

Arts & Realms

(For Changeling: The Dreaming Second Edition)

Arts

Chicanery

Attribute: Manipulation

1. Fuddle: User can confuse a person. No direct harm may be caused to a person, though he may inflict accidental injury upon himself due to his confused senses.

- 1 success: effect lasts one minute
- 2 successes: 10 minutes
- 3 successes: one scene
- 4 successes: One day
- 5 successes: One chapter (a game session)

2. Veiled Eyes: The Kithain can hide a specific person, place or thing. This effect lasts for one turn/success. A point of Glamour can be spent to make the effect last twice as long. Difficulty to penetrate the Veiled Eyes (on Perception + Kenning roll) is 4 plus the number of successes scored casting the cantrip.

3. Fugue: The caster can remove, destroy, and steal specific memories from someone else.

- 1 success: Causes weak, temporary forgetfulness until subject's memory is jarred
- 2 successes: Remove a simple memory (like a phone number) for one hour
- 3 successes: Completely eradicate memory of a specific event, identity, or object
- 4 successes: Powerful beliefs and memories may be removed
- 5 successes: Causes complete and total forgetfulness

4. Haunted Heart: User can evoke specific emotions in a target. The effect lasts for one turn/success, though Glamour can be spent to allow one extra minute per point spent.

- 1 success: invoke a mild emotion
- 2 successes: cause wild surges of emotion
- 3 successes: Creates a heady state of passion
- 4 successes: target is consumed by her passions
- 5 successes: Creates a completely obsessive emotional state

5. Captive Heart: The user may bend another to her will. The target becomes very vulnerable to suggestion from you; you can give simple commands and influence his behavior.

- 1 success: Effect lasts for one turn
- 2 successes: Five turns
- 3 successes: One scene
- 4 successes: Until sunrise or sunset (whichever comes first)

5 successes: One full day

Chronos (from Nobles: The Shining Host)

Attribute: Perception

1. Wyrd: this cantrip confuses the time sense of the target. The target must make an Intelligence + Temporal Sense (see Nobles: The Shining Host for details on the Temporal Sense Knowledge) roll (vs. 7; two successes needed), or become confused as to the order in which things happen. All Mental Attributes are rolled with an additional one point of difficulty. Duration of this cantrip is determined by the Realm used:

Actor/Fae: One minute per success

Nature/Prop: One hour per success

Scene: One round per success

2. Backward Glance: allows the caster to look into the past. This gives her total recall of any event that she has experienced, as well as allowing her to “read” what has happened to a person, place, or thing in the past. Note that this cantrip is useless on the Mists, or on anything touched by them. Use of this cantrip requires a point of Glamour. Successes determine how far backward the cantrip may read:

1 success: ten minutes

2 successes: One hour

3 successes: One day

4 successes: One month

5 successes: One year

3. Dream Time: this cantrip can speed up or slow down the forward progression of time. Thus, the fae can age an object prematurely, or retard aging (though not against the onset of Banality). This cantrip may not be combined with the Permanence Cantrip. Unwilling targets of this cantrip may roll Intelligence + Alertness (or Temporal Sense; see Nobles: The Shining Host for details on the Temporal Sense Knowledge) versus the caster’s Intelligence + Realm. The effects of successes are determined by Realm:

Actor/Fae: Speed up--age person one year/success or one extra action/turn, maximum five;

Slow down--retard aging one month/success or slow down actions by half

Nature: Speed up--ages object one year/success; Slow down--retards aging one year/success

Prop: Speed up--ages object ten years/success; Slow down--retards aging one year/success

Scene: Speed up--ages object 100 years/success; Slow down--retards aging 100 years/success

4. Permanence: affects the duration of another Art. Cantrips with no duration to speak of (ie, Holly-strike) are not affected by this cantrip at all. Successes determine the lengthening of the Art in question:

1 success: (x2) duration

2 successes: (x3) duration

- 3 successes: (x4) duration
- 4 successes: (x5) duration
- 5 successes: (x10) duration

5. Reversal of Fortune: this cantrip can turn back the veil of time and actually “undo” a recent occurrence. Doing this is very draining, and requires the expenditure of a point of Permanent Glamour. (Note that the ST has the final say on whether or not to allow this Art in her Chronicle.) Successes determine how far back in time the cantrip can reach:

