minute.

Reverie: You cause a person you touch to remember a very happy memory.

Savory Enhancement: A meal is nicely seasoned.

Serenade: A musical instrument near you plays a song by itself.

Sorcerous Maintenance: A small tear is mended, a rough edge smoothed, or a scratch removed.

Sugary Enhancement: Food is sweetened and even lightly decorated with sugar, icing, or nonpareils.

Sweet Slumber: You cause a person to sleep peacefully, even in loud or uncomfortable conditions.

Sometimes non-vislæ, often simply called "nons," learn and use minor magic.

THE PATH

Noosphere, page 14

Telegnosis: Using the Noosphere, you learn the exact time and the likely weather of the coming day or night.

Tidiness: A small room cleans itself up.

Tied With a Bow: A string or rope ties itself into a bow knot.

Verdancy: Plants in a small area shrug off disease and grow well for the next week or so, even without food or water.

Verify: You determine whether a cheque has sufficient backing to be worth what it claims to be worth.

Warm the Chill: Your hand glows with pleasant warmth for you or another.

CHARMS

Charms usually last a full day. They cost nothing to use but generally take a minute or two to activate.

Animal Charm: A domesticated animal gains +1 to all defenses.

Encomium: A formal charm of praise or congratulations for a nearby recipient, who feels honored.

Favored Charm: A single object never gets lost (although it can be stolen).

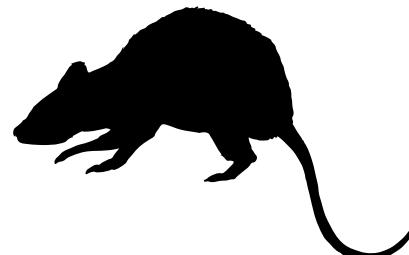
Function Charm: A mundane device won't break down, jam, or otherwise stop working.

Hesychia: An agitated person becomes calmer.

Natal Ward: A developing fetus is more likely to be healthy when born.

Repel Dirt: An object, creature, or small area remains clean in all but the most extraordinary of circumstances.

Trusted Object: A weapon or tool won't break in normal use.



SIGNS

Signs are very simple gestures and words. Most are also easily scrawled as a glyph that can be placed on any surface. Very quick to complete, they offer a small amount of protection against various dangers.

A sign costs nothing to use except an action, and its effects last about an hour (or until the bonus comes into play one time, at which point the sign must be renewed to continue the effect). The protection extends only to the one who makes the sign and cannot be conferred.

With all signs, the understanding involved is more important than the gesture or glyph, so someone can't simply copy it after observing one.

Sign Against Animal Attacks: You gain +1 to defense against fairly common predatory animals.

Sign Against the Dead: You gain +1 to defense against ghosts or other dead beings.

Sign Against Evil: You gain +1 to defense against demons, devils, and other dark spirits.

Sign Against the Evil Eye: You gain +1 to resist all hexes.

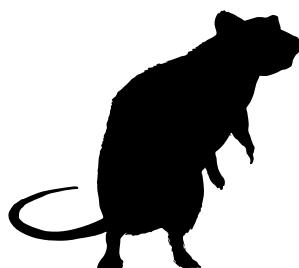
Sign Against the Legacy: You gain +1 to defense against angels and similar spirits.

Sign Against Pickpockets: You gain +1 to spot a pickpocket attempt made against you.

Sign Against Prying Eyes: You gain +1 to resist attempts to find or see you via magic.

Sign Against Storms: You gain +1 on any defense actions related to the weather.

Sign Against Unwanted Influence: You gain +1 on any defense actions related to mental control or possession.



HEXES

Hexes are minor magical curses or attacks. They are usually more spiteful than truly dangerous. They are considered level 0 for purposes of modifying the caster's venture, but all have an enhancement of +1 die.

Blemish: A person within short range develops a blemish on their face when the sun next rises.

Call of Nature: A person within short range feels the need to relieve themselves soon.

Dark Vision: A person within short range imagines something awful.

Deturpate: Object touched is rendered ugly and undesirable for a long time.

Devil's Pinch: A person within short range feels a sharp pain.

Evil Eye: A person within short range has 1 vex in a random pool if a PC, or -1 level on a random action if an NPC.

Gutchurn: A person within short range feels nauseated.

Hag's Visit: A sleeping person touched has a nightmare.

Haggard Hole: A bag or item of clothing develops a small hole.

Hiccuping Hex: A person within short range hiccups for a long time.

Infelicitic: A person within short range is unhappy for a short time.

Pierce the Temple: A person within short range gets a splitting headache.

Skulls on my Shoes: You touch a person, and everyone who encounters them that day gets the inexplicable feeling the person will die soon.

Yawning Hex: A person within short range yawns loudly.

LONG-FORM MAGIC

I hear the chants echoing...
I smell the incense burning...
I see the knife glistening...
I am too late. The ritual has begun.
—The Cantillate, by Vesta Tellurian

Magic is broad, covering many topics. It is also deep. It is complex—intricate. Although sometimes a quick spell or incantation can accomplish a real miracle, other times a particular need requires a more involved solution. This often comes in the guise of long-form magic.

Long-form magic probably represents what someone unschooled in the ways of magic thinks of when they think of working magic. Chants. Candles. Magic symbols on the ground. It doesn't always have these things, but sometimes it does.

Scholars believe that the earliest practices of magic may have been long-form magic (some suggest that it was the Weaver's art, while others insist that it was acquiescent incantations). It's true that there does seem to be something primal inherent in invocations, enchantments, and rituals.

The aspects of long-form magic—the chanting or singing, the movements, the materials and tools—may exist not because they relate directly to magic but because they gain the attention of demons, angels, and other spirits who can manipulate the flow of magical currents. Long-form magic, then, is more like asking someone to open a door for you, while a spell would be opening the door yourself.

Still, there are effects—particularly long-lasting or wide-reaching ones—that can be best achieved (or only achieved) through long-form magic.

Charms, page 26

Hexes, page 27

Spells, page 47



THE KEY

Acumen, page 22

Sorcery, page 27

Long-form magic is performed, not cast.
Spells are cast.



THE KEY

Physicality pool, page 26

The secrets *Elevate Spells* and *Magnify Spells* work with long-form magic as well as spells.

A well-armed vislae probably knows at least one or two of these practices as well as a nice repertoire of spells and other abilities.

Long-form magical practices are far more involved than charms, hexes, or even spells. They require specific ingredients, specially prepared locations, and long performance times.

Long-form workings are very similar to spells in that they have varying levels, and those levels determine the Acumen cost to learn the working, a cost in Sorcery, the bonus to the venture once the working is done, and the potency of the resultant effects. As with spells, a vislae with the right secret can add more bene from their Sorcery pool to increase the level. Last, like spells, long-form workings that affect creatures or objects always have an enhancement of at least +1 die. Some have +2 dice.

Because of the elaborate performance required, a vislae must attempt a Sorcery action for each hour (or fraction thereof) it lasts. The working's level dictates the challenge. Rather than Sorcery, the vislae may draw bene from their Physicality pool to modify their venture in these challenges, if desired. Skills like magical lore also add to the venture. Failure means that the working fails and all required materials and bene spent are lost.

REQUIREMENTS

Most long-form workings have special requirements in terms of time, materials, tools, and more. Requirements of “preparation time” involve preparing the ritual site and all of the other required materials.

Unless otherwise stated, all physical objects and substances listed as requirements are consumed or destroyed in the preparation or performance of the working.

You can always add more materials, tools, or time if you wish. Sometimes, the GM may rule that the additional materials you devote to a working grant you a bonus to the venture, depending on circumstances.

MONOGRAPHS

Sometimes, all the details of a long-form practice are laid out in a very special text, often called a *monograph*. Monographs allow a vislae (or group of vislae) to perform a long-form working without knowing it. All other requirements remain the same.

Learned vislae have discovered that most requirements in long-form magic can be tailored to fit the practitioners. Such modifications must be made carefully and with preparation and forethought. Changing the requirements simply to make the practice easier or cheaper never works. Changing the requirements to fit the oeuvre of an individual vislae or order, however, is fairly common.

*Invocation of Knowledge,
page 36*

A given individual (or in the case of rituals, a given group) can use a given monograph only once. After that, they must spend the Acumen to learn it.

CONJURATIONS, INVOCATIONS, AND ENCHANTMENTS

Conjurations and evocations are workings that summon a being from another world or plane.

Invocations are calls for assistance from powerful otherworldly entities, or just attempts to gain their attention (and perhaps their favor). Some invocations are performed more as a rite of passage than a magical working, such as the *Invocation of Knowledge*.

Enchantments and consecrations are magical practices that imbue special objects or places with power or ability.

ANGELIC CONJURY (CONJURATION)

Level: 5

Requirements:

- A relic of the Legacy
- Incense (cost: 1 crystal orb)
- Paint mixed with powdered silver to create an elaborate, enruned circle on the ground (cost: 5 crystal orbs)
- 3 leaves of nobility, fidelity, or trust (cost: 75 crystal orbs)
- Three hours preparation, and one hour performance

An angel representing the Legacy with a level equal to 1 less than the level of the working appears in the circle. If the practitioner pledges to perform a deed at the angel's request, the angel will perform a deed named by the practitioner, as long as it is a deed that the angel would have no compunctions in doing. Angels will not murder innocents, for example. If the practitioner does not keep their pledge, the vengeful angel will visit them later.

Otherwise, the angel can be controlled or coerced into doing the vislae's bidding, but in no case will the angel remain in the vislae's world for more than one hour.

If the practitioner knows the angel's secret name, the angel will do as bid without the pledge from the practitioner, and regardless of the task given it.

Color: Pale

BESEECH (INVOCATION)

Level: 5

Requirements:

- Incense (cost: 1 crystal orb)
- Vellum inscribed with as much history and detail as possible about the being involved (cost: 1 crystal orb)
- 3 leaves of gratitude (or other emotion, depending on the vislae's perception of the being involved) (cost: 75 crystal orbs)
- Four hours preparation, and one hour performance



The practitioner calls upon a higher power named in the performance, offering gifts in the form of emotions. The practitioner asks for a specific favor. The favor can be anything, but to have a chance at success, the favor should be something within the power of the being and something the being would do, in theory (no ethical barriers).

If the practitioner gains the attention of the being, they will not physically manifest, but will arrive as a disembodied spirit. Usually, the being will ask questions to gain clarification as to what the vislae wants them to do, and why. Many beings will ask for something in return, usually in the form of a task, not a gift or payment. Some may ask for a favor to be named later.

Beseech does not compel the contacted being in any way.

Color: Pale

CALL UPON THE LEGACY (INVOCATION)

Level: 8

Requirements:

- A relic of the Legacy
- Incense (cost: 1 crystal orb)
- 4 leaves of nobility, fidelity, or trust (cost: 100 crystal orbs)
- One hour preparation, and two hours performance

The vislae calls upon the Legacy as the only link to the creative force of the universe to aid in stopping some force of destruction. This could be used to attempt to prevent a volcano from erupting, or to stop a marauding horde of brigands. The aid that the vislae receives, in the manner of the Legacy, is usually subtle, indirect, and—most important—nothing that the vislae expects.

Color: Pale

CALL UPON THE PACT (INVOCATION)

Level: 8

Requirements:

- Incense (cost: 1 crystal orb)
- Vellum inscribed with the details of the pact (cost: 1 crystal orb)
- 3 leaves of an appropriate emotion or concept, depending on the pact (cost: 75 crystal orbs)
- Five hours preparation, and one hour performance

The vislae who knows the details of a pact can use it to trade service for service. The practitioner offers a specific service (as detailed in the pact) and asks for a reciprocal payment of a service by an entity (or entities) covered by the pact. This is intentionally open ended, but the more enticing the offer made by the vislae, the more likely that the beings covered by the pact will heed the call and adhere to its stipulations. Punishment for not following through on an agreement based on a pact is usually extremely severe—the least of which is often death.

Color: Pale

CATHEXIS (ENCHANTMENT)

Level: 4

Requirements:

- Painted sigils and glyphs in the area to be affected
- Absolute quiet and stillness for perfect meditation
- A headband set with 50 crystal orbs' worth of perfect crystals
- 1 leaf of the appropriate emotion (cost: 25 crystal orbs)
- One hour preparation, and one hour performance

The practitioner invests a medium area with emotional significance. For a year and a day, the area has an effect on anyone who is within it for at least an hour, depending on the emotion:

Love: Gain 1 bene in [Interaction pool](#).

Fear: Gain 1 bene in [Perception pool](#).

Hate: Gain 1 bene in [Accuracy pool](#).



THE KEY

[Physicality pool, page 26](#)

[Intellect pool, page 27](#)

Although there is no precise formal definition of what constitutes a “demon” or a “devil,” the term “devil” implies an intelligent and at least somewhat sophisticated being rather than a mindless monstrosity.

Pacts are byzantine agreements with elaborate clauses and amendments. Any reasonable service exchange the player needs can be justified as being a part of the pact.



THE KEY

[Interaction pool, page 27](#)

[Perception pool, page 27](#)

[Accuracy pool, page 26](#)

Hope: Gain 1 bene in [Physicality pool](#).

Calm: Gain 1 bene in [Intellect pool](#).

Curiosity: Gain 1 bene in [Intellect pool](#).

Any benefit cannot be gained more than once each day. No area can be invested with more than one emotion, nor can another area of investment be within very long range of this one.

Color: Blue

CONJURE DEVIL (CONJURATION)

Level: 5

Requirements:

- Fresh blood (at least 3 pints)
- Powdered goat horn
- Elaborate chants
- Paint mixed with powdered gold to create an elaborate, enruned circle on the ground (cost: 10 crystal orbs)
- 2 leaves of betrayal, deception, or avarice (cost: 50 crystal orbs)
- Three hours preparation, and one hour performance

An intelligent being from the Red or the Dark (practitioner's choice) with a level equal to the level of the working appears in the circle, compelled to remain there for three rounds. During that time, the vislae can attempt to bargain with or command the devil to perform some deed that takes no more than an hour and requires the devil to travel no more than 50 miles (80 km). Typically, the devil will want something in return, or it will have to be magically commanded or threatened and coerced. If the vislae fails, the entity returns whence it came, likely quite annoyed.

If the practitioner knows the devil's secret name, the devil will do as bid without payment from the practitioner.

Color: Pale

CONJURE THE DEAD (CONJURATION)

Level: 4

Requirements:

- + Ice
- + Powdered stone to sprinkle in a circle
- + An object at least 100 years old
- + Vislae's own tears (at least two)
- + 1 leaf of loss (cost: 25 crystal orbs)
- + Three hours preparation, and one hour performance

A dead spirit with a level equal to the level of the working appears in the circle, compelled to remain there for three rounds. During that time, the vislae can interrogate or persuade the spirit to share information. Typically, the dead will want something in return, or it will have to be magically commanded or threatened and coerced. The dead usually want unfulfilled tasks completed or messages to the living conveyed.

If the practitioner knows the dead person's secret name, the spirit will answer three questions from the practitioner without compunction, and then leave.

Color: Pale

CONSECRATE WEAPON (ENCHANTMENT)

Level: 2

Requirements:

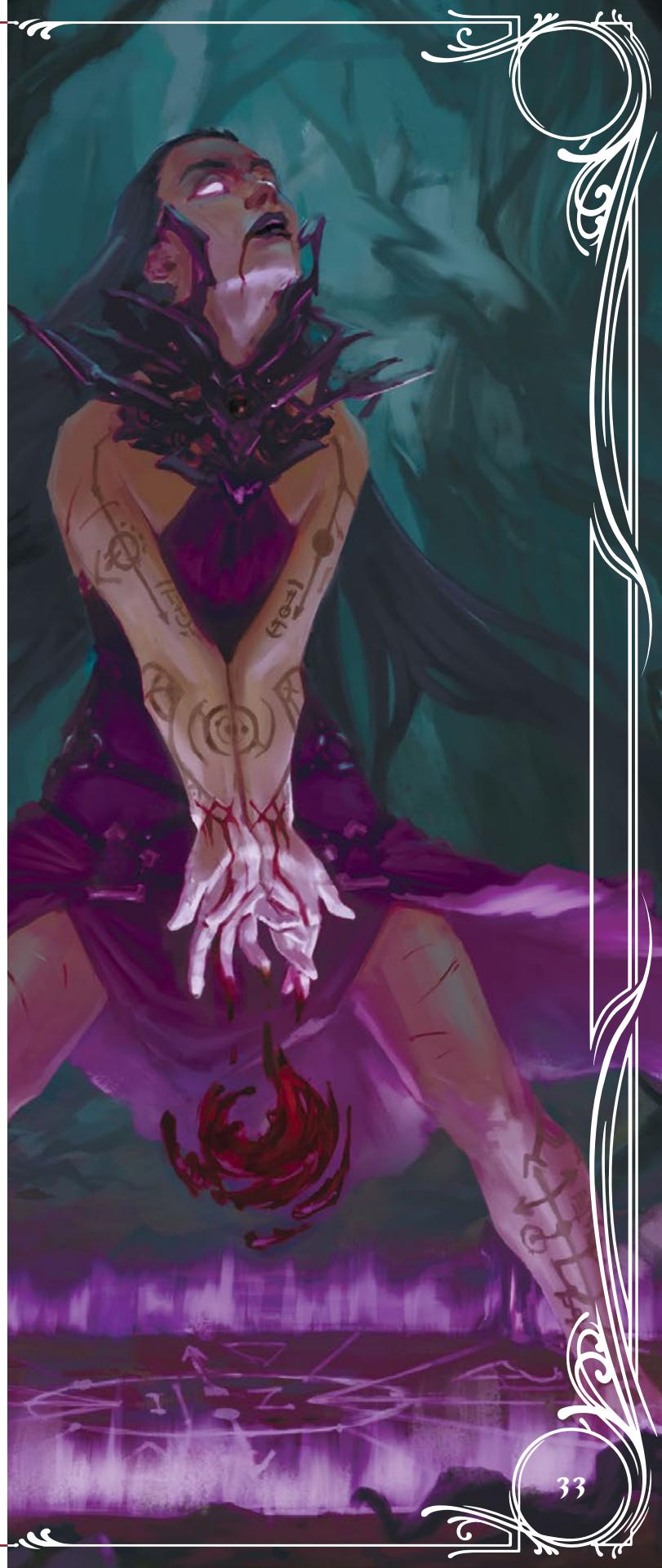
- + A fully constructed weapon made with materials of at least level 2
- + Oil of Akeran (cost: 50 crystal orbs)
- + 30 minutes preparation, and one hour performance

A weapon that the vislae can hold in their hands becomes enchanted with power sacred to the practitioner. Until the sun next rises, the weapon has an enhancement of +1 die when used in combat.

Color: Gold



Vislae interested in wielding a magic weapon are more likely to learn a practice like Consecrate Weapon than to go looking for one to purchase. It's less about getting your hands on a powerful weapon and more about making the weapon you have a potent one.



CONSECRATED INTENTION (ENCHANTMENT)

Level: 5

Requirements:

- Etched or carved glyphs and symbols in the area
- Silver ritual knife (cost: 15 crystal orbs)
- Two hours preparation, and three hours performance

This consecration permanently infuses a location no larger than a medium area with the will of the practitioner. If someone in that location attempts a single action named when the working is complete, they gain a +1 bonus to their venture. Any vislae (or similar being) entering the location immediately knows of the existence of the working and who cast it. Performing this working again in the same place overwrites the previous one.

Color: Blue

DESIGNATED PLACE (ENCHANTMENT)

Level: 7

Requirements:

- Etched or carved glyphs and symbols in the area
- 3 leaves of familiarity or understanding (cost: 75 crystal orbs)
- Three hours preparation, and one hour performance

The vislae creates a location that serves as a target for various specific spells, including Communal Location, Consignment, Dissociative Presence, and Dismissed Distance.

In addition, if the performance includes the casting of a spell, the spell is stored and cast later based on a set of specific contingencies laid out as part of the working. Contingencies might include: a specific person stands in the spot, anyone stands in the spot, ten days pass, someone standing in the spot speaks a specific phrase, and so on. The particulars of the spell are treated as if the caster were currently standing at the spot, so touch spells affect someone there, ranged spells can affect any target within range, and so on. Spells that affect only the caster do not function. This

enchantment works only with spells, not other effects, and with only one spell, cast at the time of the performance.

Only one designated place can exist at a time for a single vislae. Creating a second destroys the first.

Color: Silver

ENCUMBROUS TRIANGLE (INVOCATION)

Level: 4

Requirements:

- Paint mixed with the vislae's own blood (1 Wound)
- Two hours preparation, and five minutes performance

An entity conjured (via other means) appears within the triangle. It cannot escape the triangle and move into the world beyond unless it is of higher level than the triangle, and even then, its success is not assured. The triangle does not protect the conjurer from attack or influence from the entity. This invocation is useful only in protecting everyone else from what the conjurer has brought forth.

Typically, a conjured entity reacts poorly to an Encumbrous Triangle. Using it adds +1 to the challenges involved in interacting with it, except for coercion.

Color: Invisible



ENSORCEL ITEM (ENCHANTMENT)

Level: 6

Requirements:

- A fully constructed item made with materials of a level equal to the working
- Ten ingredients of a level equal to the working
- 6 leaves of emotions appropriate to the item (cost: 150 crystal orbs)
- Two hours preparation, and ten hours performance

The practitioner enchant's an item with a random ability of a level equal to the level of the working.

If the vislae knows a particular spell they would like to enchant into the item instead, they can attempt to use that, with two caveats:

1. The practitioner must succeed at an additional challenge based on the level of the spell.
2. The exact parameters of how that spell functions as an enchantment for the item is not up to the vislae, but up to fate and logic (the GM). The spell merely suggests the general concept of the item. Thus, an offensive fire spell creates an offensive fire item, a healing spell creates a healing item, and so on. This includes final interpretation of the effect, usage, and so on.

The finished item is an object of power with a depletion of 0–1 (check each use).

Color: Gold

EXACTING GEOMETRY (ENCHANTMENT)

Level: 9

Requirements:

- Paint mixed with the vislae's own blood (1 Wound)
- Five hours preparation, and five minutes performance

An entity conjured (via other means) appears within a complex diagram that the vislae has painted on the floor if the conjurer knows its secret name. It cannot escape the diagram nor take any actions. It is held in place with bonds of pure pain so great that it is also compelled to agree to perform one service for the conjurer. The service

must be possible for the being and must be accomplished within a year and a day.

Typically, a conjured entity reacts poorly to use of Exacting Geometry. Should the situation ever arise that the vislae must interact with the being outside of the geometry, the challenge of doing so gains +2, except for coercion.

Color: Pale

EXCULPATION (INVOCATION)

Level: 5

Requirements:

- Repetitive chants
- Blood drawn from the practitioner (1 Wound)
- 3 leaves of regret (cost: 75 crystal orbs)
- A detailed written description of the deed that must be burned at the end
- Incense burned throughout both preparation and performance
- One hour preparation, and one hour performance

This invocation seeks to earn the vislae absolution for a prior deed. It beseeches the higher powers potentially offended for mercy. At the end, the vislae usually knows if those powers grant absolution or not.

Color: Indigo

FLESH FOR KNOWLEDGE (INVOCATION)

Level: 7

Requirements:

- A silver knife and a silver vessel (5 crystal orbs each)
- One hour performance

The practitioner slices off a significant portion of their own flesh over the course of an hour, while chanting a specific mantra over and over. This results in 2 Wounds and the permanent loss of 1 bene from Physicality.

In the pain-spawned hallucinations that follow, the practitioner immediately learns one magical practice or secret of their choosing. No need for spending Acumen or time for study.

Color: Red

IDOLUM (INVOCATION)**Level:** 2**Requirements:**

- Soft music playing
- Ten minutes preparation, and one hour performance

The vislae creates psychic artwork. Psychic artwork is similar to sculpture, but it can be perceived only by other vislae and similar beings of power. The creator can use any colors and textures desired. Materials are not involved. The art is solely psychic energy, which can be made to resemble any energy or matter desired. The art has no physical substance and cannot conceal real matter or energy except for the briefest moment at first glance. In other words, it has no practical use, only aesthetic. The artwork can portray anything real or conceptual, as long as it fits within a small area.

Color: Silver**IMPRIMATUR (INVOCATION)****Level:** 4**Requirements:**

- An hour-long recitation of the practitioner's intent, on their knees
 - A detailed written description of the task that must be burned at the end
 - 17 candles, each inscribed with the symbol of the being invoked
 - The secret soul names of all involved in the task
- This invocation calls on a named higher power to appeal for approval and sanction of a task that is about to be undertaken.

Color: Indigo**INVOCATION OF CRAFT (INVOCATION)****Level:** 6**Requirements:**

- A scroll written with all of the practitioner's major accomplishments, talents, and strengths, including the name of every magical practice they know
- 1 leaf of pride (cost: 25 crystal orbs)

The Invocation of Craft and the Invocation of Knowledge are important parts of moving up in degree within some orders.

- Six hours of preparatory meditation
- Five hours of other preparation, and one hour performance

The vislae displays their skill and prowess for all to see. All those present learn the practitioner's secret name.

Color: Indigo**INVOCATION OF KNOWLEDGE (INVOCATION)****Level:** 3**Requirements:**

- A scroll written with all of the practitioner's major accomplishments, skills, and areas of mastery, including the name of every magical practice they know
- 1 leaf of pride (cost: 25 crystal orbs)
- One hour of preparatory meditation
- Five hours of other preparation, and one hour performance

The vislae displays their knowledge for all to see. All those present learn the practitioner's secret soul.

Color: Indigo**INVOCATION OF THANKS (INVOCATION)****Level:** 1**Requirements:**

- A small piece of paper written with what the practitioner is grateful for
- A small piece of paper written with a noteworthy quality or deed belonging to the entity to be thanked
- 1 leaf of gratitude (cost: 25 crystal orbs)
- One hour of preparatory meditation, one hour performance

The vislae sends gratitude to an entity named in the incantation. Sincere thanks are appropriate after a being has done a favor or service (perhaps as the result of a Beseech invocation) and ensures that one remains in good standing.

Color: Indigo

MORITAT (INVOCATION)

Level: 7

Requirements:

- A knife consecrated to the being invoked
- 3 leaves of hatred (cost: 75 crystal orbs)
- A living creature to be sacrificed
- One hour preparation
- A three-hour-long song

This invocation is a long song of murder and dark crimes to appeal to a powerful demonic lord, god of death or murder, or other inhabitant of the Red. Once the attention is gained, it's up to the vislae as to what to do next, but generally it involves asking for help in some act of violence.

Color: Red

PLEA FOR JUSTICE (INVOCATION)

Level: 6

Requirements:

- Seven red candles with gold filigree (cost: 5 crystal orbs)
- A written description of all the injustices and wrongdoings of one offender
- 3 leaves of justice (cost: 75 crystal orbs)
- Three hours preparation, and one hour performance

The vislae calls upon the powers of the universe and any higher power listening to punish a being that has done wrong or committed injustices. The vislae cannot choose who answers the call, or what they will ask in return.

Color: Pale

REACH INTO CHAOS (INVOCATION)

Level: 10

Requirements:

- Fasting for two days
- Ten hours of meditation and focus on thoughts of madness and chaos
- 17 leaves of insanity (cost: 425 crystal orbs)
- Six hours performance

The practitioner contacts the insane and catastrophic entities that dwell within the roiling cacophony of light and color known as the

Reach Into Chaos might suggest that a powerful enough invocation doesn't need to call upon entities that necessarily exist. Or perhaps enough such invocations might actually bring fictional beings into existence.

Kaleidoscope Void. Most of these beings are only hypothetical, but a few who have been named include the Mother of Senseless Things, the Seething Madness, and the Omnipresent Eye.

The practitioner immediately suffers 1 Anguish and must then make three Resist defense rolls (challenge 10) or suffer another Anguish for each failure.

