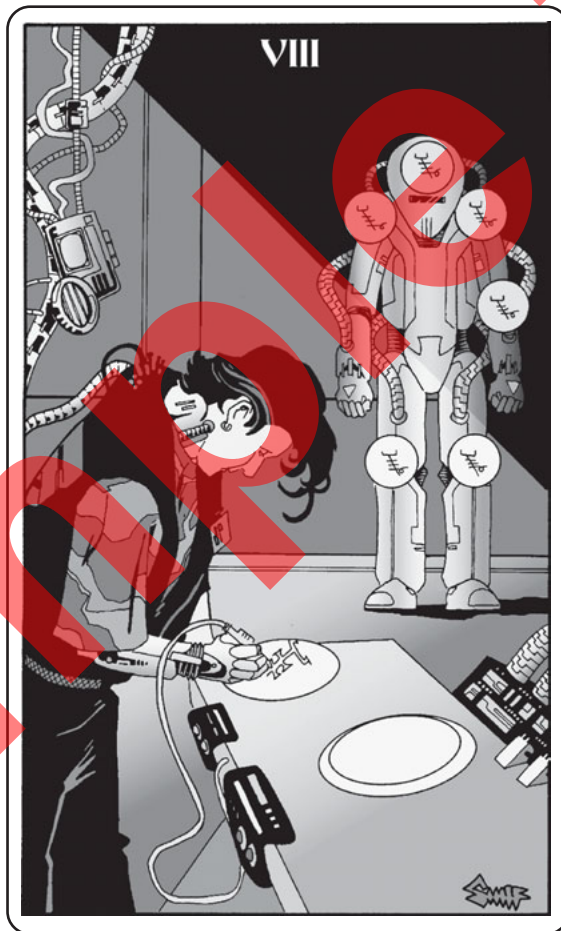


FORGEDTM

BY
Dragon's Fire



BY KRAIG BLACKWELDER, LEONARD GENTILE AND JOHN SNEAD

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PROLOGUE: AFTER HOURS



Damn, I am so cool, thought Zero Blank to himself as he slipped past what he thought had to be some of the most complex magical defenses ever devised. Zero (“Rhymes with arrow, not hero,” as he frequently told new acquaintances) had ample reason to be pleased with himself. It had only been a little over a year ago that he had Awakened in the middle of a dance floor. But now, a globe-spanning year of (more-or-less) aggressive training later, he was good enough to slip unnoticed into the Hermetic museum chantry on Erie Street in Chicago’s Gallery district.

For the moment, Blank considered himself a stealth operative in the Ascension War, but he looked forward to the day when he would actually clash with the forces of the Technocracy toe to toe, Effect against Effect. If he were lucky, this visit would provide him with the tools he needed to really kick some MIB ass.

He had heard about the Hermetic museum through the Ghastly Gothic Grapevine, the Chicago Hollowers’ disturbingly accurate rumor mill and divination tool. The collection housed here was, allegedly, the Hermetic version of a toy museum. When he’d heard about it, he was stunned that weapons usable against the Technos were sitting on velvet pillows under glass. Without hesitation he had resolved to liberate a few of the more powerful objects for his personal use. *Use it or lose it*, he thought. *No guts, no glory*. Carpe diem.

Idioms, he thought, *make remarkably handy foci*.

His “You snooze, you lose” rote — a less component-intensive version of an old Hand of Glory spell he’d picked up from a witchy bisexual girl he’d slept with once in Berlin — had gotten him past the house’s living guardians. Subsequently, his “If I Were a Collection of Rare Magical Artifacts, Where Would I Be?” rote showed him exactly where the collection was and how to get there.

It was, unsurprisingly, in the basement, and all he had to do to get to it was pass through two secret doors, down the heavily warded stairs and into the Tech-hostile gallery room. Piece of cake.

Within seconds, he wended his way into the gallery chamber. The lamps, beautiful Tiffany originals, illuminated enough of the room that he wasn’t totally blind, but the walls

were made of dark wood that, quite literally, devoured most of the light.

Zero Blank thought the place was misnamed, because it much more closely resembled a library than a museum. Every dark wall was a floor-to-ceiling bookcase. He was glad he hadn’t picked up magic the way those arrogant bookworm Hermetics did. His eyes would have fallen out by now.

The important features of the small hallway were unmistakable: sitting unadorned and seemingly unprotected on display pedestals was an astonishing array of immensely powerful artifacts.