- 1 success: One round (combat) or one minute (peace)
- 2 successes: Two rounds (combat) or two minutes (peace)
- 3 successes: Three rounds (combat) or three minutes (peace)
- 4 successes: Four rounds (combat) or four minutes (peace)
- 5 successes: Five rounds (combat) or five minutes (peace)

Dream-Craft (from Nobles: The Shining Host)
Attribute: Wits

1. Find Silver Path: enables the caster to always find the Silver Path when traveling through the Dreaming, as well as tell who or what else is using the trod. Successes indicate how far away objects can be detected:

- 1 success: within a few yards
- 2 successes: within 100 yards
- 3 successes: within a mile
- 4 successes: within several leagues
- 5 successes: anywhere on the path

2. Determinism: enables the Changeling to see what is on the other end of the trod. This is based upon sight only, and unless the caster uses all five Realms he will only get a partial picture. Successes determine the clarity of the vision.

3. Homestead: allows the caster to create a semi-permanent area of stability within the normally chaotic Dreaming. Each success grants a degree of protection from the chaotic forces of the Dreaming, whether Chimerical or Banal. When cast on a person or object, add one Health level per success, as long as the subject remains in the Dreaming; for a freehold, reduce any attack on it by one for each success.

4. Attunement: allows the subject of the cantrip to become Attuned to the local Dreaming. Only one subject may be Attuned to a Changeling at a time, and this cantrip cannot be cast upon an unwilling subject. No two fae may claim the same area (or person) at the same time. If someone tries, the two must make an immediate Glamour roll (vs. 6); the one with the most successes becomes Attuned. This cantrip only works in the Dreaming. Successes determine how long the subject remains Attuned:

- 1 success: One minute
- 2 successes: One hour
- 3 successes: one day
- 4 successes: one week
- 5 successes: one month

5. Dream Weaving: allows the caster to create pure Chimerical items that are essentially permanent as long as they remain in the Dreaming (Banality destroys them very quickly). It can only be used in the Dreaming, and the caster must expend two points of permanent Glamour (or more in the case of truly grand projects). Successes determine how “perfect” the item created is: a palace created with only one success will be cold, drafty, and in need of repair, while a knight created with five successes could become a legend (so long as he remained in the Dreaming).

Infusion (from Kithbook: Nockers)
Attribute: Intelligence

1. Harden: Allows the caster to “harden” inanimate, Incidental Chimera into a form that can be forged or crafted. It costs one point of Glamour (in addition to any other points of Glamour needed to cast it) to use. The Chimerical object to be affected determines the Realm used; Fae 5 may be used as a secondary Realm, but not as the solitary one. Incidental Chimera that have been Hardened can be forged as if they were Dreamed Chimera. The number of successes determines the duration of this Cantrip (at least two successes are needed for the Cantrip to be of much use):

- 1 success: One hour
- 2 successes: One day
- 3 successes: One week
- 4 successes: One month
- 5 successes: Permanent

2. Toughen: Allows the caster to toughen any Chimerical material (including a Changeling’s Fae mien), making it more resistant to damage and Banality. Any Chimerical object affected gains one additional Health level for every two successes earned upon casting of the Cantrip. In addition, all rolls for resisting Banality have their Difficulty reduced by one for every two successes gained. The nature of the Chimerical object to be affected determines the Realm used when casting the Cantrip. Note that multiple castings do not have a cumulative effect.

3. FUBAR Generation: Allows the caster to spontaneously create FUBARS (see Kithbook: Nockers) and bend them to his will. FUBARS are a necessity for any Nocker experiment created with or powered by electricity or magnetism.

The Realm Fae 5 (Dweomer of Glamour) is used for casting this Cantrip. The Nocker can trap a generated FUBAR in a metal hoop with an Intelligence + Gematria (see Kithbook: Nockers for details on the Gematria Knowledge) roll, Difficulty of the FUBAR’s Glamour

rating; the number of successes determines the number of Glamour points the FUBAR has.

4. **Animantis:** using this art and the Realm Fae 5 (Dweomer of Glamour), the caster can create a golem, or automated servitor. The only constraints on a golem's features and capabilities are the Nocker's talents, materials, and imagination. Most golems have a mechanical appearance, although Legerdemain level 5 (Phantom Shadows) can be used to give it a more human appearance.