A vislae who survives gains the ability to change one thing in reality. This can involve undoing an event that happened in the past, slaying a living being, changing themselves or another being significantly, or more.

Color: Gold

SCREAM INTO THE VOID (INVOCATION)

Level: 8

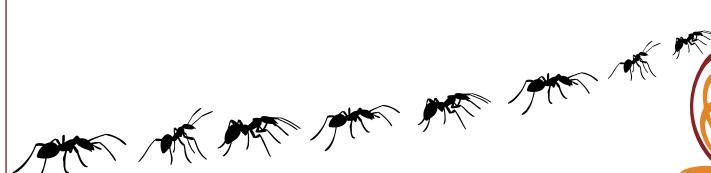
Requirements:

- Blood drawn from the practitioner (1 Wound)
- Incense burned throughout both preparation and performance
- Half hour preparation, and half hour performance

The practitioner calls out into the Dark, pledging their own soul in exchange for power. If the scream is heard and heeded, the vislae gains 8 Crux and 12 Acumen instantly to spend as desired, learns the *Blood as Power* and *Conjurer* secrets, and adds 2 bene to every stat pool permanently.

When the practitioner dies, their soul goes immediately into the Dark, consumed and lost forever.

Color: Pale





SUMMON DEMON (CONJURATION)

Level: 4

Requirements:

- Fresh blood (at least 3 pints)
- Fresh meat
- Elaborate, cacophonous chants
- Paint mixed with powdered gold to create an elaborate, enruned circle on the ground (cost: 10 crystal orbs)
- 2 leaves of anger, lust, or hatred (cost: 50 crystal orbs)
- Three hours preparation, and one hour performance

A near-mindless demon from the Red or the Dark (practitioner's choice) with a level equal to the level of the working appears in the circle, compelled to remain there for three rounds. During that time, the vislae can attempt to compel the demon to perform a deed that takes no more than an hour and requires the demon to travel no more than 50 miles (80 km). Typically, the demon will have to be magically commanded, or threatened and coerced. If the

THE DISTRACTION

Are the so-called Demons of the Old Blood an ancient breed hidden for aeons in the dark places, or are they more conventional demons bathed in the blood of aged vislae?

vislae fails, the entity makes a single attack against them and returns whence it came, likely quite annoyed.

If the practitioner knows the demon's secret name, it will do as bid without threats from the practitioner.

Color: Pale

SUMMON CONCEPTUAL SPIRIT (CONJURATION)

Level: 4

Requirements:

- Incense (cost: 1 crystal orb)
- An image relating to the concept involved
- Elaborate chants
- Paint mixed with powdered diamond to create an elaborate, enruned circle on the ground (cost: 25 crystal orbs)
- 3 leaves of concept of the spirit or a close proximity (cost: 75 crystal orbs)
- Three hours preparation, and one hour performance

A spirit embodying a specific concept appears in the circle. The spirit might represent love, laughter, life, art, betrayal, starvation, or nearly anything else. The spirit is compelled to remain there for three rounds. During that time, the vislae can attempt to bargain with or command the spirit to perform a deed. The deed depends on the nature of the spirit, but the spirit has no physical form. A spirit of love might fill a named person with love. A spirit of betrayal might help hatch a scheme. A spirit of depression might cause a named person to fall into despair. Typically, the spirit will want something in return that has to do with its concept. A spirit of laughter might want a new comedic poem composed, and a spirit of starvation might insist that the practitioner fast for a week. Otherwise, it will have to be magically commanded or somehow threatened and coerced. If the vislae fails, the entity returns whence it came, likely quite annoyed.

If the practitioner knows the spirit's secret name, it will do as bid without payment from the practitioner.

Color: Pale

THOUGHTFORM CREATION (INVOCATION)

Level: 5

Requirements:

- One hour of meditation
- An Ollari rod (cost: 100 crystal orbs per level of the thoughtform)
- Two hours preparation, and twelve hours performance

A thoughtform comes into being. Its level is 3 less than that of the invocation. Its appearance can vary greatly, but its size is about that of the practitioner. It is a physical entity but has no soul.

Thoughtforms are invested with the will of their creator and thus do as instructed. In the parlance of Shadow, despite looking like creatures, they are more like robots or machines.

The Ollari rod involved is a specially prepared wooden and brass rod that absorbs 1 point of Qualia from the practitioner to create the thoughtform. This means that a vislae loses 1

Most vislae who create thoughtforms make them look like normal humans so they can fit into their surroundings easily. Sending a three-headed dragon man to the corner store to buy a bottle of milk draws a lot of attention, which might not be desirable.

Tulpas are much rarer than the near-ubiquitous thoughtforms, but they are still common among powerful vislae.

point of Qualia forever (with the effect of losing 1 bene from a Qualia pool of their choice).

Thoughtforms are permanent. Although they do as they are bid, they appear to act like living creatures. If it doesn't directly conflict with their instructions, they act similar to what their appearance and role would suggest, seeming very lifelike. Two thoughtform guards might appear to tell jokes or play a dice game while they watch over a charge, for example. If a created thoughtform is slain or destroyed, the practitioner does not get the invested Qualia back, but they can perform this invocation again to create a thoughtform of the same level without needing to devote another point of Qualia.

Typically, a thoughtform created to perform tasks for the practitioner is called a fetch. One created to be a guardian is called a vordir. A thoughtform created to be placed in the service of another is called a daimon.

Color: Silver

TULPA CREATION (INVOCATION)

Level: 5

Requirements:

- One hour of meditation.
- An Ollari rod (cost: 100 crystal orbs per level of the tulpa)
- Two hours preparation, and six hours performance

A tulpa comes into being. Its level is 3 less than that of the invocation. Like all tulpas, it is not a physical entity, but instead an intelligence with no soul.

A tulpa is invested with the will of its creator. As a disembodied intelligence, it inhabits the mind of its creator, often offering information or advice.

The Ollari rod involved is a specially prepared wooden and brass rod that absorbs 1 point of Qualia from the practitioner to create the tulpa. This means that the vislae loses 1 point of Qualia forever (with the effect of losing 1 bene from a Qualia pool of their choice).

Tulpas are permanent creations. Although they do as they are bid, they are intelligent entities—an

artificial intelligence, if you will. If a created tulpa is somehow slain or destroyed, the creator does not get the invested Qualia back, but they can perform this ritual again to create a tulpa of the same level without needing to devote another point of Qualia.

Color: Silver

UNDERSTANDING THROUGH TORMENT (INVOCATION)

Level: 7

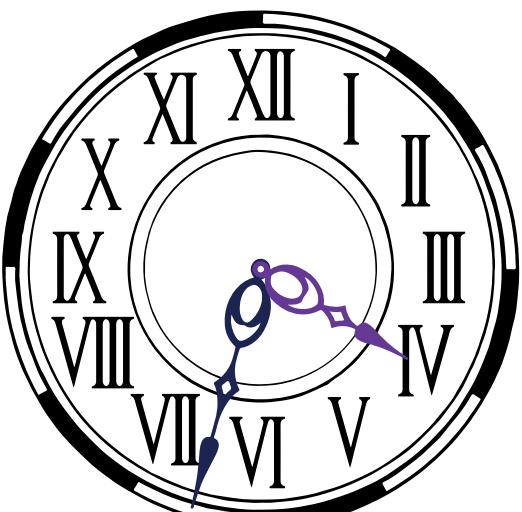
Requirements:

- A whip or other instrument of pain or torture
- One hour of meditation followed by an hour performance

The vislae flagellates their own flesh or otherwise inflicts long-lasting pain over the course of the hour performance of this invocation. This involves inflicting 2 Wounds and gaining a **scourge** in all **Certes** stat pools that can be removed only by one week of nothing but rest.

As a result, the practitioner reduces the cost of learning a single new skill, magical practice, or secret by 3 Acumen. The understanding to be gained must be determined when the invocation is performed, and it must be acquired immediately after the vislae recovers.

Color: Red



VICISSITUDE (INVOCATION)

Level: 2

Requirements:

- Chanting
- Symbols painted or otherwise inscribed upon the floor
- An image or idol of the being invoked (not destroyed at the end)
- 1 leaf of need (cost: 25 crystal orbs)
- One hour preparation, and one hour performance

This invocation is a plea to a kindly power for a change in condition or fortune. Interested spirits and entities may take notice and get involved if it suits them.

Color: Pale

WARDING STONE (ENCHANTMENT)

Level: 5

Requirements:

- A natural stone etched with tiny runes
- A handful of mummy dust (cost: 100 crystal orbs)
- Two hours preparation, and two hours performance

The vislae enchants a small stone with protective qualities. It then can be set into an object (this likely requires a craftsperson) and that object is protected from harm. The object has +4 levels for defense purposes. The stone can also be set into a permanent structure, warding the medium area around where it lies. All objects in the area (including structural features like walls and ceilings) have +4 levels for defense purposes.

If the stone is not set into anything, it offers no advantages. It cannot help ward a creature in any event.

Color: Invisible

RITUALS

Rituals are long-form magical workings that require more than one participant.

A ritual's Sorcery cost can be shared among all participants, but one must be the lead. That person rolls for the ritual, if need be, to see if it takes effect. The lead must know the ritual (or have a monograph) but the rest of the participants do not have to know it—they follow the lead's guidance.

BOUNDED ENTITY RITE

Level: 6 (+1 die)

Requirements:

- At least two participants
- 4 leaves of fear (cost: 100 crystal orbs)
- Incense burned throughout both preparation and performance
- Paint mixed with powdered diamond to create an elaborate sigil on the ground (cost: 30 crystal orbs)
- Two hours preparation, and three minutes performance

A being conjured within the last ten minutes is imprisoned until the sun next rises. The being is rooted to the spot where the sigil is painted and cannot take any actions other than to speak.

Color: Pale

COMMUNION RITE

Level: 4

Requirements:

- At least two participants, both of whom must have different hearts
- Burning candles
- Stone tablet carefully inscribed with the name of the entity involved (cost: 1 crystal orb)
- Symbols painted on the floor
- One hour preparation, and two hours performance

The participants create a temporary mental space within the Noosphere where they can meet with an entity whose name they know and whose level is equal to or less than the level of the ritual. They can ask three questions of the entity,

Monograph, page 30

and if the entity knows the answers and feels (or is convinced) that it would be in their interest to share the information, they will do so. Certain entities might lie.

Color: Indigo

CONSECRATION RITE

Level: 4

Requirements:

- At least five participants, including the owner of the location, if any
- Silver dust sprinkled all around the area (cost: 10 crystal orbs)
- Oil of Akeran (cost: 50 crystal orbs)
- 6 leaves of serenity (cost: 150 crystal orbs)
- One hour preparation, and two hours performance

This ritual wards a locale from evil influences or unwanted magic. The very large area surrounding the rite is immune to spells and effects whose level is equal to or less than the level of the ritual for a year and a day. This protects the area and the permanent structures in it, but not the objects or creatures in the area.

Color: Invisible



CURSE TABLET**Level:** 6 (+1 die)**Requirements:**

- At least five participants, with each heart represented at least once
- A stone tablet, inscribed with elaborate mystical words, symbols, and runes (cost: 3 crystal orbs)
- 3 leaves of hate, revulsion, or similar concept (cost: 75 crystal orbs)
- Six hours preparation, and four hours performance

The participants of this ritual bond together in their hatred of a specific being. Each must know the name of and have seen the being, but the being's current location does not matter. If the participants know the being's secret name, this ritual is enhanced by +1 die. They infuse the tablet with their hatred and attempt to curse the being. If successful, the being is always fatigued and ill at ease, which manifests as a -1 penalty on all actions. This curse lasts as long as the tablet remains intact and in the possession of one of the participants.

If the being resists the curse, they know who attempted to curse them.

Color: Red**EGREGOR****Level:** 7**Requirements:**

- At least eight participants, all of whom must belong to the same organization, sect, or other group with a common ideal
- An Ollari rod (cost: 100 crystal orbs per level of the tulpa)
- Two hours preparation, and six hours performance

A special tulpa known as an egregor comes into being. Its level is equal to that of the ritual. Like all tulpas, it is not a physical entity, but instead an intelligence with no soul.

The egregor is invested with the will of the group and the ideals of the group. It takes what they represent and devotes its entire nature to that

Egregors are the rarest of the tulpas, but almost every major organization has one.

concept. As a disembodied intelligence, it can "ride" any member of the group (even those not participating in the ritual) and speak telepathically to that member, often offering information or advice. It can switch which member it accompanies, but only if another member is close. (In the case of two or more touching members, the egregor can speak to all of them at the same time.) If the member that it is riding is killed, the egregor is trapped at the site of the body until a new member comes close.

The Ollari rod involved is a specially prepared wooden and brass rod that absorbs 1 point of Qualia from each practitioner to create the egregor. This means that each participant loses 1 point of Qualia forever (with the effect of losing 1 bene from a Qualia pool of their choice).

Tulpas are permanent creations. Although they do as they are bid, they are intelligent entities—an artificial intelligence, if you will. If a created egregor is somehow slain or destroyed, the practitioners do not get the invested Qualia back, but they can perform this ritual again to create an egregor of the same level without needing to devote another point of Qualia.

Color: Silver**ENTOMBING RITE****Level:** 9**Requirements:**

The vessel for the Entombing Rite could be a hinged box, a suitcase, a glass jar, a gold locket, a coin purse, and so on.

- At least five participants, each of which must have at least 5 total levels of magical objects (ephemera or objects of power) held in their hands or worn close to their hearts
- A vessel of high quality that opens and closes, inscribed with symbols and runes (cost: 1 gem orb)
- Sixteen hours preparation, and one hour performance

This ritual imprisons one being within the vessel for as long as it remains closed. The being must be of a level equal to or less than the ritual, but does not have to physically fit within the vessel.

Color: Pale

EXORCISM RITE

Level: 4

Requirements:

- At least five participants, including the owner of the location, if any
- A set of thirteen burning candles and another set of six burning candles (cost: 1 crystal orb)
- Two hours preparation, and two hours performance

This ritual attempts to dispel any unwanted occupying spirits from a location. Spiritual beings of a level equal to or less than the ritual are driven out of a very large area surrounding the rite and cannot return for a year and a day (and most, at that point, never do).

Color: Pale

MELLIFICATION RITE

Level: 2

Requirements:

- At least two participants
- A corpse
- 10 crystal orbs' worth of honey
- Three hours preparation, and thirty minutes performance

A corpse is interred in a casement filled with honey. One year later, the honey becomes a potent poultice. The resultant ephemera is a level 4 poultice that will cure any disease of a lower level or heal 1 Wound.

Even better, if the person used as the corpse eats nothing but honey beforehand (probably killing them), three such poultices are formed.

Color: Gold

PURIFICATION RITE

Level: 4

Requirements:

- At least five participants, including the owner of the location, if any
- Silver dust sprinkled all around the area (cost: 10 crystal orbs)
- Oil of Akeran (cost: 50 crystal orbs)
- One hour preparation, and two hours performance

This ritual rids a locale of evil influences or unwanted magic. Spells and effects whose level is equal to or less than the ritual in the very large area surrounding the rite come to an end.

Color: Invisible

RETURN TO THE LIVING

Level: 10

Requirements:

- At least five participants, with each heart represented at least once, and each participant must have at least 8 total levels of magical objects (ephemera or objects of power) held in their hands or worn close to their hearts
- Chanting
- Some remains or item of importance to the deceased
- Vellum inscribed with details of the deceased's life
- 3 leaves each of regret, devotion, and hope
- Five hours preparation, and two hours performance

This ritual restores a being to life. You must name the being and know a great deal about its life. If you know the secret name of the being, it can be of any level. Otherwise, it cannot be greater than level 10. Even a being with a **Death Ward** can be brought back using this ritual. The restored being is in full health and ready to act as soon as the ritual is successfully completed.

Color: Pale

RITUAL OF THE BLACK CUBE

Level: 8

Requirements:

- At least four participants, with each heart represented
- Inscribed square in stone, on the ground or flat surface, at least 3 feet (1 m) across
- An object of power, at least level 6, placed in the square
- 2 leaves each of wonder, greed, and devotion
- One hour preparation, and two hours performance

This ritual summons the Black Cube from the Void.

The cube appears in the inscribed square as the object of power disappears. Opening the box is difficult and dangerous. Three separate Intellect-based actions are required to solve the puzzles involved; the first is challenge 7, the second challenge 8, and the third challenge 9. All must be completed within five minutes of the summons. Should any of these actions fail, each participant gains a scourge in Intellect and the box disappears. Only curse-lifting or affliction-curing magic of level 8 or higher will remove the scourge.

Opening the box reveals one of three possible outcomes, chosen and agreed upon by the participants when they perform the ritual:

1. A parchment containing the secret name of a random angel, devil, and ghost, each of level 5 to 7.
2. A random object of power for each participant, each of level 4 to 6.
3. A single random object of power up to level 8.

The box lingers for a few rounds after it is opened. Then it disappears. The contents are permanent.

Color: Pale

SACRIFICIAL RITE

Level: 4

Requirements:

- At least three participants
- Singing and chanting
- Living being that is willing, bound, or otherwise incapacitated
- Silver and steel knife (not destroyed in the end)
- Drum or flute for playing music (not destroyed in the end)
- Object for storing the soul; its level must be equal to or greater than the level of the sacrifice
- One hour preparation, and one hour performance

The performers ritually kill a living being and store their soul in the object. Potentially, the soul object can be used to power a magic item, as an offering to a demon, or in some other way.

Color: Pale

One might assume that since it comes from the Dark, objects in the Black Cube would always be tainted or evil. One would be mistaken.

*Bounded Entity Rite,
page 41*

Entombing Rite, page 42

SIPHON POWER RITE

Level: 7

Requirements:

- At least three participants
- Silver dust sprinkled all around the area (cost: 10 crystal orbs)
- Half hour preparation, and one hour performance

This ritual allows the practitioners to draw power from an imprisoned being (such as one held by a **Bounded Entity Rite** or **Entombing Rite**).

The power can be transferred to another being (which can be—but does not have to be—one of the participants), or it can be stored in an appropriate vessel, like a crystal or precious gem. If it is transferred to a being, they gain a +2 bonus to their level until the sun next sets if an NPC, or 2 bene in every stat pool if a PC. If it is transferred to a vessel, the power is equal to the level of the being.

This ritual cannot be performed on the same imprisoned entity more than once a week or it will likely destroy them.

Color: Pale

TRUE CLEANSING

Level: 7 (+1 die)

Requirements:

- At least five participants, each of which must have at least 5 total levels of magical objects (ephemera or objects of power) held in their hands or worn close to their hearts
- Powdered glass sprinkled throughout the area
- Chanting
- A natural fire the size of a bonfire (or an equally powerful **aethyric lamp**)
- Half hour preparation, and one hour performance

The performers cleanse a large area and all beings within it of magical or biological viruses, as well as other similar corruptions or maladies (but probably not possession or haunting by an intelligent force).

Color: Invisible



THE KEY

Aethyric Lamp, page 186

GAMEMASTERING LONG-FORM MAGIC

The list of long-form practices in this chapter is merely the tip of the iceberg. The world is full of very specific long-form magic used for very specific purposes. There might be a conjuration, for example, to summon one specific kind of being, or perhaps even one specific individual being. There might be a ritual required to open a magical doorway into a particular fortress.

This means that one of the purposes long-form magic serves is entirely story based. If the vislae sneak into a cultist temple and find an angel trapped in a magical prison, they might also find a monograph of a ritual the cultists use to compel the angel to prophesy for them. In this case, the ritual is specific to that angel in that prison. The monograph—and the ritual—might be the key to completing the PCs' mission.

More story-based long-form practices might have even more specific (or obscure) requirements. These are often strongly tied to the specific setting or characters involved and might include:

- A specific location
- A specific time of day or date
- Specific meteorological conditions
- Specific astrological events
- A practitioner or participant of a particular heritage or bloodline
- A practitioner or participant with a specific change from a changery
- A practitioner or participant with specific—and likely rare—features (hair and eye color, for example)
- A practitioner or participant from a specific order
- A practitioner or participant of a specific species (such as an elderbrin)

Another purpose of long-form practices is to fill in the magical gaps. These practices explain where thoughtforms come from and how non-Goetics summon demons. They offer ways for a non-Maker to enchant an item, and for vislae to interact with immortal powers. In some ways, then, long-form magic is the way for PCs to break the rules. Once again, we see that they have a real story use, but this time it's for stories with the characters. Say the PCs encounter a powerful being and make friends with her. How do they contact her again if they need her? A Beseech invocation might do the trick. That's why Beseech and similar practices are written with such open-ended effects. They're not like spells, which predictably do the same thing each time. Many long-form practices put the particulars in the hands of an entity being invoked.

Rituals in particular are interesting methods of allowing the PCs to participate in the narrative in ways the rules might otherwise prevent. This is because rituals require a group. It might be that all the PCs must participate to successfully exorcise the spirits in a house or deal with a horrific plague.

In short, long-form magic is a narrative tool more than an ability added to a vislae's repertoire. Feel free to alter the effects of those presented here to fit the situation, or make up entirely new practices using these as models. That's why they're the only magical practice that a character can learn (through monographs) without always spending Acumen or long periods of time studying.

THE ENDLESS GRIMOIRE: GENERAL SPELLS

Spells are the core of magical practice. The essence of a spell is Qualia. That is to say, if a quale is the internal and subjective element of the concept that you have in your mind when you perceive something outside yourself, casting a spell is recalling (or creating) that element with such power and vivid clarity that you make it real. Perhaps one could even say it's Qualia in reverse.

A quale isn't a "visual image" or some other more concrete sensory memory. It is the component of sensory input (or the result of that input) that goes a step beyond simple information brought in by your eyes or ears and decoded by your brain. If you think "warm" when you see something yellow, that's not part of the input your mind gets, but part of the internal concept that your inner being understands.

This means that it's not enough to experience sensations to cast a spell. It's not enough to understand the term "yellow" and know how it is different in mechanistic, practical terms from "orange." Qualia requires more than mind. It requires soul. And thus, so do spells.

This is a long way around to say that although spells involve reciting magical words and making magical gestures, these are in fact the least important parts of spellcasting. These are triggers and catalysts, but the real secret is that inner understanding of your desired result's Qualia. But the words and gestures are part of it too—they help bring about the precise Qualia in your mind. A spell is all these things together.

So spellcasting is difficult. Vislae are a special group—not everyone has the patience to learn, the mental dexterity to execute, and the willpower to weather everything that is involved.

When adjudicating spells, NPCs who gain bene add 1 to their level, and NPCs who suffer vex subtract 1 from their level. These modifiers last for one round, or an entire encounter (depending on context). A scourge lowers their level by 1 long term.

FACETS

Facets are spell minutiae. Beginning players can ignore facets. A facet doesn't come into play unless the game involves people who have uncovered the specific secret that involves that particular facet. Facets allow gameplay to change over time. For example, a secret might key off of all spells with the Divination facet, improving them in some way. Or an object of power might prevent the user from ever casting spells with the Night facet.

Curse: This is a harmful spell that doesn't end with a passage of time, but rather when it is lifted. This usually involves some kind of contravening magic, but other times it is a specific circumstance or set of circumstances.

Night: The spell is keyed to the night.

Day: The spell is keyed to the day.

Midnight: The spell is tied to midnight.

The Legacy: The spell is tied to the concept of the Legacy itself.

The Dark: The spell is related to the eternal darkness that exists beyond the suns.

THE WORLD IS A SPELL

The Legacy is the remnant in our time of the being that created all existence by forming a quale of it. This is the grandest of all spells. It isn't just a spell that created the world—it is the world. It's not a spell that's *been cast*—it is an ongoing spell, continuing to be cast. We live within a spell. It makes the world possible.

Metamagic: The spell affects other spells.

Divination: The spell attempts to provide information.

Conjuration: The spell conjures something from elsewhere.

Teleportation: The spell moves matter instantly.

Death: The spell has to do with death or the dead (but not necessarily killing).

Fire: The spell deals with or creates fire.

Cold: The spell deals with or creates cold.

Water: The spell deals with or creates water.

Earth: The spell deals with or creates earth.

Air: The spell deals with or creates air.

Sound: The spell deals with or creates sound.

GENERAL SPELLS

This is a selection of general spells that any vislae can learn and use. Refer to the Spell Deck for the individual details involved with each spell. The deck allows you to draw a spell randomly or to sort spells however you wish—based on facet, level, color, or other subject. For example, if the GM wishes to exclude all dream-related magic, they can just take those cards out of the deck.

Included in the Spell Deck are blank cards for you to add your own original spells as well.