As he approached the display pedestals, he noticed that, as with any museum, a card bearing an explanation of the item sat in front of each piece.

Perfect, he thought. *Now I’ll know which of these things can kick ass and which ones I can forget about*.

The object on the first pedestal looked like a revolver as envisioned by H. R. Giger. There was no mistaking what it was — a revolver can’t be greatly altered and remain a revolver — but its lines were too fluid to have come from a factory. It looked aerodynamic, beautiful, sculpted rather than... made like real guns were, however that happened.

It was only after trying to read the card that he realized it wasn’t in English. He nearly swore until he remembered that he had a pair of Dr. Banray’s All-Purpose Vision-Granting Reading Spectacles in his pocket. The Specs were more substantial and dramatic than garden-variety sunglasses, but far less bulky than those odd contraptions worn by the Sons of Ether. And the lenses, being perfectly round, had recently come back into fashion.

He’d won them off a crazy Etherite one night after a long series of Backgammon games he’d played in a male brothel in Budapest when he should have been working. While he usually wore them only on the dance floor (because their appearance was so... unique), they also happened to have a few other occasionally convenient Effects if the wearer knew the appropriate trigger phrase. One of these Effects was translating foreign languages, and, luckily, Blank knew the right words.

Glancing around nervously (and with slight embarrassment), he whispered the incantation under his breath.

“Beware! Beware!

His flashing eyes! His floating hair!
Weave a circle round him thrice,
and close your eyes with holy dread,
for he on honeydew hath fed
and drunk the milk of Paradise.”

Immediately upon completing the recitation, Blank’s hair stood up on end and the All-Purpose Spectacles began to throw off a jagged spray of blue and purple sparks. And the words of the text in front of him became perfectly legible.

MAGGOT REVOLVER

This is the only known model of these dark beauties ever to be brought back from the Afterlands whole and functioning. Though it appears to be a finely crafted .357 revolver, the weapon shoots inch-long carnivorous larvae that, after a successful shot, burrow through the target’s flesh toward the heart from wherever they initially lodge. Though repulsive, this is truly an exquisite and remarkably dangerous piece of forgecraft.

On loan from Philippe Aurillon of the Pomegranate Deme order of the Euthanatoi

His immediate impulse was to grab the revolver and stuff it in the waistband of his pants, but he wasn’t quite sure what kinds of security rotes the pedestals might be rigged with — and, having seen *Raiders of the Lost Ark* hundreds of times as a kid, he knew this was likely to be the most dangerous part. He deemed it the wiser course of action to wait until he’d seen everything and then choose from among them something that would really help him out. That way, if he had to beat a hasty retreat, he would do so with the best of the items in his possession.

The item on the next pedestal was a carefully crafted, but stunningly ugly gold mask. The creature portrayed appeared to have been cursed with the worst aspects of a monkey and a toucan.

Blank directed his gaze to the explanatory note on the pedestal.

THE SPIRIT MASK OF TALOZOZOATL

Among the most powerful mystical artifacts discovered in the New World, this spirit mask, properly wielded, could easily have routed Cortézar and his Conquistadors from their plundering of South America. And yet, apparently, it was never used.

Blank was impressed, vaguely, but he forgot the spirit mask entirely when he came to the next pedestal. On it lay an open silk fan, obviously of Asian origin; whiskered Chinese dragons cavorted across its pleated surface. He had seen silk fans before, of course. The Chicago Art Institute had an exhibition of the art of Taoism some years back and he’d seen enough fans, silk and dragons to render him jaded toward such things.

But this one was different. Time had not faded the vibrant colors of the inks as it usually did with such treasures. The dragons were vivid, bright and menacing (as they ought to

be, thought Blank), and when he looked closely, it seemed as though their bulbous dragon eyes were intently staring back at him.

Perhaps, he thought, this is the weapon I’m looking for. He found the idea of unleashing dragons on the Technocracy’s forces strangely satisfying.

Upon reading the card he found himself disappointed, but intrigued in other ways nonetheless.

THE INESTIMABLY LOVELY PLUM BLOSSOM DREAM FAN OF MADAM ZHUN LIAO

Called the Flawless Pearl Princess of the Dragon Wizard Family, Zhun Liao is considered one of the foremost crafters of Wonders in China from the 16th to the late 19th century. Properly triggered, the fan changes color, dances through the air in hypnotic patterns, exudes extraordinarily potent opium smoke and sings lullabies in Japanese, Hindi, Thai and two different dialects of Chinese. The visions it delivers have been described variously as “mind boggling,” “angelic,” and “devastating.” On a handful of occasions, the weak-willed have allowed themselves to fall so enrapt with the fan’s somniferous dance that they have perished of starvation.