To create a golem, the Nocker must make extended Intelligence + Gematria and Crafts rolls (Difficulty 7, ten successes required in each). Once the Nocker has built the golem's body, she must hook it up to a FUBAR-powered generator. The golem is essentially mindless, and will follow only basic commands (although the Gilgul Cantrip [Infusion level 5] can be cast later to give it true sentience). A Botched Cantrip roll means the Nocker damaged the golem's body while creating it, and must repair the damage before the roll is repeated. Seven points may be spent on the golem's Physical and Social Attributes, Skills, and Redes for each success rolled.

5. **Gilgul:** allows the caster to make non-sentient Chimera sentient, and is often used to bring golems to life. When granting sentience to a golem, the Real Fae 5 (Dweomer of Glamour) is used; when casting the Cantrip on Chimera, the nature of the Chimera determines the Realm used, though Fae 5 may be used as a secondary Realm. Using a rod of true silver and a Delta-wave helmet, the Nocker imprints his brain patterns upon his creation. If the Cantrip roll is successful, the player rolls Intelligence + Gematria (Difficulty 7); if the roll succeeds, the Chimera becomes sentient. For each success achieved on the Gematria roll, the golem gains one Attribute point, assigned to Perception, Intelligence, or Wits by the Nocker's player. If the Cantrip roll succeeds but the Gematria roll fails, no points are assigned to the golem's Mental Attributes, and the creature is a blithering idiot. If the player Botches one or both rolls, the golem is mentally unstable and antisocial (the Storyteller rolls the character's Intelligence + Gematria secretly, and assigns points to the golem's Mental Attributes. If the Storyteller rolls no successes for Attributes, the creature is a mindless animal).

Legerdemain

Attribute: Dexterity

1. **Gimmix:** Allows the user to manipulate something or someone telekinetically. The user must make a hand gesture to cast this cantrip, and the movement will mimic the gesture's motion.

1 success: Soft brush

2 successes: Slight nudge

3 successes: Hard pull

4 successes: Sharp yank

5 successes: Enough to knock down a wall

2. **Ensnare:** User may move large objects rapidly, as well as trip or entangle someone

using real or imaginary elements of the setting.

- 1 success: Causes target to trip; target must make Dexterity + Athletics roll (vs. 6) to avoid falling
- 2 successes: Target is ensnared and must make a Strength roll (vs. 6) to escape
- 3 successes: Target ensnared and must exceed the Ensnare's successes by 3 or more (extended roll; vs. 6) to escape
- 4 successes: As above, but target must have 5 successes
- 5 successes: As above, but 10 successes are required

3. Effigy: The user can create an exact copy of something he is looking at or touching, composed of solid Glamour. Although the copy lacks the original's capabilities (a computer can't run programs), the caster, if nearby, can create "special effects" (a computer can light up & show static, and a person can speak--though the caster must roll Manipulation + Subterfuge to create coherent speech). The copy lasts until the caster ceases concentrating on it or it is eroded by Banality.

- 1 success: Bad copy
- 2 successes: Major differences
- 3 successes: Minor differences
- 4 successes: Nearly perfect; can inflict Chimerical damage upon Fae.
- 5 successes: Perfect copy; can inflict Chimerical damage on Fae

4. Mooch: Allows the user to teleport an object from one location to another, nearby area. The object must be in plain sight, or have been viewed within the past minute, and can never be larger than the size of a fist or heavier than 2 pounds. The number of successes determines how clandestinely the Mooch was performed. To detect that an item is missing, a target must make a Perception + Alertness roll (Difficulty 4 + the number of successes gained by the caster).

5. Phantom Shadows: Allows the caster to cast illusions that mimic reality, though they are very focused and specific (an illusory computer doesn't have any software except for its O/S). Illusions can inflict Chimerical damage on all creatures (including mortals) who believe in them. Note that this Art cannot be used to make someone look like someone else.

- 1 success: Fuzzy image
- 2 successes: Looks real, until you look closely
- 3 successes: All but the fine details are complete
- 4 successes: Only the slightest imperfections
- 5 successes: Perfect image

Metamorphosis (from The Fool's Luck: The Way of the Commoner)

Attribute: Stamina

(Note: The base duration for all Metamorphosis Cantrips is one turn; successes beyond those required for the effect may be used to enhance the Cantrip's duration; see the chart below.)