GENERAL SPELLS TABLES

LEVEL 1

Name	Color
Accoyed Savagery	Blue
Acrasia	Blue
Calligraphic Display	Grey
Clasped Flesh	Silver
Egoist's Dream	Grey
Exiguous Appeasement	Silver
Found Wanting	Indigo
Ignorance of Pain	Blue
Illuminating Glow	Gold
Imaginary Threat	Blue
Impedimenta	Silver
Leitmotiv	Silver
Lies of the Mirror	Grey
Object Arcanum	Grey
Paraprosexia	Grey
Plentiful Pockets	Silver
Posterity's Blessing	Indigo
Rhapsodic Moment	Blue
Shadow Box	Pale
Sketch	Indigo
Soundplay	Grey
Stag's Crown	Gold
Starlight Servant	Pale
Summoned Sycophant	Pale
Vampire's Breath	Pale
Viuan's Teleosis	Gold
Volatile Acquaintance	Blue

LEVEL 2

Name	Color
Abandoned Resolve	Blue
Aerophilous Desire	Green
Anamnesis	Blue
Automatic Writing	Indigo
Barrage	Red
Caliginous Raptor	Grey
Canorous Plea	Indigo
Chalice of Weal or Woe	Silver
Cleansing	Green
Conjured Lover	Silver
Convivial Relations	Blue
Corpus Replica	Silver
Counterspell	Invisible
Cryptaesthesia	Indigo
Decisiveness of the Blade	Green
Deliquesce	Gold
Dentata	Gold
Dream Intrusion	Blue
Dream Study	Indigo
Exquisite Pain	Blue
Eyes of the Cat	Gold
Eyes of the Hawk	Gold
Falsehood's Halo	Indigo
Figment	Grey
Firesight	Indigo
Flesh Mail	Invisible
Gibbering Fool	Blue
Hidden Venom	Red
Imbue Knowledge	Indigo
Inculpable Aura	Invisible
Invigilator	Invisible
Lore of the Book	Indigo
Morient Desire	Pale
Patterned Flesh	Grey
Psychic Missive	Blue

Resistentialism	Green
Scent of Magic	Indigo
A Simple Repast	Silver
Sinuous Snare	Gold
Sleep of the Restless	Blue
Split Physicality	Gold
Thaumaturgic Strike	Red



LEVEL 3

Name	Color
Absconded Truth	Grey
Agliophobia	Blue
Bleeding Darkness	Red
Cardiophagy	Pale
Chromatic Strike	Varies
Communal Location	Indigo
Corpse Whisper	Pale
Crescendo	Gold
Crown of Chains	Silver
Curse of the Closed Eye	Grey
Deliration	Blue
Demonshriek	Pale
Eidolon of Rest	Invisible
Elemental Scar	Red
Emerald Blessing	Green
Emotional Inversion	Blue
Enhanced Physique	Gold
Envenomed Maw	Gold
Ephemeron	Silver
Escutcheon	Invisible
Exacting Eye	Indigo
Eye of Immanis	Gold
Eye Spy	Silver
Glare of Enmity	Blue
Grudge	Silver
Guile's Tongue	Grey
Hariolation	Indigo
Heart's Memento	Silver
Invidious	Grey
Involucrum	Invisible
Lamentation	Blue
Lift the Curse	Invisible
Magical Heterodyne	Gold
Memory Spew	Blue
Mute Accord	Blue
Mystic Docent	Silver
Myrmidon's Strength	Gold
Obtrusion	Blue
Pass Through the Crowd	Grey
Perculsion	Blue
Phylactic	Invisible
Pollent Self	Gold
Propitious Swarm	Pale
Quiddity of Happiness	Blue
Refutation of Threat	Invisible
Revanche	Red
Savage Cleave	Red
Sealed With a Kiss	Gold
Self-Mutilation	Blue
Servant of Stone	Silver
Sight of Touch	Indigo
Skeletal Key	Gold
Slick Steps	Gold
Spontaneous Spawl	Silver
Subtle Vislæ	Grey
Temporal Adjustment	Gold
Twofold Object	Silver
Unto Shadow	Gold
Unwanted Remembrance	Blue
Unwholesome Aliment	Silver
Venific Touch	Red
Watchman Watching	Invisible
Water Whip	Gold
Windows to the Soul	Blue

LEVEL 4

Name	Color
Attaraxia	Blue
Blood Fruit	Silver
Call the Black Cube	Pale
Chronomania	Blue
Circumambient Assault	Grey
Clemency	Blue
Dark Noise	Red
Decrescendo	Gold
Deglutition	Red
Dismissed Distance	Green
Dissociative Presence	Indigo
Elegy of Opportunity	Pale
Epithymy's Grip	Blue
Execration	Gold
Fermata	Gold
Fingersnakes	Red
A Flutter of Fetters	Silver
Godspeed	Green
Halo of Eyes	Silver
Heart's Messenger	Silver
Interrogator's Boon	Gold
Limb Possession	Blue
Lorica Cuirass	Invisible
Memory of Moths	Indigo
Mien of Adaptation	Gold
Negative Sound	Grey
Orientation Adjustment	Gold
Ostinato	Blue
Pathwalker	Green
Peering Into Hearts	Blue
Perfect Execution	Green
Phantasmal Environment	Grey
Prescient Defense	Indigo
Prosopagnosia	Grey
Quintessence of Dust	Red

Reaching for Gnosis	Indigo
Relentlessness of the Clock	Green
Restoration of Form	Gold
Sealed Door	Invisible
The Seventh Fire	Silver
Six Vital Words	Indigo
Sleep of the Damned	Blue
Soul Compulsion	Blue
Spellbinding	Grey
Stone Pistol	Gold
Swarmblood	Silver
Thought Becomes Motion	Green
A Thousand Needles	Red
Unfit Visions	Gold
Vetanda	Blue
Virtuous Compel	Blue
Vitiferous Curse	Green
Wake the Dead	Pale
Wind's Blade	Silver
Wings of Plenilune	Gold
Witchsight	Indigo
Within Without	Gold



LEVEL 5

Name	Color
Agonothymic Confrontation	Blue
Apperception	Indigo
Borrowed Time	Pale
Carious Touch	Pale
Catoptromancy	Indigo
Circle of Luctus	Red
Confused Allegiances	Blue
Conjured Casement	Invisible
A Curse of Feathers	Red
Dreamseeker	Indigo
Eldritch Escutcheon	Invisible
Entreat the Black Cube	Pale
Fictional Savagery	Silver
Hemakinesis	Green
Hunt the Lost	Indigo
Illuminist Challenge	Blue
Infuse Remains	Pale
Insightful Analysis	Indigo
Ktheris's Fusion	Gold
Midnight's Occupation	Pale
Mind's Eye Theater	Blue
Mortiferum	Pale
Obdurate Barrier	Varies
Oily Seeker	Silver
Psychokinetic Hand	Silver
Quickening	Green
Quiddity of Truth	Indigo
Red Presence	Red
Restorative Touch	Green
Smoke Shield	Invisible
Soul Thief	Pale
Spell of Challenge	Blue
Tonitruous Burst	Red
Unfair Exchange	Green
Whelve	Grey
Wings of Fear	Gold

LEVEL 6

Name	Color
Anabiosis	Pale
Baptism of Flame	Invisible
The Cloud of Unknowing	Blue
Conjoinment	Gold
Control the Black Cube	Pale
Corpse's Former Master	Pale
Debellate	Blue
Emblem of Agreement	Indigo
Evanescence	Grey
Implication Aversion	Grey
Loose the Vilaj	Pale
Marionette	Blue
Mind's Interface	Blue
Negate the Power	Invisible
Nyctophilia	Gold
Obliviscent Gift	Blue
Perfidious Assault	Blue
Possessing Ghost	Blue
Quiddity of Corrosion	Red
Reduction of Life	Gold
Refusal	Green
Sensory Infusion	Blue
Sigilshield	Silver
Soul Rider	Blue
Stir the Dead	Pale
Stone's Hands	Silver
Suspend	Gold
Thalassic Deluge	Silver
Timeblade	Silver
Unbinding	Invisible
Vanish From Sight	Grey
Witchstep	Green

LEVEL 7

Name	Color
Circumvallation	Silver
Color Door	Pale
Color Shield	Invisible
Consignment	Green
Death's Secret	Pale
Expansive Arena	Pale
Extrication	Red
Ineffable Thought	Blue
Nightmare Weather	Blue
Palingenesis	Pale
Reflected Spell	Invisible
Reorientation	Gold
Shadesoul	Pale
Timeworm Vision	Indigo
Voraginous Sphere	Red

LEVEL 8

Name	Color
Apocatastasis	Green
Death Ward	Pale
Empery	Blue
Entrapment	Silver
Haunt Object	Pale
Ignipotence	Gold
Lorica Squamata	Invisible
Mental Sequestration	Blue
Oneiric Wish	Blue
Revocation of Position	Green
Shifting Landscape	Gold
True to Life	Green
Warping Conduit	Pale

LEVEL 9

Name	Color
Heaven and Earth Are Mine	Silver
Nine	Gold
Respire	Invisible
Touch of the Demiurge	Grey
Triggered Spell	Gold

LEVEL 10

Name	Color
Kaleidoscope Void	Green
Master the Black Cube	Pale
Revivification	Pale
Snuff the Divine	Invisible

LEVEL 11

Name	Color
Back to Shadow	Grey
Perdurance	Green

LEVEL 12

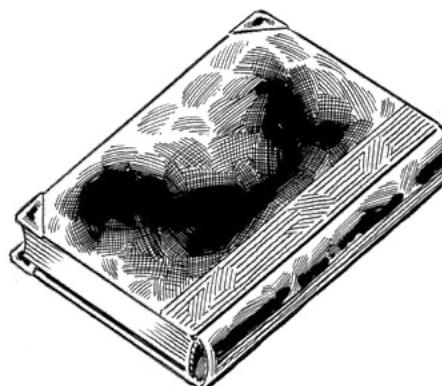
Name	Color
Superfiction	Silver

LEVEL 14

Name	Color
Bind the Black Cube	Pale

LEVEL 17

Name	Color
Merge With the Black Cube	Pale





VANCE SPELLS

There are those who believe it pretentious that the Vancian Order has its own spells. Spells are spells, these people say. They belong to everyone.

But to a Vance, spells are a very personal thing. Vances wear their spells (metaphorically) on their breasts the way generals display their medals. They believe they are defined by the spells they know. “A Vance is their spells,” the saying goes. So to a member of that order, it’s vitally important that they have their own spells. In fact, many Vances craft their own spells. When they do, they often attach their own name to the spell—it is their legacy. “A Vance whose spells are cast by others will never truly die,” according to another saying. For many of the order, they are closer to the spells they’ve created than they are to their own children. And since Vances believe spells to be living, intelligent beings, in a very literal way, a newly created spell *is* their offspring. Creating a spell is giving birth. It is creating life that perpetuates itself in the mind of other like-minded folk (other Vances).

Nothing overtly distinguishes a Vancian spell from a non-Vancian one other than that Vancian spells were created by Vances and must be prepared and cast using their unique method. It is true, however, that Vances tend to favor overt, straightforward magical effects rather than subtler ones. Most Vancian spells are flashy displays of energy with relatively uncomplicated effects.

Vance spells have levels like any spell, but they are grouped into four categories of increasing power (and increasing mental space): alpha, beta, gamma, and omega. Each can be represented by a rectangle of increasing size, available to be arranged

Additional Target, page 85

The brains of powerful dead Vances are sometimes preserved and used as means to store magical energies or knowledge.

on a rectangle that represents the Vance’s mind. If the spells can be arranged to fit within the mind diagram, the Vance can store them all at once in their mind, ready to be cast.

When cast, a Vance can choose to spend Sorcery equal to the spell’s level to hold the spell in their mind. Otherwise, the spell is cast (with no Sorcery cost), but it is gone until it is prepared and stored once again. In the case of casting a spell with no Sorcery cost, if anything such as a secret or a beneficial turn of a Sooth card would normally decrease the Sorcery cost, it provides no benefit. On the other hand, anything that would increase the Sorcery cost incurs an increase as if there had been a cost. For example, the *Additional Target* secret would require an expenditure of Sorcery equal to half the spell’s normal Sorcery cost.

VANCE SPELL PREPARATION

The preparation and study process takes a Vance about an hour. It requires quiet study with books and notes of their own creation. They’re of minimal use to anyone else, although a vislae could probably look at a Vance’s notes and suss out what spells they know. This hard-and-fast requirement of materials means a traveling Vance will likely have to bring a satchel for such materials wherever they go. Stripped of their materials, a Vance can’t prepare Vance spells. A Vance can replace the books and notes on their own, but it requires about a day of work for every two Vance spells known.

The preparation can be done multiple times in one day, allowing a Vance to change out the spells they have in their mind. However, every time a

Vance performs the preparation process, any currently active Vance spells deplete automatically.

A spell cannot be prepared more than once at a time, even if there is space.

VANCE SPELLS

You will find all the Vance spells on special cards sized to use in the diagram found on the Vance Spellcasting handout in the Black Cube.. The cards themselves have all the spells' individual details. There are also blank cards for you to add your own, original spells. They are listed here for your convenience.

BAAROTH'S AGGRESSIVE DOT

Level: 10 (+3 dice)

I create a black dot of pure darkness and void. It is a single point in space, although the fact that it absorbs light makes it appear to be about 2 inches (5 cm) across. It is not affected by gravity or any other force, but I

ORROD'S VANISHING SWARM

Level: 6

I summon a horde of moths that flutter around a single target no larger than me. After a round, they disappear, and the target is invisible. If the target is a creature, it gains the following benefits (as long as it attacks) or suffers the following penalties (as long as it disrupts the swarm):

Depletion:

Each time the target rises or sets

Color: Grey

ORROD'S IMPOSSIBLE FLOOD

Level: 4

I make a small area within long range fill with water over the course of one round. Air-breathing creatures in the area must swim out, if possible, or drown.

BUELLA'S LAMP

Level: 1

I fill the medium area around me with bright light, as if I had a powerful lamp.

Depletion: 0–3 (check each hour)

Color: Silver

VANCE SPELL TABLES

ALPHA SPELLS

Name	Level
Buella's Lamp	1
The Master's Blessing	1
Zuil's Profuse Admiration	1
Eyes of the Overworld	2
Norham's Sea of Words	2
Pallent's Mouthpiece	2
The Perilous Leap of the Desperate	2
Thelassin's Eager Grasp	2
Watti's Quick Servant	2
Zamrah's Bolt of Sorrow	2
Lastra's Charm	3
Lastra's Neutral Color	3
Mirrored Flesh of the Glass Emperor	3
Moridiv's Egregious Etiquette	3
Protecting Hand of the Divine	3

BETA SPELLS

Name	Level
Abra's Physique	4
Formidable Fist of Fury	4
Haxel's Sympathetic Tattoo	4
Maitlan's Transfer of Power	4
Orron's Impossible Flood	4
Stare of the Abyss	4
Subuchin's Thousandth Word	4
Untouchable Cloud	4
Uriale's Vecordious Action	4
Aothrasal's Vaporous Coercion	5
Furnour's Fox	5
In the Grip of the Darkening Beast	5
Uzuskora's Quadripartite Assault	5
Vision of the Nemesis	5
Zamrah's Familiar Speech	5

GAMMA SPELLS

Name	Level
Karko's Bound Thought	6
Levin's Puzzling Flaw	6
Melitizor's Volant Defense	6
Novinin's Forgetful Tone	6
Orrod's Vanishing Swarm	6
The Pattern of Unwanted Mystery	6
Rain of Seething Fire	6
Soothing Touch of Flowering Queens	6
Touched by the Maelstrom	6
Canyons of Static	7
Laspi's Impenetrable Course	7
Orabavon's Emancipation	7
Styzen's Cold Eye	7

OMEGA SPELLS

Name	Level
Jeremgon's Opalescent Knowledge	8
Orabavon's Brazen Forbiddance	8
Jauro's Fictive Form	9
The Spell of Reciprocal Apotheosis	9
Yavom's Concave Difficulty	9
Baaroth's Aggressive Dot	10
Rajimal's Amputated Moment	10

CONVERTING NON-VANCIAN SPELLS

Vances may wish to learn other spells and use them in their Vancian spell method, storing them in their mind for later. This requires twice the amount of time to learn the spell in the first place, but no additional Acumen. A spell can be placed within a Vancian spell class using these guidelines:

- Level 1–3 alpha class
- Level 4–5 beta class
- Level 6–7 gamma class
- Level 8–10 omega class

CONVERTING VANCIAN SPELLS

Should a Vance want to use a Vancian spell in a non-Vancian fashion—that is to say, simply casting it using Sorcery without first storing the spell in their mind—this is possible, but the spell must be converted. This requires twice the amount of time to learn the spell in the first place, but no additional Acumen. The spell then cannot be used in a Vancian fashion.

Should a non-Vance want to learn a Vancian spell so that it can be used in a non-Vancian fashion, this too is possible, but it requires a Vancian teacher, quadruple the normal amount of time to learn a spell of that level, and twice the Acumen cost. Most Vancians would never willingly teach someone not of their order, and in fact doing so would be grounds for punishment or even expulsion.

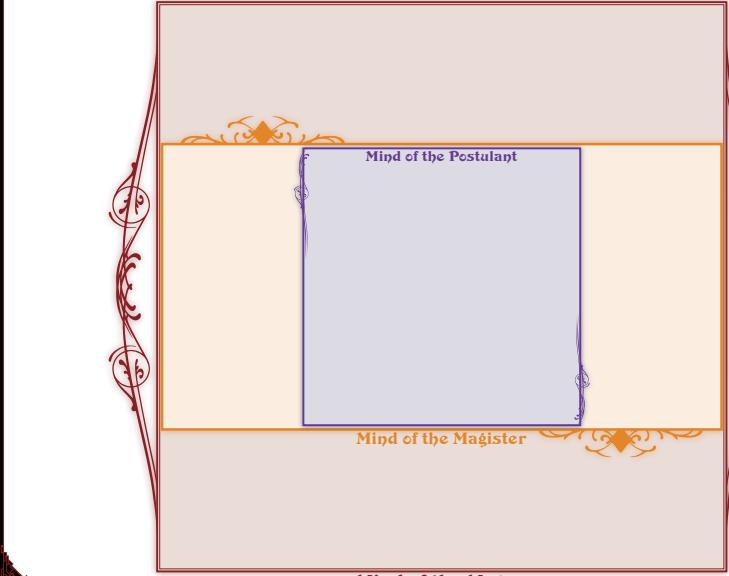


VANCE SPELLCASTING



CASTING A VANCIAN SPELL

1. The Vance chooses a spell they have stored in their mind.
2. If the Vance does not want to keep the spell when they are done casting, there is no Sorcery cost. Otherwise, they pay a cost in Sorcery equal to the spell's level and retain the ability to cast it again later.
3. If a roll is required, they calculate the venture of the action, which includes:
 - + the level of the spell
 - + additional bene spent (if any)
 - + any circumstantial modifiers, as determined by the GM
4. The venture is subtracted from the challenge, and the result is what the Vance player needs to roll on a die. The spell will indicate if it adds enhancements of one or more dice. Typically, the player rolls two dice, hoping to roll the target number or higher on at least one of them.



Mind of the Postulant

Mind of the Magister

Mind of the Magus



THE MAKER'S MATRIX

The old tale always goes something like this:

A Maker, a Weaver, and a Vance climb a hill. They see a river they need to cross. The Vance says, "I have a spell within my mind that will get me across," and she casts it, flinging herself up into the air and over the river.

The Weaver says, "I can weave threads of magic to give me wings to fly across," and then does exactly as he describes.

The Maker says nothing. She picks up a stone from the riverbank and goes back home.

Later, the Maker catches up with the other two as they stand on the bank of yet another river.

"I've cast my last spell for today," the Vance says.

"I've exhausted my power," the Weaver says.

"We'll never be troubled by barriers like this again," the Maker says, as she takes out the stone, now inscribed with arcane symbols. The stone grows into a bridge, and the three cross the river. The bridge returns to its form as a stone. The Maker picks it up, puts it in her pocket, and the three continue on.

Makers make. It's what they do. The process is costly in terms of time and money, but the results are extraordinary. The Maker's Matrix is the name given to the system for determining how a Maker creates a magical item. It's used whenever a Maker wishes to make anything magical.

Kindled items are easier to make than ephemera or objects of power. In the case of kindled items, don't use the Maker's Matrix. Ignore the level of the item. If the Maker has at least 2 levels in a skill that is appropriate to the item (leatherworking for leather items, sewing for cloth items, and so on), they automatically make the item—there is no roll needed. The materials usually cost half of the cost of the given item, and creation takes two to five days, depending on the item.

*Effects by Level table,
page 21*

TIME REQUIRED

Assuming that a Maker has all the materials, ingredients, and so on at hand, the process takes two days per item level, plus one day for every challenge failed during the process. If at any point the Maker does not have a needed component (a stabilizer, perhaps, if things start to go really wrong), they have about six hours to procure it before the entire process becomes a mishap. This extra time is added to the total time needed for the creation.

A Maker can attempt to speed up the process, but for every day shaved off the total, all challenges involved are 1 level higher.

THE PROCESS

The Maker starts by identifying the magical item they want to make. The effect dictates the level required, as found on the *Effects by Level table*. This is then modified by the kind of item being made—specifically, how often it can be used before the magic depletes (minimum, level 1).

Item	Level Modifier
Ephemera (one use)	-1
Object of power, depletion: 0–4+	0
Object of power, depletion 0–2	+1
Object of power, depletion 0–1	+2
Object of power, depletion 0	+3
Object of power, no depletion, constant (if even applicable to the effect)	+4

The final level is the amount of Sorcery the Maker invests in the process. For the duration of the process, the Maker's Sorcery pool faces this deduction. Thus, once the Maker starts making something, their Sorcery pool is lower than normal until it is completed.

Next, the Maker takes material appropriate to the item (metal for a knife, leather for shoes, and so on) that is also of a level equal to the desired effect.

Then comes the first of many challenges, always starting at level 1. The Maker can use Intellect bene to increase their venture, and they can add any applicable skill (woodworking, metalworking, and the like, as appropriate to the item). Makers cannot use Sortilege while crafting items.

Success on the first challenge means that the Maker adds a level 2 ingredient and then attempts another challenge, this time level 2. If successful, they add a level 3 ingredient and attempt a level 3 challenge. And so on. This process continues until the Maker succeeds at a challenge equal to the level of the desired effect. At this point, the Maker then adds a power source equal to the effect level of the item and attempts one last challenge at 1 level higher than the desired level of the item. Success means that the item is created.

That's what happens when all the challenges involved are successful. Failures lead down a different path, where catalysts or even stabilizers must be added to continue the process. Failures also increase the levels of future challenges involved in the process, meaning that a Maker might end up facing much more difficult challenges than they originally planned for.

At any point in the process, the Maker can opt to quit. If they do so after successfully adding an ingredient, they get an item with a random effect. If the Maker quits at any other time in the process, a mishap occurs.

MATERIALS, INGREDIENTS, CATALYSTS, STABILIZERS, AND POWER SOURCES

Examples of various materials, ingredients, and so on can be found in the [goods lists](#), but many more such substances exist. Makers should be discovering new substances for their work all the time. Prices for each level should remain the same as those in the lists, however.

A sharp-eyed vislæ will notice that the goods lists don't have examples or prices for [crafting materials](#) over level 10. That's because such materials should be extraordinary, even in the context of the other things on the list. Rather than being something a Maker can purchase, each required substance that is above level 10 should be a unique discovery—an incredible find or the object of an entire expedition to a remote locale. This means that crafting items above level 10 is a momentous undertaking, and that's as it should be.



With consultation from the GM, a Maker could intentionally attempt to work a side effect into an item to lower its in-process level. This is different from its final level, which does not change. The in-process level would only be used to determine the difficulty of the rolls the Maker needs to make. In general, a minor side effect lowers the level by 1, and a major side effect lowers it by 2. These level alterations are only for side effects introduced intentionally before the process even begins.

SIDE EFFECTS

Side effects are undesired secondary effects or requirements accidentally worked into an item due to an error in the process. This could be a flaw in a material, a mistake by the Maker, or simply bad fortune.

Side effects can affect the final value of an item (almost certainly lowering it), but they do not change its final level.

The side effects presented here are quite specific. The GM is encouraged to alter the details, using the lists as examples.

MINOR SIDE EFFECTS

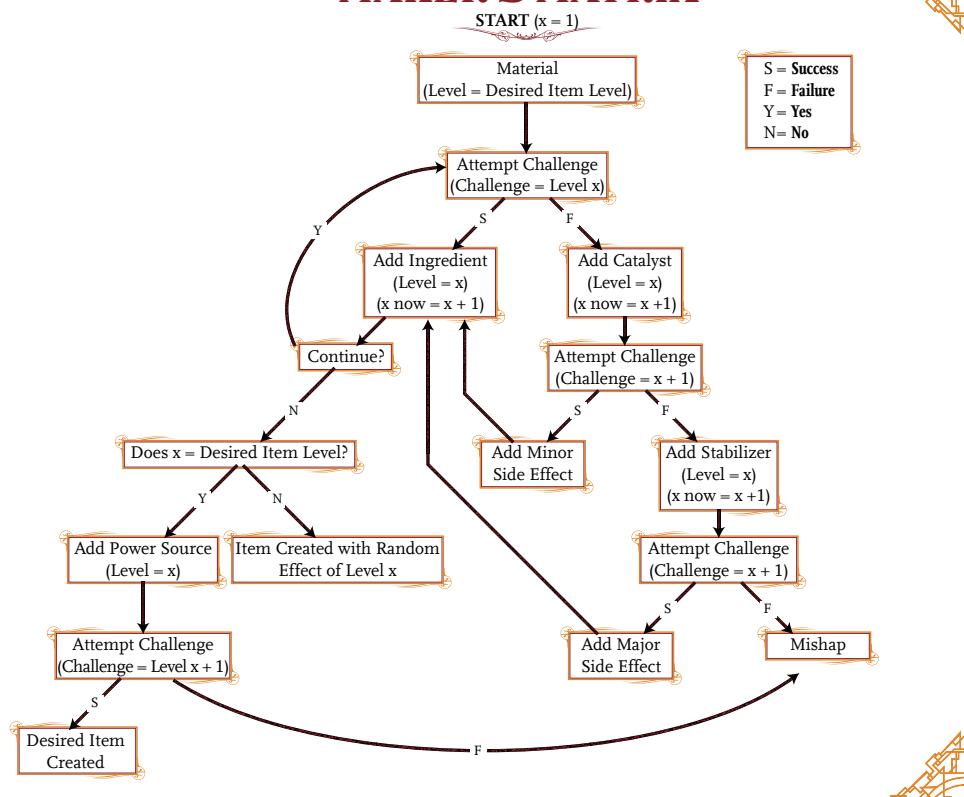
Item glows blue when used
 Item whispers unintelligibly when used
 Random nearby being gets a minor, non-damaging jolt when item is used
 User feels a bit nauseated when using item
 User recalls unpleasant memory when using item
 User must say mother's name to use item
 User must say "I am up to no good" to use item
 User must mentally name all thirteen Soul Guardians to use item
 Item becomes **invisible** at random times
 Item does not function for ten minutes at a specific time each day
 User must whistle to use item
 Item functions normally but looks awful (broken, very poor quality, unseemly, etc.)
 Item grows hot or cold to the touch when used (unpleasant but non-damaging)
 Item works only in the hands of someone wearing at least one red garment
 User must make a series of complex gestures to use item
 With each use, lights twirl around user's head
 User's flesh turns green for one round when item is used
 In the night following each use, user has mild insomnia
 User must say their own name out loud to use item
 User's hair grows about a week's worth with each use
 User hiccups with each use
 Item must be kept very warm or very cool while not in use
 Item must be kept in the dark while not in use
 User experiences minor **magical flux** with each use

MAJOR SIDE EFFECTS

Item inflicts 1 point of damage per level on user each time it is used
 Item drains nearby ephemera when used
 Item puts a scourge on the Perception pool of anyone possessing it, impossible to remove unless item is dropped
 Item puts a scourge on the Accuracy pool of anyone possessing it, impossible to remove unless item is dropped

Item puts a scourge on the Interaction pool of anyone possessing it, impossible to remove unless item is dropped
 Item puts a scourge on the Sorcery pool of anyone possessing it, impossible to remove unless item is dropped
 Item puts a scourge on the Movement pool of anyone possessing it, impossible to remove unless item is dropped
 Item puts a scourge on the Intellect pool of anyone possessing it, impossible to remove unless item is dropped
 Anyone possessing the item cannot speak
 Item works only at night
 Item works only during the day
 Item must be bathed in blood once a day to function
 Item can be used only for altruistic purposes (user must justify each use)
 Item must be fitted with a new diamond (worth 30 crystal orbs) once each week to function
 User falls prone with each use of item
 User turns translucent for one minute after each use
 None of user's magical possessions function for one minute after use of this item
 User must solve a new riddle each day for item to function
 Item functions normally but will eventually fade away forever at a random moment
 When item is used, all glass nearby becomes ebony black with filaments of clear crystal
 Each use produces the sound of a baby crying
 User is struck deaf until next sunrise
 With each use, user's teeth immediately and painlessly fall out. A new, perfect set grows in the next ten hours.
 After use, user has an aura of unease and gains 3 vex in Interaction
 Each use produces a large quantity of ice in the air around user, which falls to the ground and shatters
 Each use produces the sound of a terrible shriek
 Temperature in any room the item occupies for more than a minute drops below freezing
 User loses one childhood memory with each use
 User is disoriented after each use and cannot take an action for one round
 User experiences major magical flux with each use

MAKER'S MATRIX



MISHAPS

Mishaps are when things go terribly, terribly wrong. A mishap ruins the item and probably inflicts some kind of malady or ill effect on the Maker.

Many of the mishap effects here are quite specific. The GM is encouraged to alter the details, using the lists as examples. Rather than the Maker's hand being burned, for example, it could be their leg, making it impossible to walk for a week.

Makers can substitute an appropriate emotion or concept leaf for an ingredient, stabilizer, or catalyst of any level if the emotion or concept is appropriate (hate for a weapon, curiosity for divination, and so on). However, if the level of the ingredient, stabilizer, or catalyst needed is 6 or 7, two leaves are needed. If the level is 8, five leaves are needed. At level 9, ten leaves are needed, and at level 10, fifteen leaves are required.

MISHAPS

Process explodes, inflicting damage equal to the desired item level on all nearby

Location where mishap occurs is seriously damaged, requiring ten weeks of repair costing 500 crystal orbs.

Item gains intelligence and deep hatred for Maker. It teleports away, vowing vengeance.