The fan intrigued Blank, but he was there to find weapons, not head toys.

He glanced up to see how many more treasures there were to examine, but the column of pedestals seemed to continue on interminably down the gallery hall. That was fine with him, as it gave him more to choose from.

On the next pedestal rested an item much more in line with his needs.

Blank initially thought he was looking at a ball of barbed wire, but upon closer inspection he saw that it was composed of nested spheres of jagged metal, each spinning in its own direction. How many of the jagged layers spun, one within the other, Blank could not say. He tallied eight before the spheres’ constant whirling made him lose count. At the sphere’s unseen center, something glowed red.

THE HUNGER SPHERE OF CLEYWYDD LLYD

As exquisite an example of demented craftsmanship as ever there has been, the Hunger Sphere, when triggered, grinds to splinters and devours whatever its controller directs it to. The sphere is here seen in its smallest, resting position, though there are magi still alive who remember the last time the ball was used at its full 30-foot diameter during the Wizard March on Caer Cleywydd Llyd. Due to its extraordinary resistance to magic, the sphere was able to overcome and devour eight magi before Master Porthos himself forced the monstrous device into quiescence.

Its presence here fulfills a secondary function as a cenotaph for the fallen.

In memoriam:

Maria del Altofuego, Hermes bani Flambeau

Miguel Peralto, Hermes bani Flambeau

Duncan Teague, Hermes bani Flambeau

Isaac of Bruges, Hermes bani Janissary
Jack Hawthorne, bani Verbenae
Gretchen of Zurich, bani Celestial Chorus
Souhir ben-Hamida, bani Ahl-i-Batin
Thukpak Singe, bani Euthanatoi

Blank's eyebrows shot up. This was precisely what he was looking for. He knew a thousand ways to learn trigger phrases, and he would find one for this as well. With its resistance to magic (and presumably science), it would provide exactly the advantage he needed. He made a grab for the ball, but an invisible barrier stopped his hand. He began formulating a "Get the fuck out of my way" rote, but a firm, dry voice distracted him.

"Stop that before you hurt yourself."

Zero Blank wheeled on the ball of his foot to face the interloper, a man of such age that he seemed as insubstantial and fragile as rice paper, almost hard to discern in his long, formal Hermetic robes.

"Calm down, young man," he said. "I've no intention of hurting you, though you certainly won't be taking the Hunger Sphere with you. It's much too dangerous to let slip into the hands of a loose cannon like yourself."

"So much as one syllable of Greek and I'll vaporize you," said Zero in a hostile tone.

"Greek?" said the old man, quizzically. "It's the Babylonian you need to watch out for, but, I say again, please calm down. I would challenge you to *Certámen*, but I don't think you'd last more than 15 seconds, even with your sneak magic helping you eel out of the worst of it."

"I'll do anything it takes to get weapons for the Ascension War, and you can't stop me."

"Not to be argumentative, but I can, actually. But you're tilting at windmills, dear boy. We've already lost the war, haven't you heard? As precious as your enthusiasm is, pitting yourself against the Technocracy now would be like a firefly throwing itself into battle against a swarm of hungry bats, which is to say, suicidal. If you want to fight the Technocracy, by all means, go ahead, but you won't be taking any of these wondrous antiquities with you."

"How am I supposed to fight if I don't have any weapons?"

"There's nothing wrong with good old fashioned rotes, now is there? But if you insist on using Artifacts, I would

recommend making your own. It may seem like reinventing the wheel, but, believe me, you'll save yourself a great deal of trouble, not to mention Paradox, by creating items that echo with your own era and don't call on the obsolete insights of dead ages."

"How the hell am I supposed to do that?"

"Stop being so helpless, young man; it's unbecoming. A good first step, if I may say so, is to read a book, Mr. Blank. Have you ever read *The World's Foundation* by Aristippé of Minos?"

"No," the Hollower replied. "What is it?"

The mage waved a finger and a book flew from its place on the shelves and into Blank's hands. "It's a Grimoire containing an introduction to the arts of Prime. If you want to create weapons for this guerilla campaign of yours, you'll need it."

Blank stared at the old, old book in his hands. "Am I supposed to buy this from you or what?"