Spending a temporary Glamour point adds one level to the Cantrip's duration.)

- 1 success: One minute
- 2 successes: One hour
- 3 successes: Twelve hours
- 4 successes: One day
- 5 successes: Three days

1. **Hidden Form:** allows the caster to camouflage herself or another living being with the play of light, shadow and color on her body. Note that this Cantrip only affects vision, not hearing or any other senses. Difficulties to spot the subject of the Cantrip are increased by 3. The number of successes indicates the Cantrip's duration. This Cantrip differs from Veiled Eyes (Chicanery level 2) in that it is physical rather than mental camouflage; hence, cameras are also affected.

2. **Impersonate:** The Changeling may alter her appearance to look like another person or Kith (although that person's Birthrights or powers are not gained). The target sounds (more or less) like the impersonated individual, but some skill at acting may be needed to pass more than a cursory inspection.

The change may alter just the fae mien, or the mortal seeming as well. Size must be similar, or Go Ask Alice (Metamorphosis level 3) must also be used. Successes determine the finesse of detail:

- 1 success: Vaguely like another kith
- 2 successes: Could pass for the kith if they aren't paying attention
- 3 successes: Most of the details are accurate
- 4 successes: Look similar to a specific person
- 5 successes: Nearly a perfect image of a specific person

3. **Go Ask Alice:** The Changeling may alter his or her size, becoming tiny or huge. This can be cast multiple times to alter size or duration even further (10 successes could make the recipient breadbox-sized for three days). As with Impersonate (Metamorphosis level 2), this cantrip can be used to effect the mortal seeming as well as the fae mien. The number of successes determines size:

- 1 success: 3/4 or 1 1/2 times normal size
- 2 successes: 1/2 or twice normal size
- 3 successes: 1/4 or 2 1/2 times normal size
- 4 successes: 1/8 or three times normal size
- 5 successes: 1/16 or 3 1/2 times normal size

4. **Merlin's Lessons:** The Changeling may change herself or someone else into an animal (this Art is the means by which the archetypal changing of a prince into a frog was accomplished). Successes determine duration; for an additional point of Glamour, natural advantages and powers may be bestowed (a bat's flight and echolocation). Go Ask Alice

(Metamorphosis level 3) must be used to drastically alter mass.

5. **Mythic Transformation:** The Changeling may transform into a full-blown creature of the Dreaming such as a dragon, mantichore or firebird. In essence the target of this Cantrip becomes a creature of the Dreaming, with all the strengths and weaknesses of that beast (powers and frailties are subject to the StoryTeller's discretion; a Changeling changed into a unicorn would have the power to heal with her horn, but an aversion to "impure" people).

This Art can be very dangerous to use; because the Changeling has become an actual mythic creature, Banality eats away at his very substance. The Changeling loses one Glamour point per hour; once his Glamour pool reaches zero, he begins to lose Health levels at the same rate. Further, if a skeptical mortal sees the Changeling, the fae may be cast into a random portion of the Dreaming the same way chimera are (as per p. 224 of Changeling: The Dreaming).

This is a very powerful but costly cantrip: for a complete transformation (all powers and frailties of the mythic beast), the Changeling must spend a permanent point of Glamour in addition to any other Glamour costs (otherwise, the character only takes the form of the beast). Go Ask Alice (Metamorphosis level 3) is required to drastically alter mass.

Naming (from the Player's Guide)

Attribute: Intelligence

1. **Seek 'n' Spell:** allows the caster to read anything in any language, even tracts with magical wards on them (although the ward will oppose the reader). A new cantrip must be cast for each tract read. Successes indicate how much information is gained from reading the tract:

1 success: Vague understanding, few clear details

2 successes: Fairly clear understanding with only a few details

3 successes: Full understanding with all details coherent

4 successes: complete understanding, as well as divining any hidden meanings

5 successes: As above, and the caster can ask up to three questions about the author of the tract

2. **Rune:** by inscribing a rune on an object to be enchanted, the caster enhances other cantrips or actions. The effect of the cantrip lasts for one turn. Successes gained on this cantrip are added onto any successes gained on another action.