Nearest magical item is drained permanently

Maker becomes disfigured and unsightly

Maker gains the attention of a powerful entity

Maker loses all connection to their secret soul and their soul name changes

Maker must attempt to resist possession by a level 6 demon

Portal to the Dark opens

Maker is cursed with a random curse spell effect

Maker's hand is burned and cannot be used for one week afterward

Maker is struck blind for one week

Item functions exactly as originally desired, but becomes a possession of the Maker's worst enemy

Item is possessed by a level 8 demon that attempts to corrupt its use

Angel appears and demands possession of the item

Three angry level 5 ghosts appear and attack Maker

Maker is afflicted with a debilitating disease that gives a scourge in a random stat pool that remains until the disease is magically cured

Someone the Maker knows and likes dies

Maker is hurled to another world or realm

Maker's Testament of Suns (or vertula kada) is destroyed

GAMEMASTERING MAKERS

Making an item can take a lot of game time as well as table time. The process should almost always be handled as side scenes. However, this is probably an exception to the rule that the player doesn't roll dice in side scenes, because rolling one's way through the Maker's Matrix is fun.

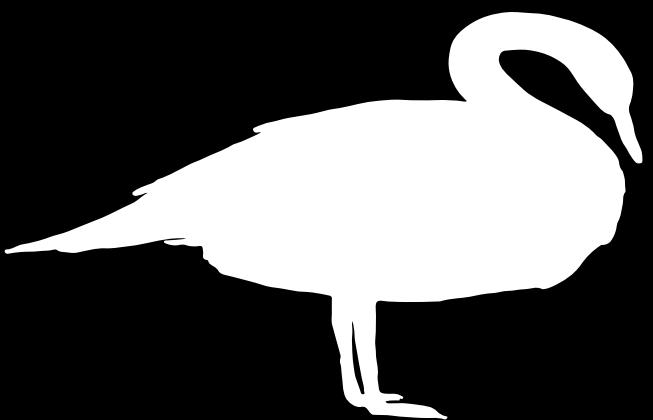
Makers should get creative with the items they make, and GMs should enable that creativity. Simply replicating items found in this book or embedding spells into items isn't terribly interesting. Nor are large quantities of items that do nothing but add bene, enhancements, Armor, and so on.

One way to encourage players to think outside the box is by introducing Maker ingredient troves. While you can use ingredients as "treasure" found or other rewards for Makers, an ingredient trove is something special. It's a collection of material, ingredients, and a power source all ready to be crafted into a special item. A trove could be the body of a dead god, a cavern filled with magical crystals, or a strange collection of hearts in jars, for example. The key here is to tell the Maker that if they use all the material, ingredients, and power source in this trove, they will automatically succeed on their Maker's Matrix rolls, but only if they come up with an item effect (or effects) that's never been seen before.

Some players of Maker characters may always play it safe and create only very minor items so the rolls are easy (or no rolls are required at all). That's fine. Finding high-level ingredients or materials can tempt a Maker to try to use them, but ultimately Makers should make what they want.

Others might decide to do nothing but make items and sell them. That's fine too—it's part of the game—but it's unlikely that they'll be much involved with the narrative or complete many story arcs. It's worth reminding players that *Invisible Sun* isn't really a game that can be "won," and even if it were, you don't measure victory by how much money you have.

Smart Makers will figure out that materials, ingredients, and so on aren't just the items listed in the Money and Goods chapter of *The Key*. As a vislæ exploring strange places and dealing with weird events, they're likely to come upon all sorts of things that can be used. As a GM, you should encourage, rather than discourage, that behavior. The ultimate Maker experience is to take something no one's ever discovered and turn it into something no one's ever seen.



INVISIBLE SUN

WEAVER THREADS (AGGREGATES)

Watch the spider.

Watch her spin the strands of her web with careful precision. With them, she creates a whole world for herself that will house her, provide food for her, and protect her. And eventually, will do the same for her thousands of children.

Watch the ant.

Watch her work with her thousands of sisters following complex, invisible paths toward food, toward home, and throughout their world. Always weaving amid the others, each understanding their own part of the plan.

Watch the Weaver.

Watch them gain understanding that all things interact, and that everything has a part and a purpose. As their craft, they thread together the sources of magical power and meaning into specific tools to reshape their world.

Vance: As you can see, this graph shows that current M will modify three of this spell's four major parameters by 17.4 percent.

Weaver: Yes, but how does the spell feel?

Magic in the world, as Weavers see it, is wrapped around a number of singular metaphysical concepts they call aggregates. These diverse power centers represent different magical effects and forces in the universe, from illumination to strength, from protection to dreams. Aggregates themselves are as philosophical as they are physical, both literally and figuratively representing powers that a Weaver can tap into.

Since they work in isolated cells, Weavers do not have an automatic starting level of connection to their order, unlike Vances, Makers, and Goetics.

But an aggregate by itself has very limited power. It cannot be made fully manifest unless it is combined—or woven—with another aggregate. Doing so brings the two disparate elements of spiritual power to life, and allows the Weaver to access an aggregate's qualities and influence in combination with the aspects of another aggregate. Only together can they produce power. Hence, they are “woven” together. This is why aggregates are more often called “threads.”

But it isn't just a matter of mashing together two different concepts to unlock abilities. Weaving is an art, and the level of creativity involved is considerable. It's not just combining, but creating, because two aggregates can be woven together in many ways. That's what the qualities embodied in an aggregate represent. Thunder can be sound, but also movement. Thus, woven with Hate, it can be a terrible weapon, or the means to follow one's escaping enemies. Moonlight and the Tower can be used to create a shield out of light, or to protect one's deceitful actions.

QUALITIES AND ABSENCES

When a Weaver wishes to create a magical effect, they choose two of the aggregates that they have access to and then create an effect that involves one quality from each. So to grant themselves armor, a Weaver might thread Diamond and the Tower, choosing the qualities of hardness from Diamond and protection from the Tower. Hardness and protection might suggest some kind of transformation of the Weaver's own flesh or a conjuration of a durable shield. Those kinds of

specifics are up to the Weaver's imagination, which is why Weaver magic is more art than science.

However, no matter how skilled a Weaver is, they cannot create an effect that involves one of an aggregate's absences. Absences are the opposite of qualities. They define the effects into which a thread cannot be woven. So Blood and Fire can be used to create a wave of healing flames, but not a weapon effective against the dead. Absences make weaving certain threads—Fire and the Sea, for example—difficult, but not impossible. For the Sea doesn't represent only water, but also distance. An effect involving moving great distances quickly could be woven from such threads.

To determine the level of an effect, and thus its cost to create, refer to the [Effects by Level table](#).

DEFAULT RANGE, DURATION, AND TARGET

Each aggregate has an entry for a default range and duration (although it is not stated, an aggregate's default number of targets is one). Increasing or decreasing these defaults affects the final level of the woven effect. In other words, if you increase the range of an effect one step above the default (changing it from near to long), the level of the effect increases by 1.

If the two aggregates being woven do not have the same defaults, always use the more beneficial default.

The categories for [range](#) (touch, close, near, far, and very far) are discussed in detail elsewhere. Think of each of these categories as a step. Moving up a step increases the level by 1, and moving down decreases the level by 1.

For duration, as with range, assume there are four categories, and think of them as steps as well. Moving up a step increases the level by 1, and moving down decreases the level by 1.

The first duration is one round. You teleport home, you blast someone with ice, you instantly clean your house—these things just take one round.

Short duration is measured in rounds. Such an

effect commonly has a depletion of 0 (check each round).

A medium duration is measured in hours. The depletion might be “0–1 (check each hour),” or it might be slightly more specific, like “0–3 (check at the end of each combat encounter).”

A long duration is at least until the sun next rises or sets, but it could also be measured in days.

Last, an aggregate's default number of targets is one. For each additional target the Weaver wishes to affect, the level increases by 1. So protecting yourself with magical armor might be level 3, but protecting yourself and three friends would be level 6.

*Effects by Level table,
page 21*

All the guidelines for determining the level of an effect are approximations.

When in doubt, the Effects by Level table is the primary guide, and if you can't find an answer there, just do your best.


THE KEY
*Ranges and Targets,
page 72*



THE SPIRIT OF THE THING

Player creativity is highly encouraged when it comes to weaving effects. But the spirit of each aggregate remains of utmost importance. If one aggregate seems disproportionately advantageous or disadvantageous, that is a sure sign that the spirit of what it represents is likely being violated or unfairly disregarded.

THE AGGREGATES

The following are some common aggregates. There are very likely many more being used by Weavers in the Actuality.

ALLEYWAYS

Shadowy, dingy, and filthy, alleyways are the dark side of civilization where clandestine and criminal activities are planned and conducted.

Default Duration: One round

Default Range: Touch

QUALITIES

Stealth
Trickery
Poverty
The lower classes
Rumor
Filth
Whispers
Betrayal

ABSENCES

Nobility
Health
Prestige

Weavers often call their effects “spells,” even though they don’t fit the technical definition.

BLOOD

Blood is the essence of life and strength, representing health and energy but also family.

Default Duration: One round

Default Range: Touch

QUALITIES

Health
Strength
Vigor
Thirst
Energy
Wounds
Family/Ancestry

ABSENCES

The dead or undead
Metal and stone
Timidity

CHALLENGE

Challenge stands in our way, offering barriers, struggle, and lack of understanding, but despite all that (or because of it), it gives life meaning.

Default Duration: One round

Default Range: Touch

QUALITIES

Obstacles
Contests
Battles
Mysteries
Understanding
Purpose

ABSENCES

Avoidance
Movement
Health

DIAMOND

Diamond is the epitome of hardness and strength, coming from deep within the earth, cut into an object of brilliant beauty.

Default Duration: One round

Default Range: Touch

QUALITIES

Strength

Stone

Hardness

Gravity

Beauty

Wealth

Land

ABSENCES

Softness

Absence

Destruction

FIRE

Fire is a hungry consumer of all things that provides light, heat, and life even as it destroys.

Default Duration: One round

Default Range: Near

QUALITIES

Damage

Destruction

Heat

Illumination

Movement

Passion

ABSENCES

Water

Cold

Building

Gripped in the paralysis of freedom, I falter.

FREEDOM

Freedom is the movement and joy we seek when our shackles are finally gone.

Default Duration: One round

Default Range: Near

QUALITIES

Escape

Movement

Destruction

Joy

Distance

Sight

ABSENCES

Imprisonment

Despair

Structure

HATE

Hate is an inability to see. It is a quiet, seething power that can be nurtured over time into an explosive destroyer.

Default Duration: Short

Default Range: Touch

QUALITIES

Damage

Vengeance

Pursuit

Ignorance

Blindness

Time

ABSENCES

Charm

Romance

Health

HEART

Heart is life, laughter and love, interaction and society.

Default Duration: One round

Default Range: Touch

QUALITIES

- Health
- Strength
- Courage
- Love
- Relationships
- Interaction
- Secrets

ABSENCES

- Violence
- Fear
- Silence

INFINITY

Infinity is more than we can grasp. It is everything, stretching forever, without end.

Default Duration: Short

Default Range: Far

QUALITIES

- Space
- Size
- Capacity
- Duration
- Movement
- Other universes
- Mental damage

ABSENCES

- Captivity
- Endings
- Understanding

In a world defined by its sun, the moon is a lonely outsider.

LUST

Lust is passion, desire, and physical need as well as pleasure.

Default Duration: One round

Default Range: Touch

QUALITIES

- Compulsion
- Conjoining
- Desire
- Attraction
- Proximity
- Pleasure

ABSENCES

- Hatred
- Absence
- Distance

MOONLIGHT

Moonlight softly falls over the landscape. Its subtlety belies its quiet influence.

Default Duration: One round

Default Range: Touch

QUALITIES

- Illumination
- Subtlety
- Quiet
- Silver
- Softness
- Deception
- Night
- Sky

ABSENCES

- Flamboyance
- Sound
- Heat

THE SEA

The Sea separates us, yet touches everything. It harbors and takes life.

Default Duration: One round

Default Range: Near

QUALITIES

Journeys
Distance
Water
Aquatic creatures
Life
Secrets

ABSENCES

Stone
Fire
Understanding

SLEEP

Sleep is the rest that we all need, yet sometimes fear.

Default Duration: Short

Default Range: Touch

QUALITIES

Rest
Recuperation
Sleep
Dreams
Nightmare
Immobility
Sloth

ABSENCES

Action
Movement
Clarity

An ocean of glass has no tides.

THUNDER

Thunder is the impossible-to-ignore herald of storms, war, and terror.

Default Duration: One round

Default Range: Touch

QUALITIES

Power
Sound
Damage
Shaking/Breaking
Movement
Fear

ABSENCES

Subtlety
Stealth
Gentleness

A glass of ocean can control the tides.

THE TOWER

The Tower is a monument built by intelligent hands as a bastion of safety, keeping things either in or out.

Default Duration: Short

Default Range: Touch

QUALITIES

Protection
Shelter
Height
Imprisonment
Strength
Stone

ABSENCES

Movement
Freedom
Destruction

WIND

Wind is the breath of the world, moving and touching all things.

Default Duration: One round

Default Range: Near

QUALITIES

Speed
Grace
Speech
Breath
Invisibility
Weather

ABSENCES

Flame
Stone
Defense

WINTER

Winter brings endings and slow, cold death.

Default Duration: Short

Default Range: Touch

QUALITIES

Cold
Ice
Damage
Silence
Stillness
Endings
Impassivity

ABSENCES

Warmth
Motion
Creation

When winds blow from the unknown directions, they carry with them the taste of uniquely hidden places.

THE WOODS

The Woods harbor both life and mystery.

Default Duration: One round

Default Range: Touch

QUALITIES

Nature
Plants
Darkness
Wood
Growth
Mystery

ABSENCES

Sight
Clarity
Death

EXAMPLE EFFECTS

To help you get started, below are examples of effects created by weaving. The Notes sections explain how each one was built.

FLAMING SPEAR

Threads: Fire and Challenge

Level: 3

Calling upon the concepts of battle and flame, the Weaver hurls a bolt of heat and fire that strikes a nearby target and inflicts 3 points of damage.

Notes: Inflicting 3 points of damage is a level 3 effect, and the Fire thread has a default range of near.

HEIGHTENED SPEED

Threads: Wind and Freedom

Level: 4

Using the qualities of speed and movement, the Weaver can run at supernatural speeds, moving up to a very long distance as an action, or moving a long distance as a part of another action.



VISLAE WITH SORTIR

Who rules the land of the soft step?

Depletion: 0–4 (check each hour)

Notes: Taking Wind's default range of near and making it affect only the Weaver reduces the level 4 effect "Move a very long distance instantly" by 1. Freedom's default range of near turned to medium increases the level by 1.

INCITE VIOLENCE

Threads: Lust and Hate

Level: 4

The Weaver calls upon compulsion and vengeance. The person they touch using their next action attacks the nearest person to them (who isn't the Weaver).

Notes: This uses the level 4 effect "Control a creature's mind for one round."

MASS REGENERATION

Threads: Blood, Heart, Infinity

Level: 6

Using the qualities of health, duration, and family, the Weaver allows all close allies to fully restore one Certes pool each round for four rounds, until all four pools are restored.

Notes: Takes the level 5 effect "Restore one pool" and uses Infinity's duration and range to expand it out. Affecting more than one target, however, increases the final level by 1. Obviously, since this is using three threads, the Weaver would have to be of the 3rd degree or higher.

TELEKINESIS

Threads: Heart and Freedom

Level: 5

Using the aspects of distance and strength, the Weaver can grab a far object up to 25 pounds (11 kg) and move it up to a short distance each round.

Depletion: 0 (check each round)

Notes: This uses the level 4 effect "Move up to 25 pounds (11 kg), ongoing." Freedom makes the spell short range, so upgrading it to far range increases the level of the effect by 1.

GAMEMASTERING WEAVERS

The tricky part of having a Weaver PC in the narrative is that the GM will constantly be called on to make judgments about the levels of given effects. Try to reach the point where you can make these decisions very quickly. The easiest way to do that is to make notes on the kinds of effects the character weaves frequently. If they often turn invisible, make a note of it so you don't have to look up invisibility on the table every time.

When in doubt, err on the side of making the effect higher level. As Weavers advance in degree, they gain various abilities, like Enhanced Weave and Practiced Weave, that can lower the cost of woven effects.

In fact, for particularly potent effects, especially if you think the player is pushing the limits of the system too far, you can say that they require at least three appropriate aggregates to create. A rule of thumb might be that effects from the Effects by Level table starting at level 7 require three aggregates, and anything over level 10 requires four.

Another tricky issue with Weavers is that their effects ought to be tied to color (so you can ensure that the Sooth cards affect them positively or negatively). But since their effects are extemporaneous, you'll have to adjudicate that as well. Encourage the player to figure some of this out on their own. For example, suggest that if they match their effect to the card currently in play, they'll get the benefit it offers (or at least avoid the penalty). The player will quickly learn what color relates to what kind of effect.

Last, remember that, to some degree, weaving is a negotiation. The player says they want to grant themselves armor for protection, for example. You look at the Effects by Level table and say "Well, 1 point of Armor is level 3, and 2 points would be level 5."

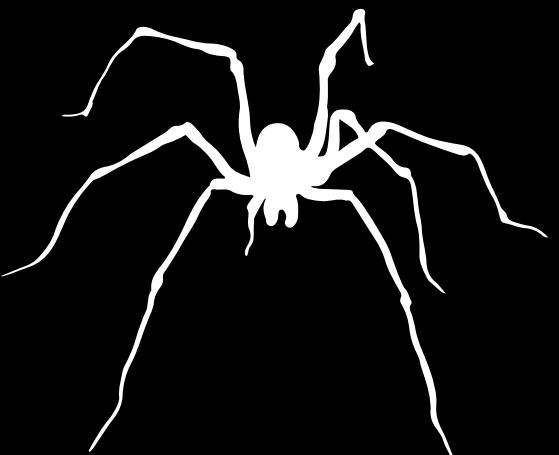
The player responds, "Okay, I'll go with 1 point, but I want it to last the rest of the day."

You: "Your default duration is short, so that's an increase of two steps. That will make the effect level 5."

Player: "What about just a few hours?"

You: "It could be a level 4 effect if you make it depletion 0, checking every hour."

Player: "Okay. That's what I weave."





GOETIC SUMMONING

I talk with angels and look them in their platinum eyes.
Nature spirits flutter on wings of leaves and rain to get my coffee.
I chat with ghosts and learn all their sad tales.
I trade with spirits of joy and gain sips of their sweet nectar.
Fire spirits dart from oven to furnace to spy on my enemies.
I walk with demons, and they show me sights no one should see.

Although there are a variety of summoning spells, Goetics have a particular affinity with the magic of contacting, summoning, and sometimes commanding otherworldly entities.

The basic process for Goetic summoning is this:

1. The Goetic decides what task they want done, and what sort of being they want to do it.
2. The Goetic makes whatever preparations they feel necessary, such as forming a protective circle.
3. The Goetic uses the summoning type for what they want done. There are thirteen types (described below). The Goetic pays a Sorcery cost based on the level of the conjured entity.
4. If the Goetic is conjuring a specific entity by name, the Goetic makes a Sorcery action with the entity's level as the challenge, assuming the entity is unwilling. Sorcery spent on step 3 *does not* affect the venture. If the Goetic is not conjuring a specific entity by name, or if the entity wants to be summoned, this process is automatic. Skip to step 5.

Goetics who make deals with monstrous devils sometimes end up with telltale marks on their flesh. Usually the changeries can get rid of such marks. Usually.

5. The Goetic and the conjured entity engage in colloquy, which can be a conversation, an offering of payment or gifts, a threat, or a trick, depending on what the Goetic wants.
6. If the colloquy goes well, the conjured entity performs the task. If it doesn't, the Goetic might be in danger.

This process is further detailed in the rest of this chapter.

THE OUTLOOK OF THE CONJURED

Before we get to the procedures of conjuration, it behooves us to consider the point of view of the beings being summoned.

These beings run the gamut of emotions and opinions about summoning. Some deeply resent the effrontery. Some delight in the opportunity to interact with mortals. Some enjoy the potential for bribes and offerings. Each should be portrayed (and dealt with) as an individual, unless it is relatively mindless.

In general, demons are typically hostile, resentful, and interested in harming or corrupting their summoner. Exceptions abound, however, with certain demons enjoying the company of like-minded Goetics, serving shared goals.

Angels are not malicious, but that does not mean they enjoy being bothered. Some might willingly join a good cause or gladly lend a helpful, beneficent hand, but others are just as hostile as any devil to a conjurer's audacity. Angels are not saps.

Other beings vary greatly. But there is a reason that conjured entities must be persuaded, bribed,

coerced, or tricked to get them to do something. Very few entities welcome the intrusion and happily help a Goetic without needing some sort of convincing.

Further, who you deal with determines how much you should trust them. Demons, for example, are by nature untrustworthy, while on the other end of the spectrum, angels are far more likely to keep their word. However, a demon is often the only option for a Goetic who wants to do something not entirely honorable or moral—it's difficult to convince many entities to steal or murder, for example, without a very good reason. Demons don't need a reason. In fact, the more vile the task, the more likely they are to agree to it.

In general, angels add at least +2 to the challenge if a Goetic tries to use bribes or threats, demons add at least +2 to the challenge if a Goetic tries to use persuasion, and dead spirits add at least +2 to the challenge if a Goetic tries to use trickery. Other spirits have similar modifiers based on their nature.

NAMES AND PACTS

Knowing a conjured entity's name always gives a Goetic more power and influence over that being. It establishes a mystical connection.

This is not the being's secret name—just its common one. Most beings are reluctant to let their name to be known, for obvious reasons. Some, however, will let their name be known to tempt Goetics into summoning them. Powerful Goetics can use the Glorify summoning type to force an entity to give up its name (but never its secret name).

Goetics who reach the 2nd degree can learn the names of specific entities that they might summon.

A Goetic who knows the name of an entity but not its level won't know how much Sorcery they must spend to complete the summoning until they try.

If a Goetic conjures a being whose name is known, all actions made in this process gain +1 die to the action once the being has been conjured. However, before that bonus can be applied, the Goetic must take a Sorcery action to force the named entity to appear in the first place, assuming it is unwilling. Willing named entities are summoned automatically.

A Goetic can normally only have one summoned entity working for them at a time, although 3rd-degree Goetics and above can summon more than one being at a time, as described in their ability descriptions. Further, entities whose names or pacts are known, entities bound into an object, or entities that a 6th-degree Goetic entreats with, do not count in this regard, so a Goetic could summon and task a demon whose name they know and then summon another before the first finished their task.

Knowing a summoned being's secret name—if it has one—would give the vislae even more power over it.

The Goetic can use Sortilege on this action, but there is no inherent enhancement (as there is with most spells). Similarly, unlike casting a spell, there is no effect level to add to the venture. The Goetic must use bene from their Sorcery pool—above and beyond what they paid to summon the being based on its level—to increase their venture.

Regardless of whether a Goetic knows an entity's name, they are still limited in the maximum level of an entity that can be conjured, based on their degree.

As an example, if a Goetic knows the name of a spirit operating nearby, they can summon it to them. A Goetic dealing with a haunted house could attempt to learn the name of the haunting spirit and conjure it rather than go to the house itself. Of course, what they do next is the hard part—they'll have to figure out a way to deal with the entity, or it will simply return to the house it was haunting after the conjuration and associated actions are over.

When a Goetic learns a being's name, the player should make specific notes about that being: its name, level, nature, and any details about personality (if relevant) and past events in its relationship with the Goetic.

For example:

Brizzemborl: Level 3 demon of the Red. Cowardly and craven, and doesn't really like to be summoned. Has provided me with insight and makes a crafty spy. Not much in a fight.

Pacts are agreements forged long ago between otherworldly beings and mortal sorcerers. Most are elaborate—almost byzantine—in their nature and, if written, resemble multipage contracts with numerous clauses, exceptions, and the like. In the end, though, if a Goetic is aware of the details of a pact and the conjured entity falls under the auspices of that pact, they can use it to their advantage in the same way that a savvy lawyer can use the terms of a contract to influence an opponent.

A pact typically applies to a specific subset of beings. The groupings of otherworldly beings are infinite in their variety, but in general, a pact is made with a ruler and those that serve the ruler, the descendants of past figures of importance, all the

beings of one important family, a caste, a clique, or some other group that has meaning to those involved outside of the pact itself.

Typically, a pact applies to fewer than one hundred entities, or more (sometimes many more) if the majority of them are level 3 or lower. These kinds of details should be worked out when a character learns the details of a pact.

A 4th-degree Goetic learns the details of an ancient pact that past vislae forged with an otherworldly group or master of such a group, and the Goetic can potentially use this pact. If the pact details the relationship with the specific summoned entity, all actions made in this process gain a +1 die to the action. This means that if the entity's name is known and a known pact is involved, the Goetic can add +2 dice to their attempts.

New names and pacts can be discovered through research, traded with other Goetics, or found amid the notes of other vislae. Pacts are far rarer and more valuable, and they require more complex study (and time) to fully understand.

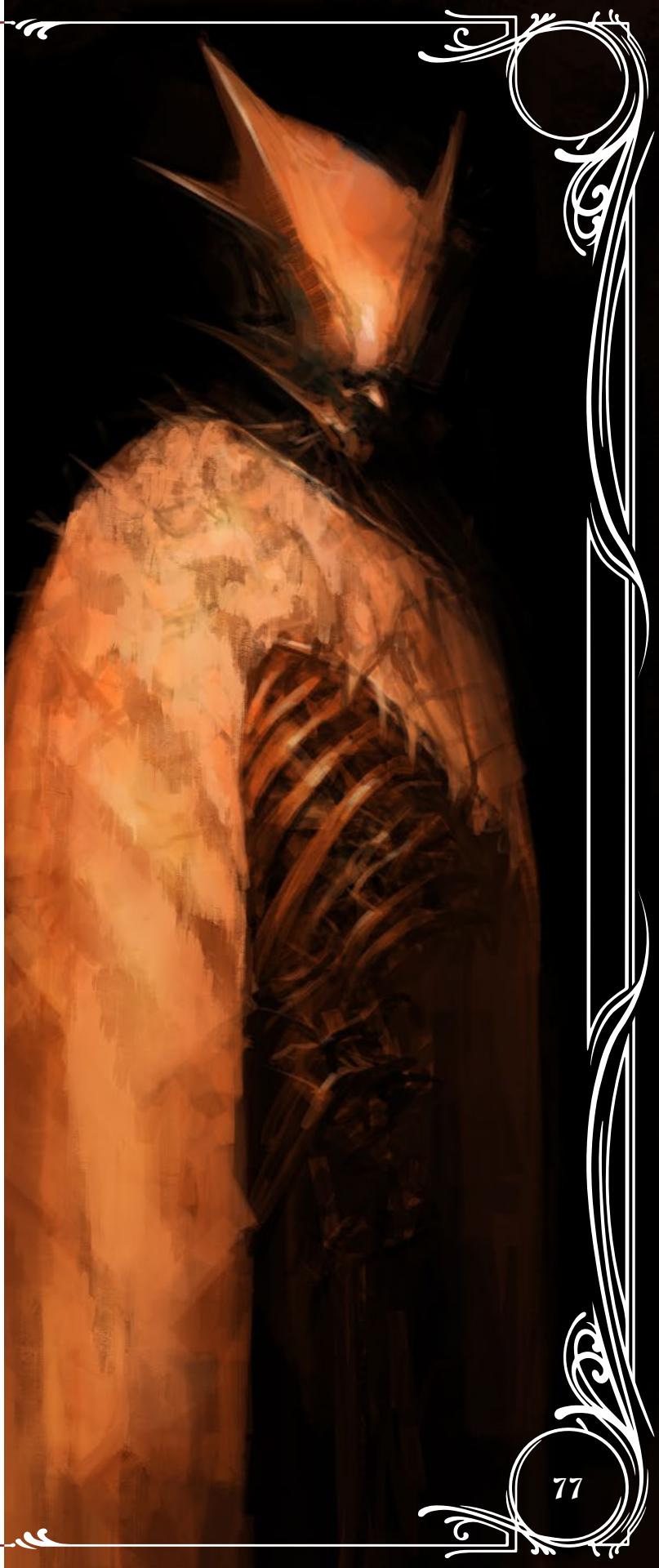
Neither the GM nor the player needs to know all the ins and outs of a pact. In fact, any such details are simply flavor. In purely mechanical terms, pacts are just a way for a Goetic to have more influence over a conjured entity. If a Goetic summons an angel to guard their house and knows of a pact that affects the angel, then the assumption is that the pact includes details about guarding residences.