The old, old mage regarded the young man in black with a look of poorly veiled amusement.

"Don't delude yourself into believing that you could afford it, Mr. Blank. Just read it and open your mind to its understanding."

"And when I'm done with it?"

"It will come back by itself once you've finished it or when you've let it sit unstudied for too long."

"That's pretty trippy."

"Quite so. Aristippé of Minos was a brilliant mage and an excellent teacher in his time. But that is a lecture for my students — of which, alas, you are not one. So, thank you for helping me test my security measures. Your unorthodox magical style has given me a great deal with which to keep my old mind occupied for a few hours. Now," said the old mage, "go home."

With that, the dim light of the gallery went out. The next thing Blank recognized was the reflection of the tinfoil that covered the windows of his unrepentantly Gothic sanctum. The old, sturdily bound book still rested in his hands, weighty as a gold ingot.

After emitting a long sigh of frustration, Zero Blank opened the incunabulum to its first yellowed page.



INTRODUCTION ARTS & CRAFTS



Enchanted swords. Magical wands. Flying carpets. Animal familiars. Grimoires. The legendary stuff of wizardry. But is all this outdated? Is it unnecessary in the modern era? Impossible, even? Certainly, running down the street swinging a screaming sword that eats souls is just asking for Paradox — or an All-Points Bulletin. The same's true with the flying carpet — and it doesn't even have seat belts. Even hypertechnology guns and hovercars can garner Paradox. What's a modern mage supposed to do? Perhaps it's just best to do without such things, to not rely on magical stuff to get by. This has been the assumption of late. Wonders, after all, aren't exactly common, and they're time consuming and hard to make.

Magic in *Mage* is often abstract or unseen — coincidental Effects can be fun to pull off, but rarely make for exciting images. But that's okay; such things give *Mage* a special flavor all its own. But every now and then, it'd be nice to unsheathe a Sword of Power or unfold a nanotech automobile from your pocket watch at the touch of a button. *Stuff* is cool, and it looks neat,

too. The trick is to fit it into the game without losing *Mage*'s essential character — a game about modern wizards who don't need wands or spellbooks.

Forged by Dragon's Fire: A Book of Wonders is an expansion of the final chapter from the *Mage Storytellers Companion* (the slim book bundled with the revised edition *Storytellers Screen*). The title deliberately hearkens to an older age when magical things were more common and valued than in the modern era (*Dark Ages: Mage* depicts the waning of that era).

In post-Reckoning times, Masters are rare. Many of them were in the Umbra when the shit hit the fan and a lot of them have yet to make it back out again. Some of them left some nifty stuff behind or lost it in the Umbra, where it is now up for grabs. The newly Awakened may well risk life and limb to get ahold of these tools — valuable to those who can't yet reap the whirlwind with their own wills.

So why use Wonders again? Because, even though they can attract Paradox, they're more *believable* to most people, and hence probably won't attract as much. Vulgar magic that clearly comes from a thing or device of some kind *might* garner less Paradox even in direct

view of witnesses. People are often far quite willing to ascribe amazing feats to high technology; they are even more willing to believe that magic comes from magical things than from magical people. Hence, using a Wonder may give the mage a slight edge in this modern era, which is otherwise so hostile to traditional magic. But this edge can't be counted on. It's not a free ticket away from Paradox; it's simply a means to avoid the extra scourge that witnesses provide *under the right circumstances*. These circumstances are described below.

MITIGATING PARADOX

Wonders provide a potent advantage for the modern willworker: they can *mitigate* the effects of Paradox. A mage using a Wonder to perform vulgar magic will still receive Paradox for casting vulgar magic, but the Sleepers in the area may not be so jarred that they respond with aggressive disbelief; without that disbelief causing reality to clench up and swat the mage, he can get away with more than he otherwise could.

Note that this only works with *certain* Wonders in *certain* cases, and how much a given Wonder allows a mage to get away with varies widely from situation to situation. Items that convey powers of invisibility are quite popular because they don't allow Sleepers to see *anything*, but if the mage wearing that invisibility belt should bump into a Sleeper and get caught doing something "impossible," Paradox *will* slap him.