3. **Runic Circle:** creates a protective circle against supernatural forces. This protects the user as long as she does not leave the circle. The number of successes gained determines the protective strength of the circle:

1 success: Protection against all Arts up to level 1

2 successes: Protects against Arts up to level 2; Mage Spheres up to level 1

3 successes: Protects against Arts up to level 3; Spheres up to level 2; all other supernatural powers (Garou Gifts, Kindred Disciplines, etc) up to level 1

4 successes: Protects against Arts up to level 4; Spheres up to level 3; all other abilities up to level 2

5 successes: Protects against Arts up to level 5; Spheres to level 4; all other powers up to level 3

4. Saining: allows the caster to discover the True Name of the target, giving him a measure of power over him/her/it. The number of successes determines how many of the runes (letters) in the target's True Name are revealed (anywhere from 3 to 12). Note that a True Name cannot be used unless all of the letters are known.

1 success: one letter

2 successes: two letters

3 successes: four letters

4 successes: five letters

5 successes: seven letters

5. Reweaving: by switching key runes in the target's True Name, the caster can fundamentally (and permanently) change the basic nature of the target. Note that the caster cannot make a target do something impossible, and the True name of the target must be known before casting this cantrip. Successes indicate how drastic a change has been effected in the target:

1 success: Minor change; tastes or habits

2 successes: moderate change; interests or moods

3 successes: major change; inner nature

4 successes: total change; true calling

5 successes: complete change; spiritual Twister

Primal

Attribute: Stamina

1. Willow-whisper: allows the user to speak with nearly anything: rocks, plants, machines, buildings and even people. You must whisper whatever you wish to say; thus, the conditions must be relatively quiet for you to use this Cantrip. Successes indicate how many questions can be asked and how straightforward a normally non-sentient object is:

1 success: Mumbling, meandering answers; one question only

2 successes: Slightly obscure answers; three questions

3 successes: Clear, but strange answers; lasts for one scene

4 successes: Clear, straightforward, but boring answers; lasts for a week

5 successes: Perfectly clear, interesting answers; lasts as long as caster focuses on the cantrip

2. Eldritch Prime: causes any one of the following natural elements to appear: fire, air, water, earth, or wood. The element will appear in the most natural form possible under the circumstances (water rains down, an object "grows" bark, etc.), and can appear in an

unnatural setting (ie, rain inside) but not in an unnatural or manufactured form (a wooden box).

If simply creating an element, the Nature Realm is used; to actually affect an individual, use Nature and the appropriate Realm for whatever is being affected. The number of successes determines how much of the element appears. For every two successes (round up) the caster can conjure a one-die effect (with fire or air) or provide one Health Level of protection (with stone or wood). Note that multiple castings are cumulative. Effects last for one minute per success.

3. Oakenshield: strengthens and protects a subject. Each success provides an extra Health level above and beyond the levels already possessed by the subject. This strengthening lasts until it is depleted or until one month has passed, whichever comes first.

4. Heather Balm or Holly-Strike

Heather-Balm: allows the caster to heal and restore an object, place, or person to its original, proper condition. To heal actual damage, the caster must spend Willpower (one point per Health level healed). Chimerical wounds require no Willpower expenditure. The ST may decide that restoring certain objects or places requires expenditures of Willpower and/or Glamour.

Heather-Balm heals one Health level per success. The ST decides how many successes are needed to restore a non-living subject.

Holly-strike: breaks objects and harms people. Changelings using this cantrip to harm people inflict mystical, jagged wounds as per the chart below.

1 success: One Health level (a glass bottle)

2 successes: Three Health levels (a door)

3 successes: Five Health levels (a wooden wall)

4 successes: Six Health levels (a car)

5 successes: Seven Health levels (a large oak tree)

5. Elder-Form: allows the caster to turn himself (or someone else) into something (or someone) else, with all the attendant abilities of the new shape. The number of successes indicates how long the metamorphosis lasts:

1 success: One turn

2 successes: One hour

3 successes: One day

4 successes: Three days

5 successes: One week

Each time the subject of the cantrip comes in contact with an unenchanted person, there is a chance that the subject will revert. If the successes on a Banality roll (Difficulty 9) equal or exceed the successes originally made on the Elder-Form, the cantrip is dispelled.