MEANS OF COLLOQUY

Goetic summoning initially brings a being to the Goetic in spiritual, ethereal form. The Goetic has about a minute to interact with the being, using persuasion, bribes, coercion, or trickery. This is called colloquy. The choice is up to the Goetic, although experience will prove that some beings react differently to different approaches.

If the Goetic chooses to spend one hour per entity level in the summoning process rather than the normal, far shorter time required, they gain +2 on any colloquy challenge.

The entity whose name a Goetic automatically learns at the 2nd degree never falls under the terms of the pact the Goetic automatically learns about at the 4th degree.



PERSUASION

A silver-tongued Goetic can try to recruit a summoned being to help by pleading, calling on debts, or suggesting that completing the requested task is somehow in the being's best interest.

The Goetic must be able to speak with the entity. In most cases, all Goetics know the languages needed to conduct such interactions. However, some summoned beings might not speak or understand language at all. Obviously, particularly unintelligent beings fall into this category. A mindless little level 1 demon might have little more intellect than a worm. A horrible, malevolent brute or being of pure energy might have little regard for words of any kind.

If, however, the entity can be spoken with (which is the vast majority of them), the Goetic can ply them with words and ideas. To convince the entity, the Goetic must succeed at three distinct persuasion actions. Within these actions, the Goetic must outline the details of their request (the type of summoning) in detail.

The base challenge is the being's level, but most of the time, circumstances and the being's nature will increase this by 2, 3, or more.

Success means that the being agrees to perform the duty requested. Failure of any of the three persuasion actions results in potential harm or unwanted influence from the conjured being, in addition to not getting what has been requested (see page 80).

BRIBERY

Gifts, sacrifices, supplication, or a quid pro quo offering can make the most hostile entity amenable. Unless the bribe is obvious, the Goetic must be able to communicate with the summoned entity.

As opposed to persuasion, bribery requires only two different challenges, though skill and honeyed words can still play into them. However, the actions are always modified by the bribe itself. The better the bribe, the greater the modification. Within these actions, the Goetic must outline the details of their request (the type of summoning) as well as the details of the bribe offered.

A bribe must be of the same level as the conjured being or higher.

Bribe Level	Modification
Same level	0
1–2 levels higher	+1
3–4 levels higher	+2
5–6 levels higher	+3
7+ levels higher	+4

The bribe must be appropriate to the entity. A soul is very likely of no use to a conjured nature spirit. A magical pair of gloves has little or no value to a being of living energy.

Sometimes the level of the bribe will have to be defined. The amount or size of the gift can affect its level. Bloody meat might be a level 2 bribe, but a huge pile of it the size of an elephant might be as high as level 6, appropriate for a ravenous summoned brute.

Bribe Level	Minimum Bribe Value
1–3	10 crystal orbs per level
4–6	20 crystal orbs per level
7–8	50 crystal orbs per level
9–10	100 crystal orbs per level

*Time's Secret Door, see
Ephemera Objects deck*

Sacrificial Rite, page 44

BRIBE EXAMPLES

Magical object: A talisman of *Time's Secret Door* is something that an angel can actually use.

Soul: A favored gift of demons. Using the *Sacrificial Rite*, the Goetic sacrifices a living creature and offers it to the entity.

Treasure: A beautiful carving of a hawk has value to a nature spirit, both in its quality and what it represents.

Food: A slain deer offered to a hungry demon that feeds on flesh and blood makes a good bribe. The demon is likely to be a very simple one.

Action: The Goetic promises to perform a task that the being would like. This could mean an invocation done in its honor or a more practical act, like a donation to a shrine devoted to a god the entity reveres. It could also mean something dark, like a murder or betrayal to appeal to a demon.

Success means that the being agrees to perform the duty requested. When the duty is complete, the entity takes its offering without fail, unless other arrangements have been made. Failure of either of the two actions results in potential harm or unwanted influence from the conjured being, in addition to not getting what has been requested (see page 80).

If the bribe turns out to be false, or the Goetic fails to carry out a promised action, the entity likely seeks retribution. More intelligent conjured beings will demand a reprisal clause in the agreement, and the Goetic should expect such an entity to carry through with it if necessary.

COERCION

A darker approach is to threaten and inflict suffering on the conjured being. If the Goetic does not wish it, no words need be exchanged in this interaction, but only if the threat is obvious.

This is handled similar to a bribe, except that intimidation, not persuasion, is the action at hand, and rather than a bribe the Goetic offers a threat. Just like with other types of interaction, some beings are more susceptible to coercion than others.

The threat must be commensurate with the being summoned. Offensive spells often work in a straightforward manner and have levels that can be compared to the entity, just like a bribe. Other threats require case-by-case adjudication. Those that exploit a being's specific vulnerabilities or nature (using a demonic lash to threaten an angel, for example) are treated as higher than their normal level.

Threat Level	Modification
Same level	0
1–2 levels higher	+1
3–4 levels higher	+2
5–6 levels higher	+3
7+ levels higher	+4

Success means that the being agrees to perform the duty demanded. Failure of either of the two actions results in potential harm or unwanted influence from the conjured being, in addition to not getting what has been demanded (see page 80).

TRICKERY

Trickery usually involves some sort of bargain, wager, or contest. The Goetic challenges the entity to a game, and if the Goetic wins, the entity performs the service. If the entity wins, the Goetic must give up something agreed upon—probably something equivalent to the bribes previously discussed.

The Goetic might rig the wager or contest, but most entities are intelligent and experienced enough to expect that kind of thing and see through it. A deception action would be in order in this case, in addition to any other actions required.

Trickery is a three-step process.

First, the Goetic attempts a persuasion action to get the entity to agree to the terms. The base challenge is the being's level, but most of the time, circumstances and the being's nature will increase this by 1 or 2 levels. This challenge is generally easier than a normal persuasion attempt because the entity has something to gain. It requires the ability to communicate and can be done only with at least moderately intelligent beings.

Second, the Goetic must succeed in the wager or contest. Depending on its nature, this might be a deception action, pure chance, or a different type of action altogether (a singing competition would require a performance, a race would require a running action, and so on).

If the Goetic wins the contest, they must make another persuasion or intimidation action (Goetic's choice) to ameliorate the situation and either assure the entity that everything will be fine or excoriate them and coerce them into abiding by the agreed-upon terms.

Success on all three steps means that the being agrees to perform the task requested. Failure of any of the three results in potential harm or unwanted influence from the conjured being, in addition to not getting what has been requested (see page 80).





COLLOQUY FAILURE

Regardless of the approach, failure results in the same dangers.

ATTACK

The being manifests in physical form and assaults the Goetic. Most of the time this is a straightforward attempt to murder the offensive conjurer. More rarely, this is a kidnap attempt, and the entity spirits a subdued vislæ back to its own realm.

Unless there are extenuating circumstances, the being can remain in the presence of the Goetic for only six rounds. In other words, if the Goetic can survive for six rounds, they're probably safe.

Of course, the being might have the ability to attack in less overt ways: mental assaults, a disease, and so on. Some of these don't require the entity to take physical form (assuming it even has one).

This is why smart Goetics use protective circles or signs.

The tales of Goetics who failed in the colloquy are many. And short.

UNWANTED INFLUENCE

The entity attempts to establish a small amount of control over the Goetic. The Goetic must resist a single mental attack. If successful, the conjured being returns whence it came, and nothing more happens. If unsuccessful, the being still leaves, but it implants a bit of its own will and consciousness into the Goetic and begins to influence their actions.

Once a day, the Goetic must resist a new mental attack or carry out an action that speaks to the entity's agenda, not their own. This lasts until the influence is removed in the same way that either a curse is lifted or a possession is ended.

Left unchecked, this influence can develop into full-blown possession.

Again, a protective circle or sign helps protect the Goetic from this.

ESCAPE

The conjured entity leaves the Goetic but remains in the world to which it has been brought. It carries out its own will and agenda, usually for at least one day per level before returning to its plane of origin. Obviously, this can be bad if it is a powerful destructive demon of the Red, for example.

Cautious Goetics fearful of this possibility use the **Encumbrous Triangle** invocation to hedge in the entity at the start of the summoning.

TYPES OF SUMMONING

There are thirteen types of summoning. Each involves a different duty requested or demanded of the conjured entity. Once the successful colloquy is completed, the entity takes physical form or remains in spiritual form, as needed for the task. Beings without physical forms can't perform physical duties such as theft, guard, and so on.

COUNSEL

The Goetic asks the entity for advice. The answers depend on the being's wisdom, knowledge, and forthrightness, but for the most part, the entity likely speaks freely and sincerely.

The being might have information or insight into the situation that we do not have. This is more often true of demons than other beings (as demons are curious and nosy), though angels often have an innate wisdom that can be of value. Other spirits have their own areas of expertise.

Regardless, most of the time, the entity offers advice, not answers. It gives opinions, not information. Obviously, an intelligent conjured being is a much better counselor than a mindless entity.

Counsel usually lasts only a minute or two.

AID

The being helps the Goetic in a physical action that is not combat related. This might be getting through a barrier, building a structure, or traveling a great distance. A winged angel could carry you

*Encumbrous Triangle,
page 34*

Depending on the type of being, some summoned entities might be willing to chat while performing a long-term task like guarding. Of course, not so far as to offer counsel or answer a query, unless that's the type of summoning it is. But summoned beings aren't mindless robots.

Aid is a general-purpose summoning, but it can never be used to get one of the other types' effects. So a being conjured using aid won't spy or steal for you. Those are different types of summoning.

home. A burly demon could help dig a trench. The entity uses its abilities to its full extent.

This aid lasts as long as the action requires (subject to the summoning's limitations, based on the Goetic's degree).

GUARD

The being watches over the Goetic like a bodyguard. It can also guard a place or an object instead. In physical form, it does its best to protect and defend as needed. It remains as long as the Goetic's summoning limitations allow.

SPY

The Goetic commands the being to go forth and return with information about events that it can observe firsthand. This is similar to query except that the entity goes off to get the answer and returns with a report. Sometimes the entity returns empty handed, thwarted by defenses or barriers it cannot penetrate. Sometimes it doesn't return at all if it was spotted, attacked, and defeated. Swift, stealthy beings are better suited to this task than warriors.

Spying takes a varying amount of time based primarily on the distance the being must travel and the obstacles it meets (subject to the summoning's limitations, based on the Goetic's degree).

QUERY

The Goetic asks the entity a single specific question. If the entity knows the answer, it provides it (although it won't provide information about itself). If it doesn't, the summoning ends.

Knowledge depends on the individual being conjured. If the challenge of the question or obscurity of the answer could be rated on a scale of 1 to 10, the entity's level should match or exceed that rating to ensure getting an answer.

This process usually takes no longer than a minute.

THEFT

The Goetic commands the being to go forth and return with an object they seek. This works precisely as spying except the being must take physical form to obtain the object and bring it back. It faces all the same challenges and limitations as spying as well. In no case can an entity steal an object whose level exceeds their own.

ASSAIL

This summoning is just like theft, except that instead of stealing an object, the entity attacks a target the Goetic designates within the range allowed. The being fights to the death.

RESTORE

The entity heals the Goetic. Upon being conjured, it immediately restores one of the Goetic's pools. On the round after that, it removes any other malady afflicting the Goetic that has a level lower than the entity's. Then it leaves.

INFLUENCE

The entity, in spirit form, attempts to use a mental attack to establish a small amount of control over a designated target within the range allowed. If successful, the being implants a bit of its own will and consciousness into the target and begins to influence their actions.

Once a day, the target must resist a new mental attack or carry out an action that serves an agenda agreed upon by the entity and the Goetic rather than their own. This lasts until the influence is removed in the same way that either a curse is lifted or a possession is ended.

CREATION

The entity creates an object of a level equal to or less than their own and gives it to the Goetic. This requires about six hours of time per level of the object (the entity does not pause to rest).

GLORIFY

The being uses their spiritual influence and powers to make the Goetic appear mightier, more beautiful, and more wondrous in the eyes of those around. This is not an illusion, but an alteration of the collective consciousness of those who encounter the Goetic. This lasts for one day for each level of the being, and the effect gives the Goetic 1 level of connection with everyone.

As part of this duty, the entity sings the Goetic's praises and exults in all their best qualities. In the process of glorification, the entity can (if the Goetic wishes) provide its name as it extols their virtues.

The entity is present for only a few minutes in this summoning, although the effects last much longer.

BINDING

Spiritual forms can be bound into an object (or a place) and then become that object (or place). Most beings are particularly loath to do this, however, because it in effect traps them, longer than the Goetic's time limit would suggest. The bound spirit remains as long as the object does. Add +6 to the challenge for persuasion and bribery attempts, and +3 for all other attempts.

A bound spirit grants an object (or a place) an intelligence and powers suggestive of its own. This should be handled case by case. Many of the most powerful magical objects have a spirit bound to them.

ALLY

The conjured entity agrees to work with the Goetic on a long-term basis on whatever issue is at hand. The being is a confidant, a guardian, a soldier, a sage, or some combination thereof, as its nature and capabilities suggest. Rather than wait to be commanded, smart entities take their own initiative in service to their Goetic ally and whatever joint cause they share.

GAMEMASTERING GOETICS

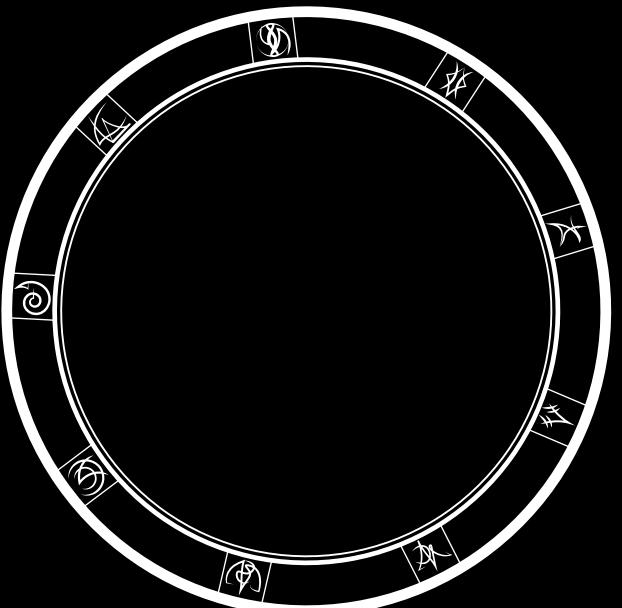
Goetic summoning can take a bit of time at the table. Usually, it can be handled as a side scene. For example, if the vislæ are heading into a dangerous area, the Goetic can summon a guard to protect them as a side scene before the session begins and not take up time at the table.

Most Goetics pick one means of colloquy and get quite good at it, with levels in appropriate skills and so on. Very quickly, even 1st-degree Goetics position themselves so they don't need to roll to succeed at summoning low-level entities. This is fine. It's great, in fact, because doing them quickly or as side scenes becomes even easier.

GMs should think about how they portray the various entities the Goetic conjures. They're all individuals, so some might be eager, others annoyed, a few petulant, still others indignant, and so on. Although for some, being summoned is a hassle, for others it's an opportunity to act among mortals, which might be entertaining. Angels should not be pushovers, eager to assist or easy to guilt into helping every time, and demons should not always be conniving and tricky. Mix it up. Giving conjured entities individual personalities—the way you would for any NPC—helps make Goetic summoning really special.

Remember, with the colloquy, any conjured being who ends up working for the Goetic has agreed to do it. It might be out of fear more than friendship sometimes, but they're usually getting something out of it as well. Some conjured entities might be very pleased to work with a Goetic.

With lots of Goetics in the world, and in particular Satyrine, one imagines that there would be minor spirits and entities flitting about to carry out all sorts of tasks. Entities running errands should be a common sight in the city. In fact, for just a little Sorcery, an experienced Goetic can have low-level entities sweeping up their house, cooking their meals, and so on. Many won't even walk down the street without a conjured bodyguard. This is not an abuse of the Goetic's abilities—it is getting the most use out of them.





CHARACTER AND HOUSE SECRETS

Practically a currency unto themselves, secrets in **Invisible Sun** hold great power. While they can take many forms, some secrets, like those in this chapter, grant vislae new options or character abilities (or options and upgrades for their house). Learning this kind of secret involves both story elements and game mechanics, but these singular character abilities can really flesh out or distinguish a character with a unique benefit. Abilities gained through secrets are incredibly varied. A character with a new secret might be able to cast their spells in a different way, allowing them to use a special component to extend their range. Another might simply never be blocked by a locked door again. A third might learn a way to literally steal someone else's face for a while and use it as their own. Imagine discovering the secret to living without needing to eat, the secret language of corpses, or the secret of projectile dreaming.

Secrets are actions you can take or benefits you gain by using a bit of knowledge about the fundamental nature of reality. Some don't apply to you, but instead apply to your house. Each shows a modicum of understanding of the true nature of the world(s), either as a glimpse into the larger precepts of reality or as loopholes and tricks that circumvent those precepts.

Secrets are selected by characters and cost Acumen to acquire—1 per level of the secret. They provide new capabilities for the character, and unlike spells, they do not cost Sorcery to use (unless the description states otherwise). They are simply additions to the list of things the character can do.

Although characters spend Acumen to gain access to secrets, learning a secret is more than just an exercise in mechanics. Usually, secrets are taught, or

discovered in research. Sometimes, a vislae will just stumble upon a secret. A secret can be viewed as a treasure or reward that a PC can obtain. A player might take on a **character arc** (such as *Uncover a Secret*) for their character to learn a desired secret.



THE KEY

Character arcs, page 162

The changes and improvements house secrets provide are called augments. See The Key, page 149.



THE PATH

Noosphere, page 14

Aethyr Link, see Objects of Power deck

CHARACTER SECRETS

The following secrets affect you and what you can do.

ADDITIONAL TARGET

Level: 5

You can add an additional target to any spell that affects targets. You must spend half again the Sorcery (round up). So a level 5 spell costs 8 Sorcery. Spells that affect only you or that affect an area are not affected.

ADVANCED SORTILEGE

Level: 5

You can add two enhancements from Sortilege to an action, or you can add one enhancement from Sortilege to something that already has enhancements, like a spell.

AETHYR TAP

Level: 6 (+1 die)

As a ghost, you send messages through the Noosphere as if you were using an **Aethyr Link**. Further, you can eavesdrop on communications conducted over a distance using the aethyr, whether that be on a telephone, in the Noosphere, or using magic. The challenge is the level of the people involved or the level of the spell, effect, or device used.

AIR MAGE**Level: 3**

Winds wrap around you like loving arms. Any spell with the Air facet costs you 1 less Sorcery to cast.

ANT WHISPER**Level: 2**

You can speak to ants. Moreover, because you know so much about ants and their culture and customs, you gain +2 in your attempts to persuade them to do something.

ANTIGRAM**Level: 10 (+3 dice)**

If you know someone's secret name, you can attempt to determine its antigram. An antigram is an arrangement of letters in their secret name, and it doesn't need to follow conventional rules of spelling (the antigram of Jurrani might be Njrluaír, for example). Every secret name has an antigram, and if it is spoken aloud while touching the being, they are consumed forever. Determining an antigram is usually quite difficult, and obviously most beings aren't going to give the vislae multiple opportunities to try guesses. If the name has six letters, for example, there are 720 possible antigrams. A seven-letter name has more than 5,000. And of course, pronunciation matters, and that can be challenging in many cases.

BEYOND ME**Level: 7**

A spell that you cast that normally affects only you can affect additional targets. For every additional 4 points of Sorcery you spend, you can add an additional target.

BLOOD AS POWER**Level: 6**

You can draw from your own physical essence to power your spells. If you are cut or have an open wound, you can use Physicality in place of Sorcery to cast your spells.

Are you a spider or an ant?

BLUE THUMB**Level: 4**

You are focused on rest and relaxation, and are attuned to the power of the mind. You add 1 to the level of all Blue Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly blue.

BREATHARIAN**Level: 5**

You have learned how to draw sustenance from the air. While you need to breathe and drink water, you no longer require food. (You can still eat if you wish, but many Breatharians consider it a vulgar habit.)

CONJURER**Level: 7**

Creatures and objects heed your summoning call like no other. Any spell with the Conjunction facet costs you 1 less Sorcery to cast.

DAYLIGHT CASTER**Level: 7**

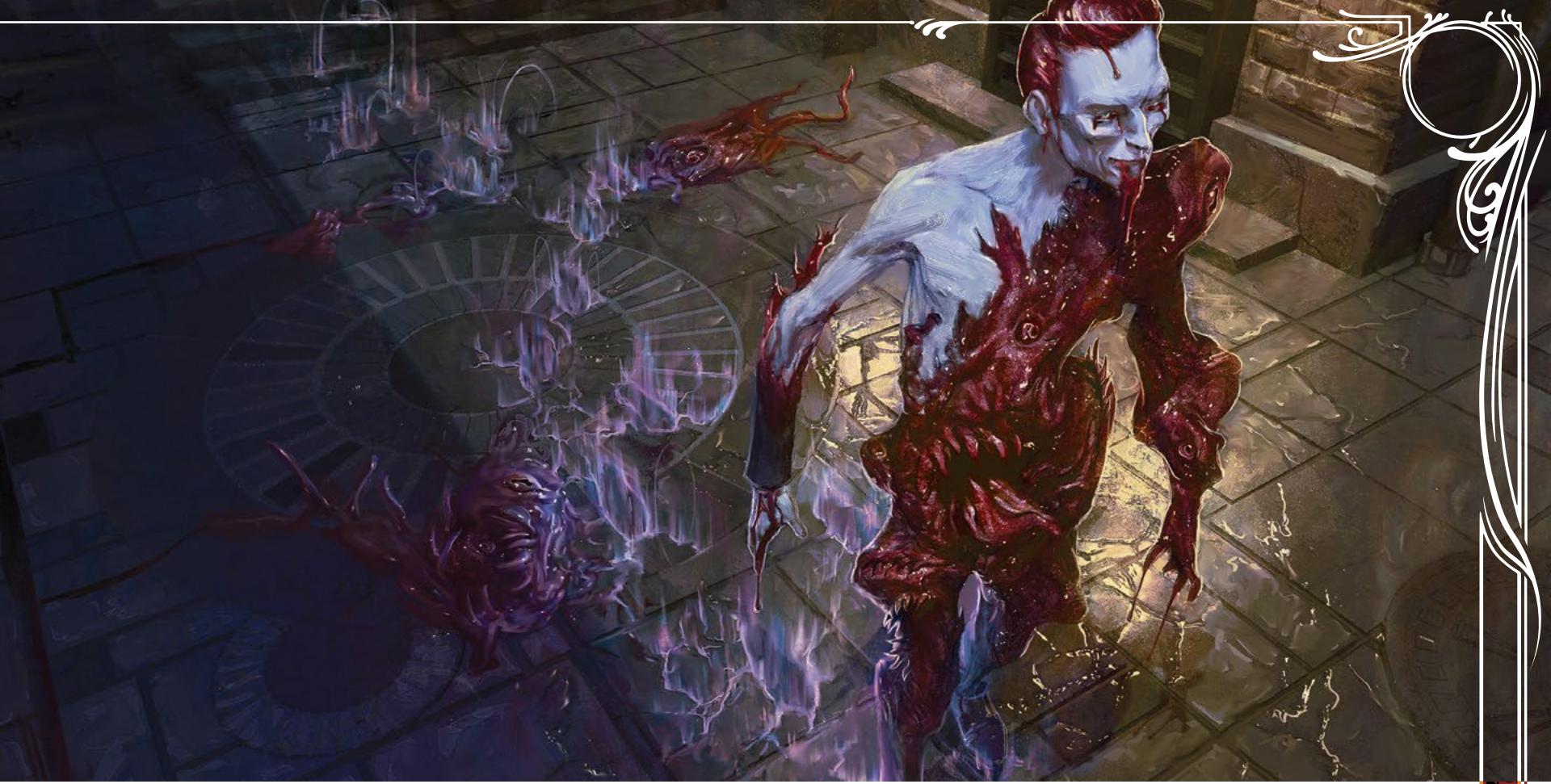
You understand that the suns are the key to real power. You gain +1 to your venture when you cast a spell during the day. Any spell with the Day facet costs you 1 less Sorcery to cast.

DEATH IN EACH HAND**Level: 3**

When you hold a weapon in each hand (or in two hands, if you have more than two), you can make two attacks as a single action. Alternatively, you can use both weapons to make one attack but inflict damage equal to the better of the two weapons +3.

DEEP POWER**Level: 6**

Drawing upon every bit of power within your soul, you can use Intellect or Sorcery when you cast spells.



DEFENSIVE DREAMING

Level: 6 (+1 die)

If someone wakes you while you're dreaming and they are near you, you awaken but they disappear for three minutes, trapped and lost within your dream.

DIVINE ABILITY

Level: 9

You can greatly increase the power of your forte abilities when you wish. Rather than being limited to level 10, you can spend additional Sorcery to increase the level of an ability gained from your forte up to 17.

DIVINER

Level: 5

Magic is for gathering power, and power lies in knowledge. Any spell with the Divination facet costs you 1 less Sorcery to cast.

What lies within the inverted rooms of the Dark House?

EARTH MAGE

Level: 3

You hear the deep rumblings of the earth that others ignore. Any spell with the Earth facet costs you 1 less Sorcery to cast.

ECHOPRAXIA

Level: 5

If you watch someone do a mundane action successfully, you can succeed at it too. For example, if you do nothing but observe a person climbing up the side of a tower, you can then climb up the side of that same tower (once). Observing an action using Echopraxia is an action.



Magnify Spells, page 90

*Magnificent Endeavor,
page 90*

Some people were born under other suns. There are human natives of the Red, the Blue, and all the rest of the suns.

ELEVATE SPELLS

Level: 2

You can spend an additional Sorcery bene to increase a spell's level by 1 when you cast it. This affects both the number added to the venture and other factors, such as damage for many attack spells. You can use this on long-form magical practices as well, but minor magic (and incantations) cannot be elevated.

You must learn this secret before you can learn the secret **Magnify Spells**.

EXPANSIVE ENDEAVOR

Level: 3

You can spend up to 3 bene from the appropriate stat pool to devote effort to an action, rather than just 1. You must know this secret before you learn the secret **Magnificent Endeavor**.

EXTENDED DURATION

Level: 3

You can make your spells last longer. When you cast a spell with a depletion determined by a die roll, if you spend double the normal Sorcery cost, the spell does not end until you roll the depletion twice.

FACE THEFT

Level: 7

If you have touched a person since the last sunrise, you can assume their appearance, but only while they are unconscious. While you have their face, their actual visage is blank, and they have disturbing dreams.

FIRE MAGE

Level: 3

The fire in your soul powers the fire in your magic. Any spell with the Fire facet costs you 1 less Sorcery to cast.

FROM THEIR LIPS

Level: 6

Whenever someone, anywhere, speaks your name, you know it, and you know their name and location.

FROST MAGE

Level: 3

Winter and ice are your siblings. Any spell with the Cold facet costs you 1 less Sorcery to cast.

GHOSTLY HAND

Level: 5

As a stage 3 *ghost*, you can manipulate objects or affect something in the material world (such as shoving a creature or writing on a steamy mirror) if you succeed at a Sorcery-based action with a challenge equal to the level of the object or material you are affecting. You basically have the same strength and manual dexterity you had in life when performing this action.