That said, the modern, highly materialistic paradigm of our modern age stresses the *power* and *efficiency* of *things*. Upon witnessing a Wonder's use, a spectator might be just as likely to say "I saw an infomercial for one of those things once. *Man*, that must have cost you a fortune!" as to think, "I can't believe he just did that." The reaction might also vary with the *observers*. A New York City street gang might accept that a weapon that shoots fireballs is just a gun with fancy ammo (that they'll go looking for next time they're in a gun store), while a cloak of shadows will elicit a response of "No fucking way!" that will hit the mage with nasty vulgar-with-witnesses Paradox. Likewise, on a dark winter evening in Maine when the sky is spitting snow, the cloak of shadows might seem to fit in as perfectly appropriate, if for no other reason than that the witnesses' minds are all primed to accept strange, dark things in such weather and ignore all but the most glaring abuses of such a Wonder.

The Inventions of the Technocracy as well as those of the Virtual Adepts and Sons of Ether can often get the benefit of the doubt (or the benefit of the *absence* of doubt) from most uninformed witnesses. Many times they can benefit from what some Technocrats call

"skepticism fatigue," a condition that appears in Sleepers who just no longer have the energy or will to be surprised, shocked or disbelieving every time some amazing new Invention comes around. Instead of responding with "that can't happen," many Sleepers assume that they just haven't kept up with the latest round of technological innovation. "If they can put man on the moon and create handheld computers, why not jet boots? Whoever made those is going to be rich."

This doesn't give mages *carte blanche* to run around using Wonders left and right and expecting immunity to Paradox. There has to be something about the circumstance, the crowd, the setting or the particular Wonder that would account for the Sleepers' acceptance of this particular form of magic. Flying propulsion boots (and most other Inventions) won't be hard to pass off around any military base as real cutting-edge technology, for instance — provided you don't fly by a physics professor who *knows* that such things couldn't work. A flaming sword, on the other hand, would be met with a great deal more resistance — unless you were near a movie set or in a theater ("Wow, those special effects (or props) sure are realistic!"). Likewise, children (and even college students) have much less rigid natures and are as likely to respond with cheers of "Cool!" as "No way!"

The Storyteller should decide how much or how little leeway to allow the players based on his notion of the Sleepers in the setting, the Wonder in question and how "believably" the characters are using that Wonder.

ADDITIONAL PARADOX HANDLING OPTIONS

While most Wonders can probably be considered Paradox mitigating (Storyteller's discretion), certain Wonders can possess additional means of handling Paradox. Usually, only Artifacts and Talismans can incorporate the following methods; Charms and Periaptis cannot, and Fetishes may only incorporate Paradox absorption (see below).

How a particular Wonder deals with Paradox varies from one Wonder to the next (and some, by the nature of their magic, tend to accrue more than others), but mages have devised four models of Paradox handling that can be incorporated into a Wonder's crafting. The names for these models differ dramatically: the Hermetics of House Verditius use a relatively stiff nomenclature to describe these models of Paradox dispersal, but most younger mages (and pretty much all Hollow Ones) use a more colorful street language to denote the same phenomena.

To instill any Paradox handling ability besides mitigating into a Wonder, a Prime 5 Effect must be used during the enchantment stage, instead of the standard Prime 4 Effect, regardless of the Tass used.

Note: All of these Paradox handling methods apply *only* to Paradox garnered by use of the Wonder, not to any Paradox the mage himself garners through magic worked without the Wonder.

Exception: A Talisman can store its creator's Paradox even when it isn't being used, if the mage is in contact with it. The mage cannot transfer his previously accumulated Paradox into his Talismans; they can only absorb Paradox gained after their creation.

Handling Paradox from a botch or other incident is an all-or-nothing choice; the mage can choose to have the Wonder handle all of the Paradox she generates, or she can deal with the Paradox herself. The mage must make this choice before the Arete dice are rolled. As a result, an unexpectedly bad botch can overload the Wonder's capacity and cause it to backlash (for accruing Wonders) or explode (for absorbing Wonders). The fact that some Wonders hold up to 20 or 25 points of Paradox can make them exceedingly dangerous. Few mages survive a 25-point Paradox Backlash without being mentally and physically twisted beyond possibility of recovery.

PARADØX MITIGATING

As described above, most Wonders are, by default, Paradox mitigating. The mage absorbs any and all Paradox generated by using the Wonder's magic, just as if he were casting a rote. However, as mentioned above, in cases where Sleepers might accept the Wonder as ordinary, the magic can be considered vulgar without witnesses (or even coincidental, in some situations).