Pyretics (from the Player's Guide)

Attribute: Dexterity

1. Will-O'-the-Wisp: creates a ball of Chimerical flame that will lead the caster to a specific place, person, or object. It tends to weave and wander a lot, often not taking the most direct route but often the safest. Successes indicate how direct and safe a route the will-o'-the-wisp takes. One success indicates a meandering, possibly treacherous route, while five indicate the most direct and safest.

2. Willow Light: allows the caster to illuminate or cast auras of light upon objects or places. With it, you can cause objects or people to glow, or even cause an area to be lit by the phosphorescence. The effect lasts for one hour per point of Glamour spent on its creation. Successes indicate how bright the glow is:

1 success: Dim light

2 successes: Visible light

3 successes: Bright light

4 successes: Incandescent light

5 successes: Blinding light

3. Prometheus's Fist: allows the caster to completely engulf an object in flame, to which it and the caster are immune, but will cause horrible Chimerical burn-wounds on the target of the attack. The effect lasts for one turn per point of Glamour spent on the casting. Successes indicate how many dice of damage will be caused by coming in contact with the flame:

1 success: One die of damage

2 successes: two dice

3 successes: three dice

4 successes: four dice

5 successes: five dice of damage

4. Burn and Boil: allows the caster to engulf a chosen target in searing fire, generally consuming it within minutes or even seconds. The flame acts like normal fire once released, and successes indicate how many Health levels of damage are inflicted:

1 success: One Health level

2 successes: Two Health levels

3 successes: Three Health levels

4 successes: Four Health levels

5 successes: Five Health levels

5. Star Body: transforms something into living flame, keeping its intrinsic abilities intact. As with Prometheus's Fist, the fire doesn't harm the caster. The flame itself is magical, and will not ignite other objects unless the transformed creature so desires. Creatures and objects so transformed inflict three extra Health levels of burn damage in addition to any damage

they normally do. Successes determine how long the target remains transformed:

- 1 success: One turn
- 2 successes: One minute
- 3 successes: One hour
- 4 successes: One day
- 5 successes: One week

Soothsay

Attribute: Intelligence

1. Omen: Offers a glimpse into the target's fate.

The number of successes indicates what information is available about the subject. Note that these answers are never straightforward, and the ST should give them in terms of symbolic visual clues.

- 1 success: One clue about the immediate plan of the target
- 2 successes: One clue about the target's Demeanor or general disposition (if target is a Changeling, one clue about Court alliance)
- 3 successes: One clue about a long-term goal of the target
- 4 successes: One clue about the inner Nature (or Legacy) of the target
- 5 successes: One clue about a closely guarded secret of the target

2. Fair is Foul and Foul is Fair: provides the subject with good luck or curses him with a string of bad luck. Effects aren't cumulative, and successive castings on a subject are at +1 Difficulty. Note that multiple castings of this cantrip may have bad effects on the caster (like the Difficulty for one task the ST deems appropriate being raised by one). Successes determine the luckiness or unluckiness of the event:

- 1 success: Find/lose something small (car keys)
- 2 successes: Find/lose something valuable (a valued friend)
- 3 successes: Find/lose something treasured (a passionate love)
- 4 successes: Find/lose a major element (a magical sword)
- 5 successes: Find/lose something critical (a major magical tome)

3. Tattletale: allows the caster to sense things that are not near her. The caster must be familiar with the subject, possess a piece of the subject, or know the subject's True Name for this cantrip to work. Successes indicate what the caster can perceive:

- 1 success: The faintest glimmer; no sound, and contact lasts for but a moment.
- 2 successes: Clear black and white image; no sound. Lasts for five minutes.
- 3 successes: Clear, full color image with fuzzy sound. Lasts for one scene.
- 4 successes: As above, with clear sound. Caster can determine if the subject is a threat to her or her oathmates. Lasts until sunrise or sunset, whichever comes first.
- 5 successes: As above, but caster can follow the subject beyond the original contact point,

and can even see through the subject's eyes. Contact lasts for an entire day, but the caster must make a Stamina + Athletics roll (vs. 7) or become very tired.

4. Augury: enables the caster to foretell the future in a limited fashion. (The player describes an event s/he would like to occur, and the ST will try to weave it into the plot). The more successes scored, the more likely the event is to occur, and the more powerful the effect it will have on the plot. (Note that the ST is under no obligation to follow outlandish prophecies, and you should "be careful what you wish for...")