GOLD THUMB

Level: 4

You are extremely comfortable with change. You add 1 to the level of all Gold Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly gold.

GREEN THUMB

Level: 4

You are extremely adept at nurturing and growing plants. You are attuned to the power of life. You add 1 to the level of all Green Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly green.

GREY THUMB

Level: 4

You are very familiar and comfortable with falsehood and illusion. You add 1 to the level of all Grey Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly grey.

IDEA THEFT

Level: 7

You steal an idea from someone's mind if you succeed at an action with their level as the challenge. There is no cost, but if you fail, you cannot try again



THE KEY

Whisper lock, page 186



THE PATH

Ghost, page 17

and the being knows what you tried to do. If you succeed, you gain the idea and they lose it. So you could steal the idea that they need to talk to their superior about the strange rumor they've been hearing. Or the idea that you are a thief. Or the idea of the password to the *whisper lock*. Or even the idea of their dog's name.

People can get the same idea again, however. If you steal the idea of the name of the book that holds a specific secret and then someone else tells them the name again, they have it again.

An idea is just an idea. It's not a spell. It's not a character secret, like those found in this chapter.

INDIGO THUMB

Level: 4

You are extremely adept at understanding what's true. You add 1 to the level of all Indigo Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly indigo.

INVOKE THE NAME

Level: 7

If you know the secret, magical name of a person, you can attempt to exert influence over them. This is, basically, an attempt to compel them to perform one action you name. They must be able to hear and understand you, and you must attempt the action with their level as the challenge. If you fail, you cannot try again until the sun next rises.

LETHAL LORE

Level: 4

You know the secret of really hurting someone. Any attack you make against a single target inflicts +3 damage. Any attack you make against multiple targets (or an area) inflicts +1 damage.

MAGE'S MAGE

Level: 5

You are skilled with magic that affects other magic. Any spell with the Metamagic facet costs you 1 less Sorcery to cast.

MAGE'S PATH**Level: 6**

You gain entry into an area you could normally not enter (such as a locked room). Barriers and traps, both mundane or magical, of level 6 or below are simply of no consequence to you. No one ever knows how you get past them, but the barriers themselves remain undamaged and, apparently, undisturbed.

MAGICAL MANAGEMENT**Level: 5**

You can handle two additional objects of power above and beyond the normal limit of three at a time.

MAGNIFICENT ENDEAVOR**Level: 8**

You can spend up to 10 bene from the appropriate stat pool to devote effort to an action, rather than just 3, as allowed by Expansive Endeavor.

You must know the secret of [Expansive Endeavor](#) before you learn this secret.

MAGNIFY SPELLS**Level: 5**

You can spend an additional point of Sorcery to increase a spell's level when you cast it. The level increase is equal to the additional Sorcery you spend, up to a maximum increase of 5 (or up to a total level of 17, whichever comes first). This affects both the number added to the venture and other factors, such as damage for many attack spells. You can use this on long-form magical practices as well, but minor magic (and incantations) cannot be elevated.

You must learn the secret [Elevate Spells](#) before you learn this secret.

MASTER OF SOUND**Level: 3**

Sound is your ally. Any spell with the Sound facet costs you 1 less Sorcery to cast.

MEMORIES OF LIFE**Level: 1**

When you become a ghost, you retain all your memories from life, including the memories of your spells.

MIDNIGHT SORCERER**Level: 3**

You know the dark secrets of midnight. Any spell you cast at the stroke of midnight gains +1 level. (By definition, you can do this only once each night.) Any spell with the Midnight facet costs you 1 less Sorcery to cast.

MOVING THROUGH THE EMPTY**Level: 4**

After death, you can move through the transitory stage instantly to become a stage 1 ghost, or whatever advanced stage you have reached previously.

NECROMANCER**Level: 4**

You are proficient with the funereal depths of death magic. Any spell with the Death facet costs you 1 less Sorcery to cast.

NEVER TO TREAD THE EARTH**Level: 5**

Your feet never touch the ground. You leave no footprints, and your weight is never applied to the floor. This secret does not grant you the ability to hover or fly—it just raises you a millimeter above the floor.

NIGHT CASTER**Level: 6**

You are a creature of the night. You gain +1 to your venture when you cast a spell at night. Any spell with the Night facet costs you 1 less Sorcery to cast.

Midnight is when the light of the sun is farthest away and faintest in influence. Thus, it is the moment when the Dark is its most potent.

*Expansive Endeavor,
page 88*

THE PATH
Death, page 16

It should go without saying, but you cannot learn the same secret twice to get double the benefit.

Elevate Spells, page 88

OTHERWORLDLY TOUCH

Level: 5

If you are a Goetic, you can conjure entities of 1 level higher than normal. So if you are 2nd degree and can normally summon beings no higher than level 5, you can summon a being of up to level 6.

You must know Otherworldly Touch before you can learn Way With the Beyond.

PALE SEEDS

Level: 3

Plant them and watch death grow. You know how to transform normal plant seeds into pale seeds. After a few months, a planted pale seed grows into a pale plant that produces pods, which can be used either to harvest more pale seeds or as bullet-like anti-life projectiles. Fired from a gun or a sling, they inflict +3 damage above and beyond what the weapon would normally inflict if used against living creatures. Even just hurled at someone, they inflict 3 damage.

PALE THUMB

Level: 4

You are attuned to the grim forces of death. You add 1 to the level of all Pale Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly pale white.

PERMANENT WARD

Level: 6

You have steeped yourself in magic so deeply that you always have an enhancement of +1 die when resisting unwanted magical effects.

POETIC MAGIC

Level: 4

You can hide a spell within lines of poetry that you write. The verse must be original, lengthy, and in flowing script, and the spell must be one you can cast. The whole process takes a minimum of 17 (not necessarily consecutive) hours, but when someone reads and digests the lines (which

*Way With the Beyond,
page 93*



THE PATH
Deeps of Sleep, page 24

takes at least an hour), it is as though the spell is cast upon them. Each person can be potentially affected only once, and no more than one reader can be affected between two sunsets.

Most mage poets have the poem and its imagery relate to the spell, although it may be obfuscated. In fact, the words and meaning of the poem may figure into the spell itself. For example, if the spell is Soul Compulsion, the desire or need implanted by the spell will be described in the poem.

PROJECTILE DREAMING

Level: 7 (+1 die)

While you dream, you make it so that all sleeping near you have the same dream. Normally, this is just a shared unconscious experience, but if you have access to the Deeps of Sleep, you can use this ability to connect with those sleeping nearby and consciously interact with them in the dream. If you have a spell or ability that affects dreams, like Oneiric Wish, you can use this secret to share it with others.

RED THUMB

Level: 4

You are extremely skilled at destroying things. You are attuned to the power of destruction. You add 1 to the level of all Red Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly red.

RHYMING MAGIC

Level: 7

When you cast your spells, if you speak the words so they make sense as a rhyming couplet, you add 1 to the level of the spell, but not the cost. For example, if you cast Ostinato (normally a level 4 spell) and incant, "Over and over, you say the same thing, cursed now by the spell that I bring," then it is a level 5 spell for purposes of affecting the target.

Players using Rhyming Magic should have to come up with the required rhyme. But it shouldn't bring the game to a crashing halt while everyone waits for them to compose the couplet.

SCOFF AT THE DISTANCE**Level: 8**

When you cast spells or use other magical abilities with a single target, the range requirement increases as follows:

- Spells requiring touch simply require the target to be close
- Spells requiring the target to be close require the target to be near
- Spells requiring the target to be near require the target to be far
- Spells requiring the target to be far require the target to be very far

This does not change magic that affects areas.

SEMBLANCE OF LIFE**Level: 7**

If you are a stage 5 *ghost*, you can manifest a solid form, allowing you to use all your abilities and interact normally with the physical world. Further, when you manifest, you can look and sound like whatever you want, including being able to pass for a normal living person. This manifestation lasts for one hour at a time, and then you cannot use it again until the sun next sets.

SENSITIVITY**Level: 3**

You can see and hear *invisible* or inaudible ghosts and spirits even if they don't want you to.

SERVANT OF THE DARK**Level: 4**

You are attuned to the forces of the Dark. Any spell with the Dark facet costs you 1 less Sorcery to cast. You gain +1 to all interactions with any creature of the Dark, as they treat you with more respect.

SERVANT OF THE LEGACY**Level: 4**

You are attuned to the mysteries of the Legacy.

Any spell with the Legacy facet costs you 1 less Sorcery to cast. You gain +1 to all interactions with any creature of the Legacy, as they treat you with more respect.

THE SIGHT**Level: 2**

You sense whether a creature within short range is a vislae, a demon, or another magical entity (but you do not immediately know which). "I see the glow around her." You can also identify a thoughtform as such.

SILVER THUMB**Level: 4**

You are extremely comfortable with new beginnings and looking ahead. You add 1 to the level of all Silver Sun spells you cast, but you don't increase the cost in Sorcery. Your right thumb turns visibly silver.

SOUL INVESTITURE**Level: 9**

Fearing the ever-present specter of death, you devote half your soul to a place or object so you cannot die. If you are slain, you reappear in three days in the place or next to the object with empty stat pools. However, with only half a soul, you cannot use your Soul Guardian abilities, and all actions suffer a -1 penalty.

SPEAK MY NAME**Level: 10**

If someone says your secret name, you know where that being is, and you can use spells and abilities against them for the next three rounds as if you were touching them, no matter where they are.



SPIDER WHISPER

Level: 2

You can speak to spiders. Moreover, because you know so much about spiders and their culture and customs, you gain +2 in your attempts to persuade them to do something.

SPIRITUAL LINK

Level: 2

When you die, you can still communicate normally with a person you choose when learning this secret, even if you are in a stage where it usually would not be possible. There is no limit to the range of this communication.

THE THIRD EYE

Level: 4

You see a distant place as though you were there. When you first learn this secret, you discover the location of your third eye by seeing through it. The eye is located somewhere amid the worlds, and you have to find it. Once you do, if you touch it, you can move it with you and leave it anywhere you like. Only you can touch and see it. To you, it looks and feels just like one of your other eyes.

TRANSPORTER

Level: 4

For you, distance is but an obstacle made for magic to easily circumvent. Any spell with the Teleportation facet costs you 1 less Sorcery to cast.

TRUENAME

Level: 3

If you know the secret magical name of a person, you can more easily affect them with your spells, effectively adding +1 die to your action.

Are you an ant or a spider?

*Otherworldly Touch,
page 91*

WALKING DEAD

Level: 6

As a stage 4 ghost, you can animate and inhabit your own corpse in whatever state it is in. While in your body, you can affect the physical world, cast spells, and use abilities. Should the body suffer enough damage that you would be slain again, it is destroyed and useless to you, and you become an inert, invisible, and intangible spirit for a year and a day. The body continues to decompose normally.

WALKING IN TWO WORLDS

Level: 4

As a stage 2 ghost, you can freely move back and forth between visibility and invisibility, and between audibility and inaudibility. The transition takes an action, but you can alter both sight and sound at once if you wish.

WATER MAGE

Level: 3

Water and wave answer your call. Any spell with the Water facet costs you 1 less Sorcery to cast.

WAY WITH THE BEYOND

Level: 7

If you are a Goetic, you can conjure entities of 2 levels higher than normal. So if you are 3rd degree and can normally summon beings no higher than level 7, you can summon a being of up to level 9.

You must know *Otherworldly Touch* before you can learn Way With the Beyond, but the two do not add together—Way With the Beyond supersedes *Otherworldly Touch*.

WEAPON WHISPER

Level: 3

You can whisper soft commands and assurances to your weapon as an action. For the rest of a combat encounter, that weapon's level is increased by 1.

HOUSE SECRETS

House secrets provide augments to a vislae's house in the form of improvements or additional features. They are like character secrets, except they apply to PCs' houses rather than to the PCs themselves. Houses are limited in the number of augments they can have based on the size and type of house (see the Foundation chapter in *The Key*).

Once you learn a house secret, it usually takes a few days of work to implement it. Some have obvious requirements (you can't have floating dinnerware if you don't have dinnerware) and others might require a few small expenditures of materials, usually about 100 crystal per secret level.

Secrets are very specific, but some secrets can be learned again. So if you want two folded rooms in your house, you can have them, but you essentially pay the same cost again. Basically, the secret you learn is how to fold a room between the two specific rooms you choose. If you want to fold a room between two other rooms, you have to learn a different secret.

ADVANCED HOUSE

Level: 3

Your house's overall level increases by +1. You can learn this secret many times, each time adding +1 to your house's level, but each time the secret's level is also 1 higher.

ALARM

Level: 3

If someone enters your home, you know about it, no matter where you are. You get no information about them, only that someone's inside your house.

ANIMATE BRIC-A-BRAC

Level: 3

Various bric-a-brac in the house move about randomly or in ways that you specify when you are home. They move as befits their form. A statuette with legs can walk, but a statuette on a base can probably only hop.

Do not mistake being distracted for being happy. That's Shadow thinking.

ANIMATE FURNITURE

Level: 4

The furniture in your house moves as you wish, or—if you'd rather—randomly. Chairs and tables walk on their legs, rugs move slowly like an inchworm, and so on.

CAT OBSERVER

Level: 4

An intelligent cat shows up one day and takes up residence. It watches everything that happens in the house while you're gone or asleep, and can tell you anything of interest about what it observed if you ask. It will not fight, nor will it leave the house. In other respects, it is a level 4 creature. The cat needs to be fed and cared for like a typical cat. If it dies, another cat will come along in a few days.

DOORWAY TO ELSEWHERE

Level: 9

One doorway in the house doesn't lead to another room, but instead to a spot in the universe in which you have spent at least a full day. Once the doorway is set, its destination cannot be changed. The door works both ways, so beings from that location see a door (either in a wall or not, as you choose when you create it) and can use it.

EGOIST'S ROOM

Level: 3

One room of your house always agrees with you and compliments you. At various times, when you're in the room, the furnishings, bric-a-brac, walls, floors, and ceiling all form humanlike faces and tell you how wonderful you are. If you say something while in the room, they agree with you.

EMBODIED HOME

Level: 10

When no one is in your house, you can command it to take on humanoid form. It appears as a person next to you, follows you wherever you go, and serves you as a porter or a butler—an intelligent NPC with the same level it had as a house. Anytime you wish, the house can return to its house form wherever you are (assuming there's space), and you can enter it as normal.

EPHEMERA STORAGE

Level: 4

You have a small closet filled with shelves, drawers, hooks, nooks, and other storage spaces for objects of different sizes. You can safely store up to ten ephemera objects in the closet. These do not count against your maximum ephemera as long as they are in the closet.

FLOATING DINNERWARE

Level: 2

The table sets and clears itself at your command. The plates and utensils wash themselves in the sink and dry themselves before putting themselves away.

FOLDING ROOM

Level: 5

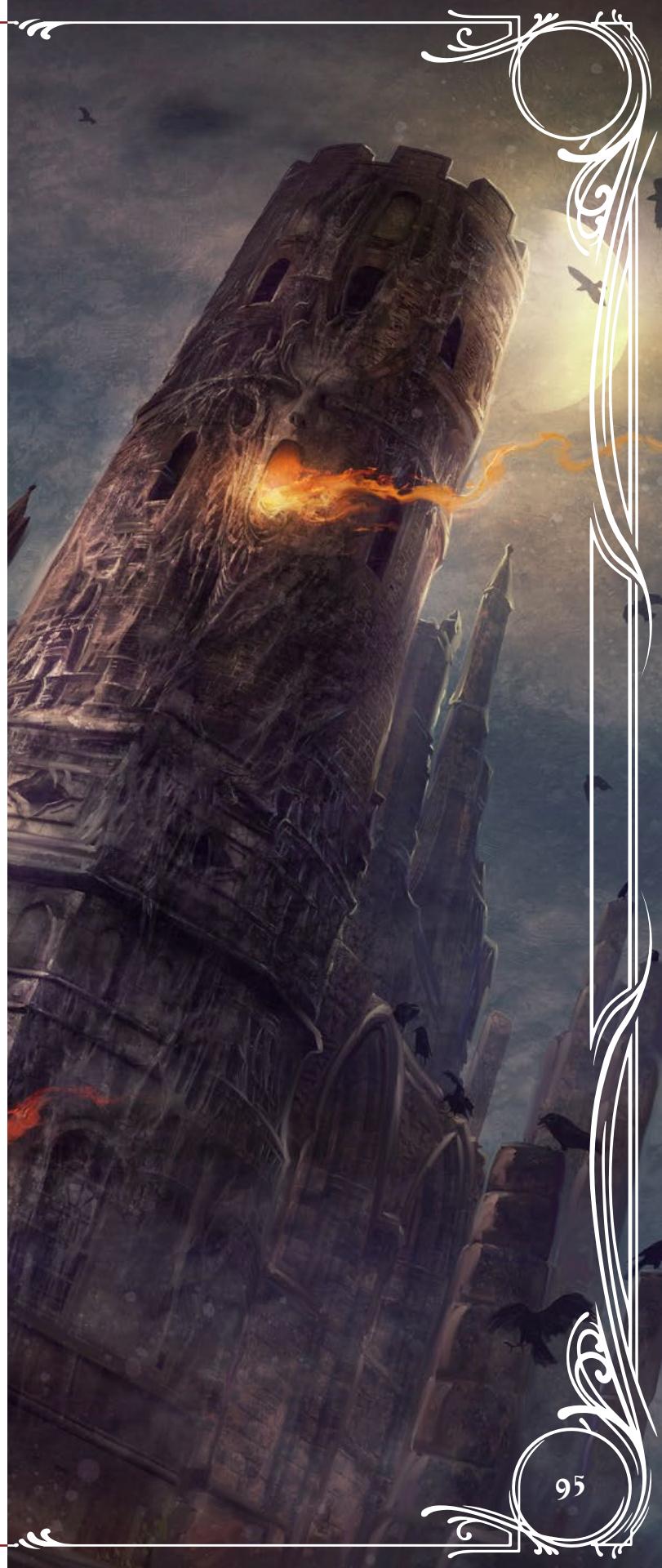
An additional room (no larger than a small area) is folded into the floorplan of the house. Basically, it is inserted between two other rooms, and the house is now bigger on the inside than the outside.

FREE ROOM

Level: 5

Everyone in one room of the house can read the mind of everyone else in the room. This can facilitate communication or become a nightmare, depending on the individuals involved.

An Embodied Home that is “killed” returns immediately and permanently to its normal house form. However, its spirit now exists as a ghost.



GUARDIAN**Level: 7**

A guardian of wood, stone, or metal (or some combination thereof) is formed from the house itself. Normally, it is **invisible**, hidden within the structure. If the house is attacked or entered without your knowledge, the guardian steps out of the nearest wall or rises up from the floor, looking like a portion of the house come to life. It is a semi-intelligent level 7 creature with 2 Armor that fights to the death. The guardian cannot leave the house, and it requires no food or maintenance from you.

HIDING HOUSE**Level: 2**

NPCs cannot find your house unless they are higher level than the house (or unless they already know the way). A PC must attempt an Intellect action with the house's level as the challenge.

HOUSEKEEPING**Level: 2**

A small closetful of appropriate tools—a broom, a mop, a bucket, some rags, some polish, and so on—animate to clean the house. This business is normally conducted when you are not present, but will also happen on command.

KEYCATCHER**Level: 8**

The house has a device affixed to the roof that attracts wicked keys during a keyfall. You will always get at least one wicked key every keyfall.

LIVING AWNING**Level: 7**

The awnings over the windows on the outside of the house defend against intruders as level 5 creatures.

LIVING CURTAINS**Level: 6**

The curtains over the windows on the inside of the house defend against intruders as level 4 creatures.

MUSIC EVERYWHERE**Level: 1**

Your house plays whatever music you wish in whatever room you wish, at any time. You can even preset the music to occur at a specific time so it operates as an alarm to wake you in the morning.

NO ROOM**Level: 7**

The house has a new room that does not exist. The room is no larger than a medium area, but it takes up no space. However, it's more than just a room. Anyone attempting to use magic to find anything or anyone in the No Room always gets an indeterminate answer. No one can use magic (including teleportation) to enter the room.

If desired, One-Way Windows can be made to show a static image from the inside rather than the outside, but as always, once set, it cannot change.

ONE-WAY WINDOWS**Level: 4**

Anyone looking in the house's windows from the outside sees whatever (fairly static) image you want them to see. This can be the inside of the house with you not in it, even if you are, or something wildly different, like a view of the ocean depths. Once you set the image, it cannot change.

OUTSIDE EYE**Level: 5**

A large eye is somewhere on the outside of the house. At any time, as an action, you can look through the eye as if it were one of your own, no matter how far away you are.

PORTRAIT SPIRIT

Level: 7

You invest the spirit of a dead person in a portrait (of that person) and hang it on your wall. To do this, you must have already worked out the agreement with the spirit, and you must commission the portrait (though if it already exists, that will work). Thereafter, the spirit watches over the house, never leaving. It can make itself visible or *invisible* as it wishes, but can never affect anything material. When at “rest,” it resides within the portrait. You can speak to it whenever you are in the house, and it can tell you what it has observed. Depending on the spirit, it can be pleasant to chat with, ask for advice, and so on. Some portrait spirits tell jokes or provide other entertainment (again, depending on the spirit).

SCRYING MIRROR

Level: 8

A mirror on one wall of your house is now a scrying mirror, which means that you can use it to see other places. You must have a passing familiarity with the location you want to view. Even though you get only a brief glimpse, it takes 20 minutes to use the mirror, and it is taxing, requiring that you spend 1 bene from Physicality and 1 from Perception with each use.

TALKING DOOR

Level: 5

The front door of the house is semi-intelligent and, before opening, asks visitors their name and purpose for wanting to enter. The door then decides whether or not to open. If forced open, it screams about the intrusion.

THOUGHTFORM VALET

Level: 4

A permanent valet now serves your needs in the home, keeping it tidy, serving meals, keeping track of your belongings, helping you dress, and whatever other services you require. The valet



THE PATH

Thoughtforms, page 66

looks human but is not—it is a thoughtform. It has the stats of a level 4 creature but cannot leave the house and does not fight. If slain, it reforms at the next sunrise.

TRANSPLANT

Level: 6

Your house instantly appears in another location, and the outside appearance is dramatically different. This secret functions one time.

WATCHDOG

Level: 4

A wise, perceptive, and incredibly loyal dog shows up one day and takes up residence. It watches over the house, barks loudly if there are intruders, and attacks them, fighting to the death. It also intimidates visitors if you wish. It is a level 4 creature with 1 Armor and +2 levels in perception. The dog needs to be fed and cared for like a typical dog. If it dies, another dog will come along in a few days.

You cannot have a Cat Observer and a Watchdog at the same time. They will not abide each other.

WINDOW TO ELSEWHERE

Level: 5

From the inside, one of the windows of the house shows a location that you set at the time you learn this secret. It must be a location in which you have spent at least 24 hours. Once set, the location cannot be changed (nor can the window function as a normal window).

YES ROOM

Level: 6

In one room of your house, chosen when you learn this secret, others find it very difficult to refuse your requests. Guests are affected as if you personally cast a level 6 mind-control spell on them each time you ask or tell them to do something. Once a being successfully resists, however, they are immune to the effect.

EPHEMERA

A fine shop with magic for sale:
Nine healing herbs from the Pale
Six madstones telluric
Three potions sulfuric
And poison to end any tale.

Some of the rubrics and tokens of Visla offer lasting, dependable functions—spells and objects of power, for example, can be used again and again. Those that cannot, however, collectively earn the moniker *ephemera*. Ephemera are items or abilities that are fleeting at best. They have a single use before they are consumed utterly or they disappear into the ether like so much smoke.

THREE KINDS OF EPHEMERA

Three kinds of ephemera exist. The first kind are objects. These are straightforward, taking the forms of potions, elixirs, talismans, pills, marks, fetishes, or trinkets with a bit of power to them. These are also among the most common sorts of ephemera and—usually—are items whose powers can be used by anyone. They can sometimes be bought or sold, or perhaps more commonly traded with other vislae.

The other two types of ephemera are versions of a magical practice often called incantations. Incantations hold a special place in the field of magic because they represent magic not learned, but gained. A vislae who meditates quietly for an hour can gain knowledge of an incantation (if they're not already at their limit of ephemera).

Incantations work essentially like spells and follow all the same rules, but they cost nothing to

Even though “buying” ephemera objects is not as easy as meditating to get incantations, being able to choose them is a huge benefit, and there are effects, such as healing or eliminating various conditions, that are found mostly or only as ephemera objects.

cast and they disappear like so much gossamer afterward. It's not so much that they are formulae that disappear from your mind as they are whispered secrets that once made sense but don't anymore. Some vislae have likened them to magical bits of meringue candy that melt away almost immediately after you pop them in your mouth. Perhaps even more accurately, others describe them as bits of last night's dream that fade from your mind even as you try hard to recall them.

But we said there were two types of incantations, didn't we? Although the two work similarly, they are very different. The first type, called acquiescent incantations, are gained through meditative ecstasy. They represent a vislae's willingness to allow the universe to bestow power upon them in a form the universe decides. The other are conation incantations, and they represent the opposite—a vislae imposing their will upon the universe to gain the power they wish.

At first, vislae can only receive acquiescent incantations. The vislae meditates, and the GM chooses the incantation that comes to them. Eventually (usually through advancement in one's order), a vislae gains the ability to choose conation incantations. Typically, a vislae must have previously gained the incantation as an acquiescent incantation before it can be gained as a conation incantation, or else they must be general requests (meaning a vislae can choose a defensive incantation, or an incantation that grants some kind of telekinesis, but not a specific incantation).

The word “incantation” implies a spoken invocation. Words. (For that matter, so does the word “spell.”) These two types of incantations, then,

are literally “allowing the universe to speak through you,” and “speaking truth or will to the universe.”

Any incantation in this chapter can be gained as an acquiescent or a conation incantation unless marked otherwise.

THE EPHEMERA LIMIT

The limit on how much ephemera a vislae can have at once is hard and fast. The power of ephemera is linked strongly to the possessor in a way that, say, the power of an artifact is not. A vislae who tries to have more ephemera than their limit feels overwhelmed at the magical power involved, and simply finds they cannot surpass it. If a vislae with a limit of three tries to pick up a bag that holds four potions, they feel a surge of dangerous power and one of the potions is destroyed. If a vislae with a limit of three who already has an incantation picks up an amulet and two trinkets, the incantation fades.

If the situation arises where a vislae’s limit means that one (or more) of their ephemera is destroyed, incantations always go first. If there are no incantations in the mix, the most powerful ephemera disintegrates, disappears, or loses all power.

AD HOC EPHEMERA

Technically, there is a fourth kind of ephemera. This is the ad hoc, random sort of one-time effect that can come up in adventures. If an old hermit in a cave covers a PC’s eyes with magical mud that grants the PC the ability to see ghosts until the next moonrise, that’s an ephemera. If a PC drinks from a magical pool and grows to 10 feet (3 m) tall, that’s technically an ephemera too. The key here is that these are always beneficial effects and in some way are under the control of the PC.



THE GATE

*Using Bene for Effect,
page 22*

Ephemera objects are readily available throughout Satyrine, with low-level objects being available sometimes in quantity.

USING EPHEMERA

When you use an ephemera, whether object or incantation, it’s much like casting a spell that costs you no Sorcery. However, you cannot use your own power to increase the level of the effect—the level is set. Just like with a spell, you can add additional Sorcery, but in this case, all a bene of Sorcery does is add +1 to the venture or grant additional damage or an additional effect.

Characters using ephemera that can be aimed to make a physical attack can use bene from Accuracy rather than Sorcery if they wish.

EPHEMERA OBJECTS

Whether purchased, found, made, stolen, or traded, ephemera objects always command the attention of vislae.

In general, an ephemera object must be used to be activated. A potion must be drunk, an amulet worn, a mark made, an icon held and gazed upon, and so on. This requires an action. Unless otherwise noted, though, an ephemera never costs the user anything to use it other than that action.

Once used, the ephemera object is consumed by the magic released (again, unless otherwise noted).

EPHEMERA OBJECT FORMS

Ephemera objects come in many forms. Is the form important?

Yes.

Creatures that cannot drink cannot use potions. Those that do not eat cannot swallow pills. The form of an ephemera object is the most important part of its essence. The objects are literally magic given form, so the form cannot be ignored.

Ephemera object forms do not preclude other objects in the same form. You can wear three amulets, for example.

Is it possible to find an ephemera object that has the powers of one kind but the form of another? Can an amulet hold the power of a philtre? Can an herb confer the abilities of a talisman? It’s likely. The ways of magic are weird and varied, and the

NON-VISLAE AND EPHEMERA

Non-vislae can typically possess one ephemera, and it must be an object, not an incantation (although people selling ephemera very likely know and use the *Display Ephemera* cantrip). They can use most ephemera objects, particularly the very straightforward ones, like potions or pills.

Actuality is a very big place, filled with wonders. The forms presented here are simply the most common.

Makers (and others) can craft some ephemera. Potions are brewed, talismans fashioned and imbued with power. Trinkets and icons are instilled with a magical ability by a crafter of some kind. Other ephemera possess inherent power. A magical herb's ability is part of its nature, not granted by someone. Likewise madstones and spiritstones, which are found, not made, and bezoars and creature parts, which likely come from some sort of dissection.

COMMON EPHEMERA OBJECT FORMS

- Potions or elixirs
- Oils
- Talismans or amulets
- Pills
- Marks
- Fetishes or trinkets
- Icons or zemis
- Madstones
- Spiritstones
- Herbs or mushrooms
- Remedies or poultices
- Bezoars
- Creature parts

Madstones are strange stones of various sizes warped by some occultic force. Spiritstones are bits of rock that have been possessed by spirits. In both cases, their power is inherent.

Display Ephemera,
page 25

Vislae can attempt to identify an ephemera object they discover. This is an Intellect-based action modified by skills like magical lore, with the challenge equal to the level of the object.

VALUE OF EPHEMERA OBJECTS

People try to sell ephemera objects all the time. It's easier said than done, because most people don't have the funds (or the right kind of funds) to purchase them. So vislae find swap markets for ephemera as often as those looking for coin.

Most people selling ephemera are vislae, so they want to be paid in magecoins. Not only does this limit their market primarily to other vislae, but it causes a problem—the least powerful ephemera aren't really worth even 1 magecoin, and there's no way to divide that currency further.

Trading is easy. A level 1 ephemera can be traded for another level 1 ephemera. A level 3 for a level 3. And so on. If an exchange is desired but the levels don't match, the party trading the lower-level ephemera probably has to put up a few magecoins. But barter is all about compromise, and you might find someone willing to take your level 1 madstone in exchange for their level 2 potion.

In the very broadest of strokes, the value of an ephemera can be summed up as follows:

Level 1–3	1 magecoin
Level 4–5	2 magecoins
Level 6	3 magecoins
Level 7	5 magecoins
Level 8	8 magecoins
Level 9	15 magecoins
Level 10	20 magecoins

When adjudicating ephemera, NPCs who gain bene add 1 to their level, and NPCs who suffer vex subtract 1 from their level.

These modifiers last for one round, or an entire encounter (depending on context). A scourge lowers their level by 1 long term.


THE GATE
Unwanted conditions,
page 32

IDENTIFYING EPHEMERA OBJECTS

A vislae knows whether an object is an ephemera just by touching it—sometimes just by looking at it. They can attempt an identification action (modified by Intellect, and probably using the skill magical lore) to learn its name, level, and properties.

MAGICAL POISONS

Some potions and powders are actually poisons. Poisons are always indicated as such in the line describing their form. The descriptions for the poisons are presented in the format of the rest of

the ephemera objects, talking about how they affect “you,” but that doesn’t mean that the owner drinks or uses them. Whomever ingests the poison—in most cases, the victim the owner of the ephemera wishes to poison—is the “you” of the description.

Unlike standard potions, magical poisons usually have very specific ways to end their effects rather than just using rest actions.

OBJECT LISTINGS

The following is a list of ephemera objects. The objects themselves can be found in the Ephemera Objects Deck. There, you’ll find each individual object’s specific details. There are also some blank cards you can use for your own original creations. Use the deck to randomly choose objects when needed.



EPHEMERA OBJECTS TABLE

Name	Level
Adiabatic Flame	1
Animal Visage	1
Babbler	1
Beauty Macabre	1
Luster Dust	1
Sighted Digits	1
Asomatous Hand	2
The Box of Screams	2
Burning Power	2
Devouring Valise	2
Floatberry	2
Juice of Life	2
Julion's Feather	2
Kialic Powder	2
Periphescence	2
Potion of Illiteracy	2
Praxis of Thieves	2
Sleep's Window	2
Sunflesh Oil	2
Talent's Touch	2
Unseen Oil	2
Alcoholic Succor	3
The All-Allergen	3
Anonymous Mark	3
Arthropod Feet	3
Arthropod Hand	3
The Blue Potion	3
Boneseeds	3
Cephalic Seeker	3
Charlate Seeds	3
Combat Bolus	3
Complex Tongue	3
Cosmetic Allurement	3
Curative Blue	3
Damning Oil	3

Dolorifuge	3
Elixir of Pincers	3
Fruiting Bodies	3
Gaphan Root	3
The Green Potion	3
The Grey Potion	3
The Indigo Potion	3
Interaction Bolus	3
Inverse Philtre	3
Knowledge Bolus	3
Mantic Apocalypse	3
Merthaum	3
Movement Bolus	3
The Pale Potion	3
Perception Bolus	3
Philtre	3
Physicality Bolus	3
Qaat Leaf	3
The Red Potion	3
Regaum	3
Seraphic Light	3
The Silver Potion	3
Sorcery Bolus	3
Sortilege Bolus	3
Touch of Benevolence	3
Vance Talisman	3
The Voiceless Song	3
Weaver Talisman	3
Wellspring of Power	3
Woodflesh	3
Apotropaic Talisman	4
Begotten Cube	4
Beguiling Eyes	4
The Blue Flame	4
Bottled Fame	4
Breath of Hell	4
Burn Blood	4

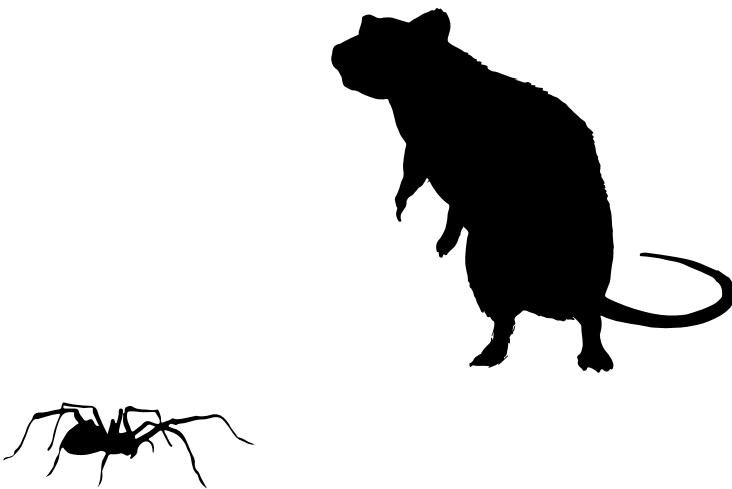
Cat's Soul	4
Diablerie	4
Diabrotic Hurlant	4
Ebullient Elixir	4
Epiphoric	4
Fleetfoot	4
Floating Wish	4
Freezing Crystals	4
Ghost Snare	4
Ghostbane	4
The Gold Potion	4
Health Elixir	4
Illness Leech	4
Inaniloquence	4
Madness Juice	4
Maker Talisman	4
Meonoxian Talisman	4
Mountain Crown	4
Nepenthe	4
Nous Amulet	4
Oil of Repair	4
Open Tongue	4
Poisonward	4
Polyphonic Poison	4
Powder of the Unending Feast	4
Rat's Soul	4
Raven's Soul	4
Reversal Stone	4
Shared Sensation	4
Sparrow's Essence	4
Statue's Gift	4
Swan's Soul	4
Taste of Alacrity	4
Thalassophobic Zemi	4
Thunder Bullet	4
Unbending Smile	4
Untruth	4

Vade Mecum	4
Verity	4
The Waiting Watcher	4
Abrogation	5
Armoring Shell	5
The Blackstar	5
Bonedeath	5
Brainfire	5
Cat's Sigh	5
Companionable Tears	5
Corrosive Spew	5
Crystal Repository	5
Death's Exchange	5
Deatheater	5
Demoniac Porter	5
Dragonsoul	5
Dragontongue	5
Draven's Oil	5
Escharotic Oil	5
Eye of the Spider	5
Flame's Mystery	5
Frataum	5
Ghost Prison	5
Goetic Talisman	5
Heart's Cage	5
Hesternal	5
Hymek's Bespoken Root	5
Imago	5
Ironflesh	5
Liquid Sorcery	5
Longing for Home	5
Lûli Uzhûri	5
Masticating Stone	5
Mind's Grip	5
Mist Eternal	5
Moon Milk	5
Moonlight's Caress	5

Mouse Mark	5
The Pansophic Head	5
Powdered Pain	5
Ramming Stone	5
Rat's Wink	5
Raven's Glance	5
Rescission	5
Road to Remedy	5
Servants of the Wicked Sun	5
Severed Direction	5
Sleep Powder	5
Sorcerous Stabilizer	5
Spectre Bullet	5
Spittle of a Madman	5
Stolen Visage	5
Swan's Kiss	5
Talisman Against Evil Magic	5
Teracaum	5
Time's Secret Door	5
Touch of Madness	5
The Unseeing Eye	5
Vatic Gift	5
Vertiginous Spite	5
Wings for a Throne	5
Ananym	6
Ascending Bolus	6
Bounding Bolus	6
Ceculicula	6
Chillbane	6
Cruciform of Death	6
Dark Expulsion	6
Defending Arms	6
Fingertips of Light	6
Fire's Nemesis	6
Ghost Bullet	6
Hidden Enneagon	6
Inner Burn	6

The Invisible Potion	6
Lost Depth	6
Lupine Majesty	6
Monstrous	6
Nameless Steed	6
Natation Bolus	6
Noogenesis	6
Paregoric Anodyne	6
Psychogenic Enneagon	6
Psychomachian Enneagon	6
Rotting Bomb	6
Screaming Silence	6
Sleepwings	6
Smoke Pill	6
Stalwart Enneagon	6
Token of Beautiful Inception	6
Vanishing Powder	6
Venator	6
Wish for Peace	6
Artist's Intent	7
Bastion Icon	7
The Black Hand	7
Bottled Danger	7
Corvine Medallion	7
Curative Green	7
Cygnine Medallion	7
Diamondflesh	7
Feline Medallion	7
Ferocity in Miniature	7
Janaum	7
Lissome Access	7
Lysis	7
Murine Medallion	7
Retributive Stone	7
Sorrow's Feast	7
Soul's Companion	7
Universal Antidote	7

Xanthic Mauder	7
Angelophany	8
Coadunating Mist	8
Dire Reflector	8
Key to the Pithican Horde	8
Miasma Mark	8
The Mind's Succor	8
Protective Exit	8
Restorative of the Gods	8
Sacris Bloom	8
The Scarlet Arch	8
Silver Drops of Restoration	8
Sleep Eternal	8
Soul Trap	8
Theandric Habergeon	8
Nefandous	9
Philonoist	9
Bloodmilk	10
Final Draught	10
Organon	10
Rampage Stone	10
Existence Antidote	13



IVUM

Ivum is a drug that is made from powdered spells. Specifically, when spell energy strikes solid matter, it sometimes creates a crystalline substance not unlike fulgurite. Normally it's quite rare, but in areas of Satyrine damaged during the War, the substance is common enough that scavengers and miners seek it out to make ivum.

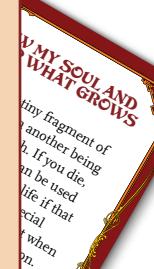
When a vislae inhales ivum, it allows them to use the acquiescent incantation process as if it were the conation process. In other words, the vislae can request a specific incantation (or a specific type of incantation) when they meditate, even when that shouldn't be possible (such as if the vislae's degree is not high enough or they have reached their limit of conation incantations).

To succeed, the vislae attempts an Intellect action, with the challenge equal to the level of the incantation. Failure means that the vislae gets no incantation at all.

Ivum is extremely addictive physically. After the first use, the vislae must take a Withstand defense action with a challenge of 4 plus 1 for every ivum dose they've taken in the last week. Failure means that the vislae now needs ivum every time they want to get an incantation of any kind. The length of time they spend meditating steadily increases. Eventually, the need for the drug intensifies and without a daily dose, the vislae begins to suffer escalating mental damage until they go mad. There are said to be cures for ivum addiction, but they have varying degrees of success.

Ivum is sometimes called "power powder," and addicts are given labels like the magic-mad, dust-dreamers, and powder-heads.

A dose of ivum costs about 6 to 8 crystal orbs. It is not illegal in Satyrine (Satyrine does not control substances in that way), but it is looked upon with distrust or disgust by many.



INCANTATIONS

You either impose your will on the universe, or the universe imposes its will on you. That, at least, is the idea behind the two different types of incantations. Acquiescent incantations and conation incantations are sometimes called submissive and dominant incantations, respectively, and it's not hard to understand why. Do you open yourself to magic's will, or do you tame and command it?

At first, vislae can only obtain acquiescent incantations. This is done through meditation, supplication to higher powers, and sometimes the ingesting of certain substances like ivum. The GM should choose an incantation or—if desired—determine one randomly by pulling a card from the deck.

Eventually, vislae gain the ability to choose one, and then perhaps two conation incantations. They can do this in two ways. If a vislae has already gained an incantation as an acquiescent incantation, they can seek it as a conation incantation. If not, they can ask for a general type of conation incantation (offensive, movement, defensive,

Because vislae can gain conation incantations that are identical to any acquiescent incantations they've ever known, players should make notes of which type they have learned.

When a vislae seeks a conation incantation, they are not creating the incantation. They cannot receive an incantation that does not already exist. In other words, if they ask for an incantation that protects against bears and there isn't one, they get nothing. Thus, unless the vislae knows of a specific incantation, it's far better to seek one in extremely broad terms.

deception, and so on), rather than a specific one. Either way, the conation incantation cannot be of a higher level than the highest-level spell the vislae knows.

No two vislae working together can get the same incantation (either type) at the same time. Further, no vislae can gain the same incantation (either type) two days in a row.

It takes about an hour to receive an incantation. You cannot get more incantations in a given day than your total ephemera limit. So if you can handle three ephemera and currently have no ephemera objects, you could meditate for three hours and receive three incantations, but no more until the next sunrise.

On the other hand, if your limit is three and you possess two ephemera objects, you could receive one incantation, cast it, meditate again, get another, cast it, and meditate again.

Categorizing an incantation as acquiescent or conation simply indicates its origin (or the will behind its origin). In form and effect, both types are identical.

INCANTATION LISTINGS

The following is a list of ephemera incantations. The incantations themselves can be found in the Incantations Deck, with each individual incantation presented with all the necessary information. There are also some blank cards you can use for your own original creations.

When PCs meditate to get acquiescent incantations, use a random card to determine what they get.

INCANTATIONS TABLE

Name	Level
The Anguished Soul Leaves Traces	1
Faces Only Torment the Bereft	1
Memory of Touch	1
Ancient Thoughts Scurry on Dirty Feet	2
A Glimmer Hides in the Shadows	2
Ignoring Unseen Tides	2
A Moment of Clarity Before the Curtain Rises	2
The Needs of a Good Man Make the Angels Weep	2
Seamstresses of Perfection	2
Sights Best Unseen	2
Acutely Watching in Contempt	3
The Blood of Kalum-Rait	3
Born to Trouble	3
Clutching at the Hands of Ghosts	3
Each Scale Denotes Devotion	3
The Exaggerated Value of Trust	3
The Festering Growth of Death	3
The Fires of Nostalgia Burn Bright	3
The Footfalls of Giants Are Music Miles Away	3
Giving Birth to Tyrants and Thieves	3
The Grasp for Something More Than Power	3
Innocent Stars Crowd About the Sleepless Prince	3
Inside the Book There Is Happiness	3
Language Is a Virus Without a Cure	3
Safety in Mother's Arms	3

A FOOL'S GUIDE
NO ONE'S TO
Level: 5 (+1 die)
In a crowd or at least
with other people
inconsequential
move about with
you are essential
as everyone loc
will think of yo
of no conseque
until you take
suggests you
to pay atten
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The Sound of Talons	3
A Storm of Silken Memory	3
Surprise Is the Harshest Reward	3
Vanishing Shadows Presage Disaster	3
Words Are the Keys to a Locked Heart	3
You Will Know Us by the Trail of Blood	3
Beyond the Reach of Mortality	4
Blood's Voice Sings a Song of Pain	4
The Children Who Love Zero	4
Clarity Brings Understanding to Us All	4
The Cocoon of Vain Dreams	4
Consummation of the Heart	4
The Decay of Neglect	4
Each Careful Step Avoids the Unwanted	4
Evil Knowledge in the Blood	4
The Hands of Angels Help the Weary	4
Isolated by the Secrets of Your Siblings	4
A Leap Is as Good as Standing Still	4
The Lies of the Mirror Provide Truth	4
Love of the Stars Emboldens the Night	4
Love's Utter Loss	4
The Metronome Guides Lonely Thoughts	4
The Mirror Displays My Gift	4
My Last Song Is Yours as Well	4
My Path Takes Me Strange Places	4
Questions Compel More Than Answers	4
Resolving Visions of the Present	4
The Revealing Gaze of God	4
Sleeping in Through Ill-Fitting Doors	4
Sharp Edges in the First Frost	4
She Quivers Awaiting Fulfillment of Prophecy	4
Sow My Soul and Reap What Grows	4
That Which Crawls on the Inside	4
Thoughts Are the Playthings of the Dreamer	4
The Thrill of Independence Is Not Lost	4
Truth Comes Easiest From the Mouth of a Child	4
The Voice of My Blood Screams No	4

War Prayer of the Pacifist	4
Waves of Laughter Assault Tyranny	4
The Weight of Ghosts	4
Beauty Seen in Blind Eyes	5
Black Candles Give the Same Light	5
Brutality of the Earth	5
Carried on the Whispers of Moths	5
Close Your Eyes and Die With the Sun	5
The Cost of Empty Pursuit	5
Dead Wolves Whisper Truth	5
Dreaming of Future Funerals	5
Fighting for a Presaged Future	5
Find the Cracks in Selfishness	5
A Fool's Gaze Is No One's to Hold	5
The Gaze Turns Inward to See Real Beauty	5
Gazing Back to Hidden Glances	5
The Grin of the Cold Black Sea	5
Her Lips Awoke the Sleeping City	5
Hide in the Room of Noise	5
The Hour Is Thin	5
I Love You Best When You're Away	5
Ink's Loyalty Is Laughter	5
The Knife Explores the Flesh	5
Light in the Dark of the Before	5
Lingering Bonds Approach the Unreal	5
A Marionette's Soul Is Worth No Less	5
An Ocean Only I Can See	5
The Other Reflection Is the Real You	5
The Path Between Angry Gazes	5
The Punishment of Change Comes to the Wary	5
Quenching Thirst in an Empty Sea	5
Reality Is Just Another River to Ford	5
Shelter of Innocent Awe	5
Stolen Tongues Speak in Silent Songs	5
Strong Is the Grip of the Word	5
Surely Now Is Better Than Before	5
The Theater of Happiness and Desolation	5
Transfixed in Dark Devotion to the Pattern	5
The Voice of Blind Devotion Speaks Only Soothing Lies	5
Weep While the World Weeps	5
When Yours Becomes Mine	5
Wires From Suspended Heaven Hang Taut	5
The Word for the End is Fire	5
Your Blood Is Sweet Wine	5
Amatory Bloodfire	6
Among Shadows of Hooks	6
Belong to a Red Hell	6
Blindness of the Sixty-Three Masters	6
The Book's Offer Is a Welcome Escape	6
Cacophony of the Morning	6
Cry Independence and Set Flames	6
Death Comes on Droning Wings	6
Dimming Light of Grim Circumstance	6
Discarded Candles in the Dark	6
The False Dreams of Endless Riches	6
Flame Consumes Both Treasure and Trash	6
The Flame in Your Eye Begs Forgiveness	6
The Flock Scatters at the Sound of Teeth	6
The Fortune of Unmade Effort	6
Freedom Comes From Change	6
If You Listen, You Can Hear Them Becoming More	6
Less Nevermore	6
Lying Voices Taste So Sweet	6
Madness Is Friend and Foe to King and Beggar	6
The Mists Part and a Savior Emerges	6
A Most Appropriate Demise	6
Moving at the Speed of Depth	6
The Phoenix Broods in Silence	6
Playing With the World's Toys	6
Seeing Through the Eyes of the Sun	6
Sleep Claims No King	6
Sorrow Pursues Sorrow	6
Stars Sing Songs of Crisp Heartbreak	6
Truth Does Not Brook Disrespect	6

Unraveled Cloth Across the Sky	6
Walking Among Ghosts	6
The West Opened and Death Rode Out	6
When Joy Becomes Dust	6
Where Nonsense Sleeps	6
Anger Hates Itself Most of All	7
Blink Thrice Before Dying	7
The Bonds of Family Are Bonds of Flesh	7
The Bonds of the Flesh Free the Mind	7
A Dark God Hungers	7
Darting Eyes and Silent Feet	7
Draining the Essence of a Soul	7
The Footprint of a Moment	7
The Gallows Bring Unjust Justice	7
The Gift of the Light Is Darkness	7
Horror Walks on Too Many Legs	7
I Choose Madness	7
I Own What Remains of You	7
Idolatry Is the Antithesis of Virtue	7
The Lies Spiders Tell	7
Lost Doves Never Sing	7
Lost in a Place Beyond the Map	7
The Narcotic of Sin	7
No Candlestick Too High	7
Only Footsteps Come This Way	7
Pursuit of the Golden Torch	7
Seeping Through the Yesterdays	7
Severed Ties of Future Wonders	7
The Silent Expectations of Motherless Children	7
Sparks Fly Upward to Truth	7
The Souls of the Things We Ignore	7
The Teeth of Their Teeth Frighten Us the Most	7
This Prison of Flesh Holds One	7
Treasures in Lofty Branches Come From Deep	7
Roots in the Earth	
The Welcoming Arms of a Trap	7
The World Is But a Maze	7
You Were Always Someone Else	7
At the Soundless Dawn We Saw Weeping	8
Clouds Part to Reveal the White Ship	8
Final Thoughts of Dying Stars	8
From Deep in the Cave of Dezdu-Urbat	8
The Hammer Breaks the Earth's Back	8
Heaven and Earth Shall Pass Away	8
Rain Washes Away All You Are	8
Seize the Moon and Slay the Stars	8
She Has Abandoned Us, But Left Behind Fragments	8
The Slander of Birds	8
The Sun Strengthens the Bonds on Which It Shines	8
Teeth Grow Sharper in the Depths	8
Thirteen Angels Standing Guard	8
The Tower of Time Collapses	8
Heart Like an Unspent Coin	9
A Hunger Best Not Fed	9
Lost in the House of the Dead	9
Now Is Not Soon Enough	9
The Regret of Lost Time	9
Skin as Storm	9
The Spread of Scattered Selves	9
Terrible Is This Place	9
Velvet Dreams Take Our Hearts	9
Bequeathed to the Soil to Rise Later	10
The Final Wonder	10
The Flesh of Ripe Stars	10
Heaven Calls for Justice	10
All You Are Is Mine to Use	11
Forever Dying, Forever Being Born	11
Knowledge Is the Devil	11
Staring at Hills of Long-Forgotten Yesterdays	11
The Sky Knows Many Secrets	12
Painted Fire in the Sea	13
The Queen of Midnight Takes Her Due	14
Lonely Songs the Moon Sings	15



OBJECTS OF POWER

We all knew the followers of Ba-Seen wore hooded cloaks as black as the heart of the Dark itself. They called them Lychobite's Cloaks, for they loved the night like a mother. What we didn't realize until much later was that each garment held a bit of their master's dark soul within it.

Objects of power are magical items that have a more permanent nature than ephemera objects. They can potentially be used many times.

"Objects of power" is such a Maker term. Vislae more likely say "magical items" or "magical tools." A few lump them all together as "magical weapons," even though they are by no means all weapons. People in general say "wondrous devices" or just "devices."

Even more likely, however, is that people don't need to refer to them collectively at all. A vislae with a Patient Prism has no reason to think of it in the same terms as the Lethiferous Brand a demon offers them in exchange for a favor to be named later. People walking around with Aethyr Links would not think to associate them in any way with the infamous weapon simply called That Sword.

This nomenclature issue arises from the fact that all objects of power are individual devices made by different people for different purposes (if they were made at all). Other than in terms of the rules in this chapter, there's little reason to think of these things as being of a kind. They're individual manifestations of magic.

"Artifact" is a title based on power and legendary status. "Relic" is a description of origin.

Shamights are very minor, very common objects of power that simply produce a moderate glow. They are so ubiquitous, in fact, that in Satyrine they are mounted on posts and used to light the streets.

ARTIFACTS AND RELICS

Artifacts and relics are two different subsets of objects of power. Both are rare. Some rare objects of power earn the name "artifact." Artifacts are always particularly potent, and most of all they are unique. They are often—but not always—old and even legendary in reputation. Artifacts never deplete, although to call them permanent is to misunderstand them, for they can change or even fade away over time. When an artifact disappears or changes, the owner very likely earns 1 Despair.

Relics, unlike other objects of power, were not created intentionally through the effort of a mortal, like a Maker. Instead, relics occur "naturally." Their powers come from their inherent nature, their proximity to a source of power, or some other unintentional source. The Actuality teems with relics of its own magical character.

OBJECT OF POWER DETAILS

Objects of power rarely just make an action easier or directly enhance the actions of the user. That's what kindled items do. Instead, objects of power provide a new capability to the user or offer something unique. This is the primary difference between a kindled item and an object of power. (The fact that most kindled items are simple and common enough that they can be purchased without magecoins also factors into the distinction.)

OBJECT OF POWER LIMIT

As with ephemera, characters cannot own many objects of power at once. The magic within them is too much to take. All characters are limited to a maximum of three objects of power at a time.

Kindled items, a Maker's signature item, and of course ephemera do not count toward this limit. Neither do things like magical materials and ingredients, leaves of emotions, and so on.

Characters with the **Magical Management** secret can handle five objects of power at one time.

USING OBJECTS OF POWER

When you use an object of power, it's much like casting a spell. However, it costs you no Sorcery to do so. It's like a free spell. Conversely, you cannot use your own power to increase the level of the effect—the level is set. Just like with a spell, you can add additional Sorcery, but in this case, all a bene of Sorcery does is add +1 to the venture or grant additional damage or an **additional effect**.

Characters using objects that can be aimed, like an Insanity Pistol or That Sword, can use bene from Accuracy rather than Sorcery.

DEPLETION

Like spells and other effects, the effect created by an object of power often has a depletion to let you know when it ends. However, objects have their own depletion to let you know when the object's power is drained. As you sit in Shadow, you might liken this to a battery-powered electric light that turns off after a time but can be turned back on. You have to know how long the light stays on, and you need to know when the battery is exhausted and the light won't turn back on at all.