- 1 success: Minor event
- 2 successes: Remarkable event
- 3 successes: Important event
- 4 successes: Monumental event
- 5 successes: "Believe it or not" event

5. Fate Fire: The caster brings to bear the power of Fate on the subject. Depending on the nature of Fate, it can be good or bad. Note that the caster has little effect on the nature of the Fate, though s/he will generally have a prophetic dream concerning what will come to pass. The ST should take special care to balance the Fate with the needs of the story.

- 1 success: Quirk of Fate. The subject is warned about his Fate through happenstance.
- 2 successes: Kiss of Fate. The subject views something that illustrates his Fate distinctly, informing him of where life will take him should he continue on his current course.
- 3 successes: Poetic Justice. The subject experiences a setback or a sudden break that sets the wheels of justice in motion.
- 4 successes: Elixir of Truth. The subject suddenly discovers the truth about his fate, probably too late to change it.
- 5 successes: Instant Karma. Fate moves swiftly, dispensing quick and utter justice.

Sovereign
Attribute: Charisma

1. Protocol: enforces noble protocol, etiquette and custom on everyone within its influence. Each success indicates the number of successes that must be gained on a Willpower roll (vs. 7) to break protocol. The effects last until sunup or sundown, or until the caster or reigning noble cancels it, whichever is appropriate.

2. Dictum: allows the caster to command others. The caster need only phrase the command in the form of a direct request and expect it to be carried out. The command cannot be longer than an hour's duration, and a person cannot be commanded to put herself in danger, although the caster can command her to guard a place or a person. Successes indicate the number of successes that must be gained on a Willpower roll (vs. 7) to avoid instantly complying to the request. This cantrip expires in one hour.

3. Grandeur: imbues the caster with unearthly grace and supernatural beauty. So awe-inspiring is he that no one can strike him or take any violent action against him without first overcoming the Grandeur. The effect lasts for an entire scene, or until it is voluntarily abandoned. Successes indicate how many successes must be gained on a Willpower roll (vs. 7) to make any motion at all in the presence of the noble using Grandeur.

4. Weaver Ward: places a lock or seal on a door, entrance or object, preventing it from being used or entered by anyone but those designated by the caster when the Ward is created. A Ward lasts until the next new moon, until broken by another cantrip, or until destroyed by Banality. Successes indicate how hard the Ward is to break; for each success gained on Weaver Ward, an additional success is needed on Portal Passage (Wayfare 3) to break the Ward. There is no other proof against the Ward save for time and Banality.

5. Geasa: allows the caster to place a Geas (a quest) or Ban (a prohibition) upon a person. If the Geasa is not fulfilled to the letter, the person affected by it will suffer some kind of curse, usually named at the casting. Once the Geasa is laid, it is virtually impossible to break; the safest way is to fulfill the task, though if the task proves impossible (killing a person who is already dead), the Geasa is nullified. Banality may be used to counter the effects of this cantrip, or the victim may try to avoid its effects by spending a permanent Willpower point and succeeding in a Willpower roll (Difficulty equal to 4 + the number of successes gained by the caster). Successes indicate the extent and power of the Geas:

1 success: Simple Geas or Ban (drive me to the airport)/Mild curse (rash)

2 successes: Moderate Geas or Ban (exile from someplace rarely visited)/Moderate curse (a cold)

3 successes: Difficult Geas or Ban (cease an activity you find important)/Major curse (debilitating illness)

4 successes: Nearly impossible Geas or Ban (find an honest politician)/Catastrophic curse (lose all possessions, loved ones, etc.)

5 successes: Legendary Geas or Ban (bring back the Siege Perilous from Arcadia)/Deadly curse (death...or worse)

Wayfare

Attribute: Wits

1. Hopscotch: allows the subject to make fantastic leaps and jumps.

1 success: 5 feet straight up/15' broad jump

2 successes: one story straight up/30' broad jump

3 successes: two stories straight up/60' broad jump

4 successes: five stories straight up/150' broad jump

5 successes: ten stories straight up/300' broad jump

2. Quicksilver: allows the user to move as fast as a flicker of light. Each success allows one extra action.

3. Portal Passage: opens a portal through a barrier. The portal remains open for one turn per success, and will either conform to the barrier (at its smallest) or be the size of a normal door (at its largest).