Thus, you'll see many objects with entries for Effect Depletion and Object Depletion. For objects with both, you'll need to determine if the effect depletes separately from the object. One does not relate to the other in any fashion.

Typically, an object wielder can end an effect they create with the object at any time, just as if they had cast a spell.

Sometimes, an object will have a depletion entry with two ranges, separated by a slash. This means that when a depletion roll is made, two dice are rolled, and both dice must show the stated result to indicate depletion.

Artifacts do not deplete.

*Magical Management,
page 90*



THE GATE

*Using Bene for Effect,
page 22*

** It's difficult to imagine a scenario where such an object might be sold for money, even magical money. It's also likely that vislae who possess magecoins in such amounts—particularly at the upper end of this scale—are exceedingly rare. Even so, the amounts here are useful to show relative value in a case of barter or similar exchange.*

IDENTIFYING OBJECTS OF POWER

The magical nature of an object of power isn't always obvious. Sometimes a spell or ability that senses the presence of magic is needed. If a vislae knows that an object has power, they can attempt an identification action (modified by Intellect, and probably using the skill magical lore) to learn its name, level, and properties.

Objects of power of level 8 or higher have such a palpable aura of magic that anyone—even non-vislae—can sense their energy if they are close. (The only exception is if the object is intentionally hidden.)

VALUE OF OBJECTS OF POWER

People only rarely sell magical devices of this kind of potency. Most don't have the funds (or the right kind of funds) to purchase them, and they're rare enough that most people don't want to part with them.

As with ephemera objects, trading is easier and more common. A level 1 object can be traded for another level 1 object. A level 3 for a level 3. And so on. If an exchange is desired but the levels don't match, the party trading the lower-level object probably has to put up the difference in magecoins.

Simply put, things are worth what people are willing to pay for them. Value should probably vary based on depletion and actual effects, and not purely level. In the very broadest of strokes, though, the general value of an object of power can be summed up as follows:

Level 1–3	1 magecoin + 1 magecoin/level
Level 4–6	2 magecoins/level
Level 7–8	3 magecoins/level
Level 9	30 magecoins
Level 10	50 magecoins
Level 11	75 magecoins*
Level 12	110 magecoins*
Level 13	160 magecoins*
Level 14	220 magecoins*
Level 15	300 magecoins*
Level 16	400 magecoins*
Level 17	550 magecoins*



MERGE WITH THE
BLACK CUBE

STAWICKI
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113

OBJECT OF POWER LISTINGS

The following is a list of objects of power. Not a complete list by any means, but a general sampling of the varied and wondrous devices that can be found in the Actuality. The objects are in the Objects of Power Deck, where you will find all the details of each individual object. You'll also find that the *kindled* items in the goods lists in *The Key* are included in the deck as well (with multiple instances of some of the most common items). Use the deck to determine a random object with a simple card pull. There also are a few blank cards for you to add your own original creations.



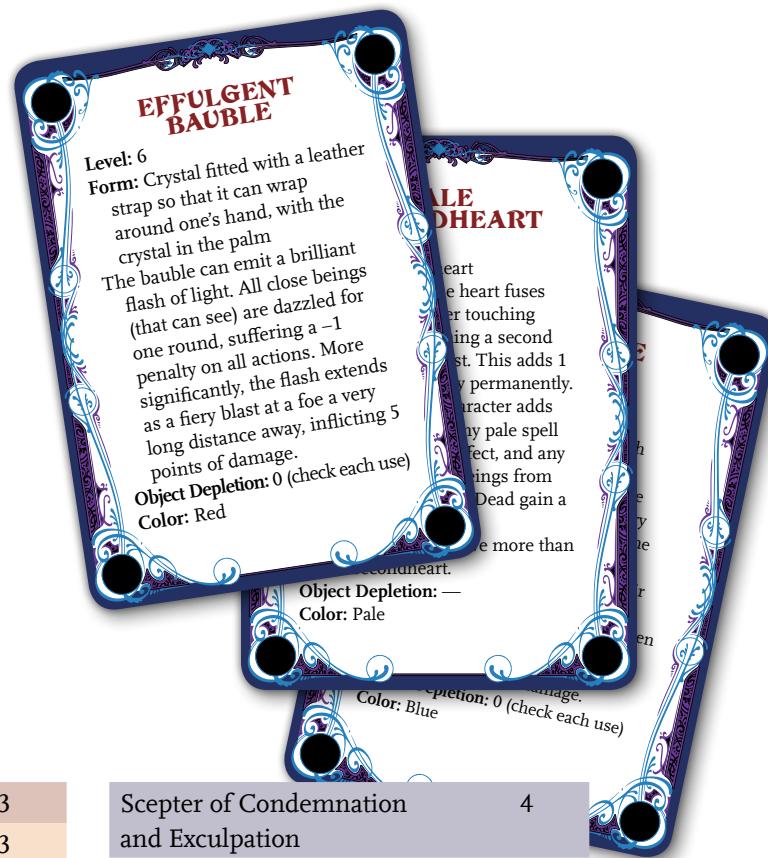
THE KEY

Kindled items, page 184

When adjudicating objects of power effects, NPCs who gain bene add 1 to their level, and NPCs who suffer vex subtract 1 from their level. These modifiers last for one round, or an entire encounter (depending on context). A scourge lowers their level by 1 long term.

OBJECTS OF POWER TABLE

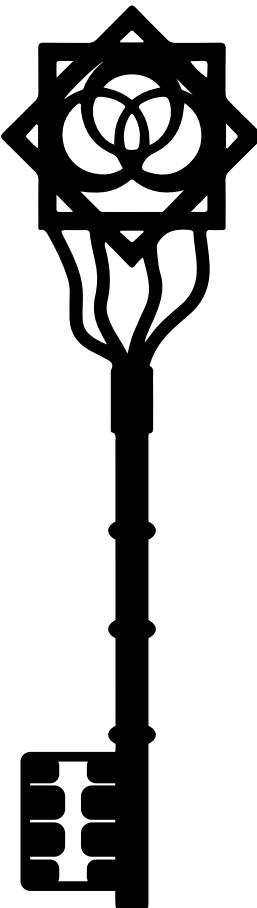
Name	Level			
Aethyr Link	1	Lupine Staff	3	Scepter of Condemnation and Exculpation
Chiun	1	Misologist's Knife	3	Spiderskin
Dream of a Million Dreams	1	Patient Prism	3	Spirit Radio
Endless Coil	1	Robes of the Nine Suns	3	Suncatcher
Luminescent Brush	1	The Silent Jar	3	The Suspended Crown
Speaking Stone	1	Anguish Blade	4	Visitor's Knife
The Complaint of the Lost	2	Builder's Bundle	4	Wooden Knife
Ephemera Bag	2	Diamond Net	4	Ynost (relic)
Gratitude	2	Emotional Compass	4	A Blind Eye
Neverending Bottle (relic)	2	Empty Box	4	Clairvoyant's Crystal
Anxious Gargoyle	3	Encumbrous Pin	4	Crown of Bone
Dancing Angels	3	Ghost Door Sortir	4	Darkling Necklace
Diplopia Ring	3	Grasping Cauldron	4	Davruin
Duocorset	3	Hovering Umbrella	4	Demonifuge
Fissilingual Stone	3	Idolum	4	Discerning Camera
Goetic's Mat	3	The Living Fire	4	Exsanguinating Dart
The Lock's Nemesis	3	Mindseye (relic)	4	Flowering Suit
		Offering Knife	4	



The Grey Needle	5
Inscient Touch	5
The Key of Elasticity (relic)	5
Lethiferous Brand	5
Pen of Faces	5
Pricking Finger	5
Red Wizard	5
Retributive Glass	5
Soaring Ring	5
The Source of Goodness (artifact)	5
Stone Oracle	5
Tendril Teeth	5
Tentacle Rings	5
Translation Doll	5
Transport Ring	5
Ullagone Crystal (relic)	5
Umbra	5
Virose Gun	5
Wings of the Grail Moth	5
Ascribing Spike	6
The Blue Eidolon	6
Blue Secondheart	6
Circlet of True Might (artifact)	6
Communion Rod	6
Effulgent Bauble	6
Gold Secondheart	6
Green Secondheart	6
Grey Secondheart	6
Indigo Secondheart	6
Invisible Secondheart	6
Lychnobite's Cloak	6
Mask of Eyes	6
Momentary Dynamo	6
Nature's Crown	6
Pale Secondheart	6
Pendulum Helm	6

Razor Halo	6
Red Monocle	6
Red Secondheart	6
Silver Secondheart	6
Slaughtersword	6
The Sound of Death	6
Stabbing Stone	6
Vanishing Cloak	6
Whispering Book (relic)	6
Wraithstone (relic)	6
Binding Rod	7
Conceptual Forge	7
Ectoplasmic Gloves	7
Fatidical Crown	7
The Krajit (artifact)	7
Loom of the Soul	7
The Mind Palace	7
Panoply of Pain	7
Sinsuit	7
Tooth of the Monarch	7
The Eternal Lock	8
Insanity Pistol	8
The Key of Faces (relic)	8
The Nameless Ship (artifact)	8
Orb of Pestilence	8
The Reluctant Blade (artifact)	8
Taming Chain	8
Time's Thief	8
War Shade	8
Multiphasic Compass (artifact)	9
Procellus	9
Chrysalis Armor (relic)	10
The Face of Nothing	10
The Festering Soul of the Clock (artifact)	10
A Stone Called Murder (relic)	10
The Firmament's Gift	11

Armoring Vest	12
The Omega Curse Stone (artifact/relic)	13
The Devil's Ring	14
God's Punishing Fist	15
The Living Monolith	15
The Master (artifact)	17
Summoner's Box	17
That Sword (artifact)	17





THE CHANGERIES



**ne hand, three hands
Look behind you, eyes all around
Snake body, crow wings
Look within you, show us your soul**

Two women walk down the street in the Palindrome. One has the lower body of a gigantic spider, her torso rising up in an elegant curve from where the spider's head would be. Her entire form is draped in sheer white fabric that looks very much like webbing. The other woman doesn't so much walk next to her as float—or rather, flutter. Her body shifts continually, flesh one moment and fluttering, sparkling confetti the next.

Just another day in Satyrine.

These people are known as the Perfected, and eventually, most vislae join their ranks, at least to some degree. If for nothing else, for the sheer individuality and expressiveness of the experience.

In Satyrine, a number of businesses offer magical transmutation of a person's physical form. Collectively known as the changeries, these places use magic to grant all manner of body modifications. Although a few offer special benefits, the vast majority are purely cosmetic. That does not, however, mean that they are not dramatic.

The changerries can alter appearance—what in Shadow one would call cosmetic surgery—bestow tattoos, change hair style and color, and so on, but most modifications are far more striking, and challenge one's humanity or even a sense of reality. One person might have two heads, and another might have an upper torso unconnected to the lower.

Despite the fact that all prices are in magecoins, some non-vislae do get altered in the changerries.

It's a sign of status and high fashion. Dramatic and stylish clothing (often kindled clothing) is an important way to show one's high position, expensive tastes, or both, but body modification from the changerries is even more so. Usually, the more dramatic—and original—the better.

Alterations in the changerries always involve making the modifications survivable. A person without a mouth eats and breathes some other way. A person without eyes senses just as well as they did before. The point of the changerries is appearance, and sometimes minor mechanical benefits, but usually any mechanical changes are ignored or there only to justify the change in appearance. So if someone has a snake tongue, ignore the sensory aspects of it—that's not the point of getting a snake tongue. Or, alternatively, if someone is just a floating head that can fly around, you'll need to establish how fast and how high they can fly, but not having hands to hold things is going to come into play too. The big takeaway here is that appearance and flavor are more important than simulation.

Don't worry too much about how one can function with their head unattached to their neck, floating above their torso. The magic of the changerries is powerful. At the same time, don't think too much about unintended consequences or exploits arising from a change. Appearance, not function, is the point.

DESIGNING NEW CHANGES

Even with the long lists of changes in this chapter, what you'll find here doesn't begin to scratch the surface of all the possible changes available. The entire point of the changerries is for vislae to display their uniqueness and individuality. Form is an expression of what lies within—as within, so without.

Basically, each change needs to be assigned a level, like anything else. Changes that are purely

cosmetic and could probably be accomplished even without magic are level 1 to 3. This includes things like tattoos or changing hair color. Cosmetic changes that are more significant, like tattoos that shift based on mood or adding 6 inches (15 cm) of height, fall between levels 4 and 6. Changes that are dramatic but still purely for appearance are level 7 or 8. Such changes might include a hole that runs right through your head.

At level 9, changes begin to offer concrete benefits. If you want to have the head of a viper fish, that's probably level 8. If you want to be able to use those new teeth as a weapon, that's probably level 9 or 10. Changes of level 11 or higher are truly transformative and probably convey significant advantages, like having an immaterial body, a huge body of solid stone, or a body made of a swarm of insects.

GMs and players are urged to remember that the point of the changeries is, first and foremost, to allow characters to become as surreal as the setting in which they live. Obvious shortcomings or outrageous advantages should often be ignored—as with all magic adjudication, follow the spirit of the rule rather than exploiting something for an advantage.

THE COMPLEXITY OF CHANGES

Sometimes, changery processes can be complex and involved. Multiple visits might be required. A few of the Perfected have accepted drawbacks in order to get the change they desired. These drawbacks might be required, or—in some cases—they can be something extraneous a vislæe intentionally accepts to lower the level (and thus the price). The story of the change rules this issue. For example, if a vislæe's new metal body is accompanied by a requirement that a special magical salve must be applied every day, that might be explained as the result of using inferior materials. A vislæe who can spit acid but must take special pills now has a physiology where their own juices will burn away their internal

organs without the substance in the pills.

Some changes may require frequent return trips to the changeries for maintenance and upkeep.

UNWANTED CHANGES

Sometimes, as punishment for a crime, the city forces a criminal to undergo an unwanted and likely negative transmutation in the changeries. This might include having their face removed, replacing their feet with heavy lead weights, or giving them a hideously huge head that their neck cannot support.

LIST OF CHANGES

Use the following lists to choose possible changes for PC vislæe, and provide guidance as examples for original changes. Use them to suggest appearances for NPCs as well.

LEVEL 1–3 CHANGES

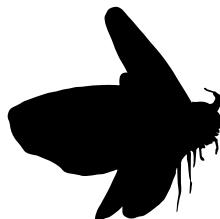
These changes cost 1 magecoin per level. They take about an hour.

- Hair color change
- Eye color change
- Tongue and lip color change
- Tooth color change
- Tattoo
- Blood color change
- Patterned skin
- Skin color change
- Skin texture change

Elderbrin find the Perfected both entertaining (because they love change) and bewildering (because the effects of the changeries are permanent). Obviously, elderbrin never undergo changes in a changery, but they do sometimes work there, often as informed consultants and creative inspiration.

The Abnormous use changeries to make their bodies more conducive to possession.

 **THE PATH**
Abnormous, page 117

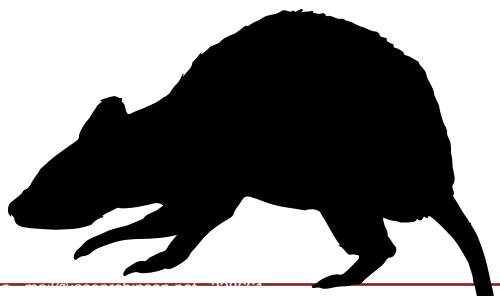


LEVEL 4-6 CHANGES

These changes cost 2 magecoins per level. They take about six hours.

- Complete facial reconstruction
- Flowers for hair
- Smoke for hair
- Feathers for hair
- Gemstones for eyes
- Mirrors for eyes
- Fire for eyes
- Eyes are black voids
- Clock faces for eyes
- Flowers for eyes
- Eyes are keyholes
- Antlers
- Blank face
- No mouth
- No eyes
- No nose
- Forked tongue
- Small horns
- Eyes glow
- Eyes completely white
- Eyes completely dark
- Eyes completely one color
- Moving tattoo
- Glowing tattoo
- Extra finger
- Fingers do not connect to hand
- Gender change
- Shorter
- Taller

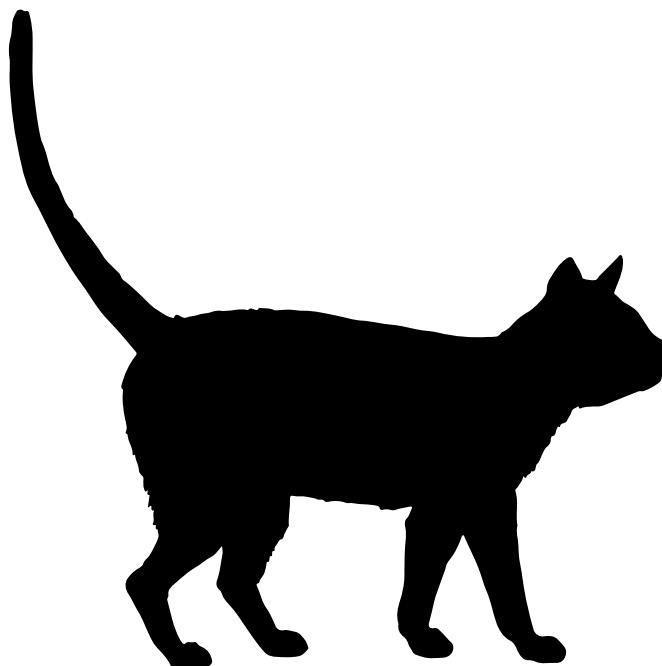
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LEVEL 7-8 CHANGES

These changes cost 3 magecoins per level. They take about 24 hours.

Hawk head	Nimbus of energy around body
Raven head	Hair and clothing always move as though blown by wind
Wolf head	Hole in flesh
Octopus head	Useless tail
Skull head	Miscellaneous fins or frills
Plant head	Flesh is mosaic
Mushroom head	Flesh is transparent
Candle head	Skin glows
Snake head	Metal replacing portions of flesh
Frog head	Ceramic replacing portions of flesh
Insect head	Crystal replacing portions of flesh
Goat head	Glass replacing portions of flesh
Shark head	Fungus grows on flesh
Rat head	Flowers grow on flesh
Swan head	Bleed flowers rather than blood
Cat head	Bleed insects rather than blood
Owl head	Bleed oil rather than blood
Crane head	Bleed ice rather than blood
Eagle head	Bleed mercury rather than blood
Stag head	Ever-burning candles embedded in flesh
Building head	Portions of body are invisible
Clock head	
Book head	
Pyramid head	
Sphere head	
Eyeball head	
Extra head	
Head is split in two horizontally	
Head is split in two vertically	
Head is invisible, but eyes are not	
Face is relocated	
Disconnected head	
Disconnected hand	
Disconnected torso	
Halo of energy around head	





LEVEL 9-10 CHANGES

These changes cost 4 magecoins per level. They take about 48 hours.

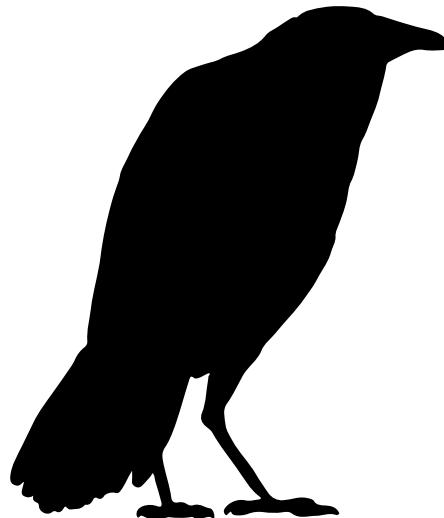
Much larger eyes: +2 bene to Perception pool
Additional eye, located on hand
Additional eye, located on back of head
Additional arm
Additional mouth on hand
Additional face
Teeth are large and pointed: level 4 attack, 5 damage
Enormous mouth: level 4 attack, 5 damage
Only a head: can fly, but has no hands (or body, obviously)
Snakes for hair: level 5 attack, 5 damage
Tentacles for hair: level 5 attack, 5 damage
Spider head: level 5 attack, 3 damage, poison that inflicts 2 Movement vex
Octopus lower body
Tongue is a snake: level 5 attack, 5 damage
Spit fire: short range, level 4 attack, 5 damage
Spit acid: short range, level 4 attack, 5 damage
Tentacle beard: level 5 attack, 5 damage
Tentacle tongue: level 5 attack, 5 damage
Tentacle head: level 5 attack, 5 damage
Snake lives in head, exits through eye: level 5 attack, 5 damage
Spider lower body: +2 bene to Movement pool, can cling to walls
Snake lower body
Horse lower body: +3 bene to Movement pool, double long-term movement speed
Wolf lower body: +2 bene to Movement pool
Lion lower body: +2 bene to Movement pool
Turtle lower body: +2 Armor, 2 Movement vex
Hand is a claw: level 5 weapon, inflicts 4 damage
Hand is a tentacle: level 5 weapon, inflicts 4 damage
Hand replaced with blade: level 5 attack, 5 damage
Hand replaced with gun: long range, level 4 attack, 5 damage
Hand replaced with spike: level 5 attack, 5 damage
Extremely long limbs: reach nearby targets

Limb is liquid: can flow through small cracks
Limb is shadow: can reach through solid matter
Armor plates: +1 Armor
Wings: fly at running speed
Tail: +2 bene to Movement pool
Flesh has spikes or quills: level 5 attack, 5 damage
Swimming fins: +3 to swimming actions
Gills: breathe underwater
Chest is a furnace: +4 Armor against fire, touch inflicts +1 damage
Chest is a cage
Chest is a storage compartment
Flesh is burning: +4 Armor against fire, touch inflicts +1 damage
Bleed serpent rather than blood: level 5 attack, 5 damage whenever wounded (no action necessary); close range only
Bleed acid rather than blood: level 5 attack, 5 damage whenever wounded (no action necessary); close range only
Bleed fire rather than blood: level 5 attack, 5 damage whenever wounded (no action necessary); close range only
Insect nest incorporated into body: level 5 attack, 5 damage
Wood body: +1 Armor
Unnaturally attractive: +2 bene to Interaction pool
Large muscles: +2 bene to Physicality pool
Extremely limber muscles: +2 bene to Movement pool
Body can bend in unnatural ways: +1 on all Dodge defense rolls
Lower body fades off into nothing, floats rather than walks
Body suspended by birds, floats rather than walks
Body suspended by insects, floats rather than walks

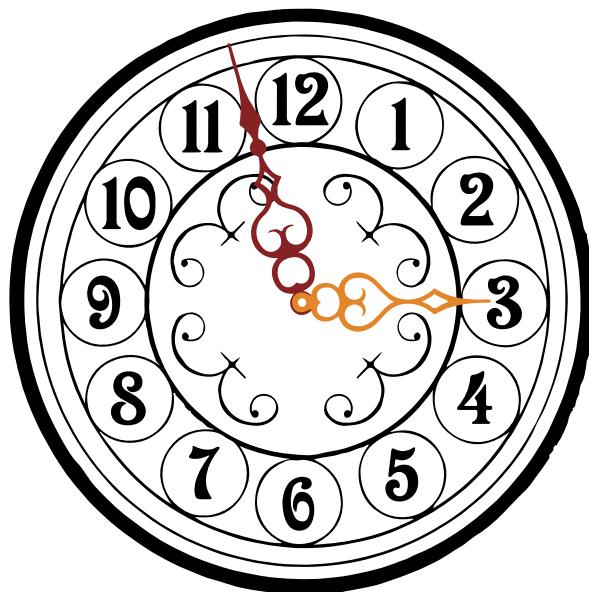
LEVEL 11+ CHANGES

These changes cost 5 magecoins per level. They require at least two visits, each taking at least 48 hours.

- Metal body: +2 Armor
- Crystal body: +2 Armor
- Body is a swarm of insects: can fly, +2 bene to Movement pool
- Body is a flock of birds: can fly, +2 bene to Movement pool
- Body is a swarm of rats: +4 bene to Movement pool
- Body is a sheaf of papers: can fly, +2 bene to Movement pool
- Body is a large number of books: +2 bene to Movement and Intellect pools
- Body is a large number of gemstones: +2 Armor
- Body is a sphere: can fly
- Body is a cube: can fly
- Body is shadow: cannot affect or be affected by matter (like a ghost)
- Body is smoke: cannot affect or be affected by matter (like a ghost)
- Body is liquid: cannot affect or be affected by matter (like a ghost)
- Body is a shell filled with flowers
- Body is a shell filled with smoke

**DRAWBACKS (-2 LEVELS EACH)**

- Breathes something other than regular air
- Requires drinking the blood of humans every day
- Requires eating human flesh every day
- Requires special injections every day (which cost at least 10 crystal orbs)
- Requires special pills every day (which cost at least 10 crystal orbs)
- Requires a particular leaf of emotion every other day
- Requires the casting of a specific level 5 spell every day
- Requires that someone other than you cast any spell of level 7 or higher upon you every day
- Rotting side effect that gives 1 Physicality vex
- Debilitating side effect that gives 2 Movement vex
- Requires specific sounds or music to be played continuously
- Requires sincere allegiance to a specific entity of power
- Requires obedience to a specific entity of power (who frequently gives orders)
- Change requires permission and direct intervention of an entity of at least level 14 (or 4 levels higher than the change, whichever is higher)
- Requires suffering 1 Wound every day
- Prevents conventional sleep (but not need for sleep)



RESOURCES AND INSPIRATIONS FOR INVISIBLE SUN

The following have all been very influential on the development of Invisible Sun. Some entries in this list are people—authors, artists, directors, and musicians. Some are movements, belief systems, or philosophies. And some are created works, like books or fictional characters. In some cases, both a book and its author get separate mentions. This is to indicate a particularly strong influence on the game and its setting. The list is in a very rough order of significance, but that is of secondary concern. Everything on this list has its own particular meaning and reason for being included.

No suggestion of endorsement or connection is intended. This is simply a list of inspirations.

- Surrealism
- *Promethea*
- Salvador Dali
- Grant Morrison
- Liars
- Vladimir Kush
- Austin Osman Spare
- Peter J. Carroll
- Robert Anton Wilson
- A. E. Waite
- Dadaism
- Zoroastrianism
- Buddhism
- William Burroughs
- M. John Harrison

- David Bowie
- Kenneth Grant
- Mike Mignola
- The Tarot
- Alan Moore
- Zdzisław Beksiński
- Jarosław Jaśnikowski
- Swans
- David Tibet/Current 93
- Philip K. Dick
- The Tree of Life
- Apse
- Doctor Strange (all incarnations)
- Steve Ditko
- Godspeed You Black Emperor
- *House of Leaves*
- Brion Gysin
- André Breton
- Jack Parsons
- Alchemy
- John Zorn
- Thomas Ligotti
- *The Orange Eats Creeps*
- Coil
- Jack Kirby
- Tarsem Singh
- Psychic TV
- *The Metamorphosis*
- Santeria
- *Gravity's Rainbow*
- Manfred Lurker
- *Doom Patrol*
- Chelsey Minnis
- The Caretaker
- *Scorch Atlas*

- David Lynch
- *Kill Six Billion Demons*
- H.P. Lovecraft
- Lettrism
- Dynamism
- Daniel Merriam
- Brian Teare
- *The Anatomy of Story*—John Truby
- *A Writer's Guide to Fiction*—Elizabeth Lyon
- George Crumb
- *Sandman*

SPECIAL THANKS TO OUR KICKSTARTER BACKER PLAYTEST LEADS AND THEIR GROUPS

Brandon Barnes
Ivan Blasco Navarro
Joseph DeSimone
Jesse Edmond
David Hanlon
Eileen Kanost
Edgardo Montes Rosa
Joseph Noll
Christian Palmer
Krzysztof Piwowarski
Scott Robinson
Jason Robinson
Darius Sayers