4. Wind Runner: allows the subject of the cantrip to fly. The number of successes indicates how long the effects last; the subject may fly for one turn per success + 1d10 turns. If multiple beings are to fly, the caster must pay successes for each being flying (ie, five people flying, caster scores 3 successes plus six extra turns on the 1d10 roll= nine turns to distribute among the five people), and once the duration of the cantrip is up the user may not be able to form another to keep himself (or any others) aloft.

5. Flicker Flash: the subject of this cantrip can blink out of existence in one place and reappear in another. Both the subject and the destination must be known to the caster, or she must have a part or an image of them. If the sending is attempted without these things, the Storyteller should feel free to have the subject end up in the most dramatically interesting place possible. Note that it is not possible to travel to the Dreaming using this cantrip (those Kithain who have tried it have been lost forever).

Successes indicate how quickly the travel takes place:

1 success: Travel takes one hour (or more).

2 successes: Five minutes

3 successes: One minute

4 successes: Ten seconds

5 successes: Instantaneous

Realms

Actor: The realm of people, characters of all kinds.

1. True friend: The subject of the cantrip must be well-known and friendly to you.

2. Personal contact: You must know this person's name and have had conversations with him in the past.

3. Familiar face: You must recognize the face of the person; she must, in some way, be familiar to you.

4. Complete Stranger: You need not anything about the person, although he cannot be hostile to you.

5. Dire Enemy: You must be opposed to someone in order to use this Realm. Note that a friend with whom you are having an argument falls into this category!

Fae: the Realm of the Fae, including all things of the Dreaming.

1. Hearty Commoner: usable only on a commoner Changeling
2. Lofty Noble: you may use this realm on a noble Changeling (one who holds a title)
3. Manifold Chimera: used on Chimera or Chimerical items
4. Elusive Gallain: you may use this realm on those Fae beings not described above (Nunnehi, Inanimae, and anything unexplained or unexplainable but still related to the Dreaming)
5. Dweomer of Glamour: You may use this realm to affect anything created from Glamour (Freeholds, cantrips, treasures, dross, etc.); you need this Realm to counter any Cantrips cast.

Nature: This realm covers the powers, elements and forces of nature.

1. Raw Material: This realm can be used on unliving organic materials (wood, rope, paper, etc.).
2. Verdant Forest: you can use this realm to affect anything that is alive but not an animal (trees, plants, etc).
3. Feral Animal: You may use this realm only on living, non-sentient animals.
4. Natural Phenomena: this realm can only be used on natural phenomena (weather, volcanic eruptions, etc.).
5. Base Element: usable only on raw natural elements (such as those on the periodic table) or the four traditional elements of fire, air, earth and water.

Prop: This realm refers to objects that are not natural and crafted by human hands. It also includes formerly natural objects crafted into something else (papier-maché, wooden sculptures, etc.).

1. Ornate Garb: this realm can be used on anything that is commonly worn (clothes, jewelry, and even tattoos)
2. Crafted Tool: this refers to a single handheld item having no moving or electronic parts. Weapons like swords, axes and staves fall into this category; guns do not.
3. Mechanical Device: this refers to a single hand-held item that has moving parts. This includes a gun, but not any item requiring electricity.
4. Complex Machine: this refers to a single item having both moving and electronic components, but which is easily explained and understood (cars, toaster ovens and printing presses fall into this category, but microwave ovens, televisions and computers do not). The

object need not be hand-held.

5. Arcane Artifact: this refers to a single item containing electronic and moving parts that is not easily understood or explained (a CD player, an X-ray machine, a computer, etc.).

Scene: The Realm of places, this allows the caster to affect multiple targets, though she must have the appropriate Realm(s) to affect those targets as well (she cannot use Scene 3 by itself to affect a playground full of children).

1. The Chamber: up to 25 square feet.
2. The Cottage: up to 200 square feet.
3. The House: up to 750 square feet.
4. The Park: up to 2000 square feet.
5. The Kingdom: up to 50,000 square feet.

Time: this Realm allows the caster to place a time delay on a cantrip casting. She can cast the cantrip, leave, and expect the cantrip to release without her being present. The number of dots determines how long the delay can be set, and the difficulty modifier applied to the casting:

1. One Turn
2. One hour
3. One day
4. One week
5. One month