PARADØX ACCRUING ("PIGGYBANK")

Cost: Accrues 10 Paradox points per +1-point Wonder cost (requires five pawns of Tass per extra point)

Wonders that "piggybank" Paradox can be incredibly dangerous to the mage despite the initial joy in using a Wonder that seemingly delivers no Paradox at all. The mage never even knows when the magic of the Wonder incurs Paradox; instead, the Wonder stores it (the Storyteller tracks accrual). When the Paradox becomes greater than the Wonder can bear (10 Paradox per extra point spent on the Wonder), the entire amount is unleashed and delivers a fiery Paradox Backlash to the mage currently using the item.

To add a Paradox accruing ability to a Wonder, the crafter must create a Paradox Periapt; this requires

five pawns of Tass per extra point (all of the same Resonance) and a Matter 5 Effect to fuse the Tass into the Wonder. The Wonder can accrue 10 Paradox points per extra point added to the Wonder cost. Unlike normal Periapts, however, it cannot store Quintessence, only Paradox. (For more on Periapts, see pp. 39-43.)

PARADØX ABSORBING ("SPONGE")

Cost: Accrues 10 Paradox points per +1-point Wonder cost (requires five pawns of Tass per extra point)

Absorber Wonders, as their name implies, simply absorb any Paradox they generate. Once they have reached their capacity (10 Paradox per extra point spent on the Wonder), however, they shatter and lose their ability to work magic. If the mage can be certain to let these sorts of Wonders lie fallow for periods of time (see *Bleeding Paradox*, below), they can be among the best Wonders a mage can use. More often than not, however, mages eager to use their Paradox-free toy again underestimate the amount of Paradox such a Wonder has absorbed and overuse it, resulting in the item's destruction. It's important to note that mages don't think of Paradox as "a four-point Backlash" or "an eight-point Backlash"; they simply think of being stung, fried or bitchslapped by Paradox. Consequently, there's no way for a mage to know if a Wonder needs to lie fallow for three days or for 15. (As with Paradox accruing, the Storyteller keeps track of the Wonder's Paradox tally.)

To add a Paradox absorbing ability to a Wonder, the crafter must create a Paradox Periapt; this requires five pawns of Tass per extra point (all of the same Resonance) and a Matter 5 Effect to fuse the Tass into the Wonder. The Wonder can accrue 10 Paradox points per extra point added to the Wonder cost. Unlike normal Periapts, however, it cannot store Quintessence, only Paradox. (For more on Periapts, see pp. 39-43.)

PARADØX RANDOMIZATION ("RANDOM SITTACKDOWN")

Cost: +1-point Wonder cost

The Wonder doesn't store Paradox at all but assigns it immediately. The difference is that randomization Wonders have an equal likelihood of assigning their Paradox load to *any* Awakened individual in the area. The mage *might* get the Paradox from using the Wonder, but it might fall instead onto his cabal-mate or — even better — to his opponent. The area usually equals a radius of the Wonder's point cost x5 in yards, but the

Storyteller can extend this randomly if someone outside the area is interacting significantly with the Wonder (such as scrying it or using psychokinesis to snatch it). Since it sucks to inadvertently trigger a friend's Paradox Backlash, mages with randomization Wonders are likely to use them only in solitude or when they can maintain a good distance from their friends. That, of course, comes with risks of its own....

PARADOX SCATTERING ("SHARE THE LOVE"):

Cost: +1-point Wonder cost

Like the accruing Wonder, above, scattering Wonders store up Paradox, but when the bubble bursts, instead of channeling all of the Paradox to the mage using the Wonder, these items dole out a little of the Paradox to every Enlightened individual in a 10-foot radius, with the mage using the item getting the largest chunk. If the Wonder is powerful and necessary to the situation at hand, and if the mage has a large cabal and every member gets only a few points of Paradox, the mage might be able to warrant using such a Wonder, but the mage who garners his cabal-mates six or seven points of Paradox for something lame is going to have a lot of explaining to do.

BLEEDING PARADOX

Wonders that accrue or absorb up Paradox, while potentially dangerous, have one advantage that other Wonders don't have: under the right circumstances, they can bleed off Paradox so that, over time, even a Paradox accruing piggybank with a whopping 20 points of Paradox can shed its burden.

A Wonder bleeds off Paradox at the rate of one point per day if and only if it's left to rest, completely undisturbed, at a Node. In such cases, the strong flow of Quintessence around the Wonder helps dilute and wash away the Paradox from the item.

If the mage doesn't have access to a Node, the Wonder will bleed off one point of Paradox per month of complete disuse.

Paradox Channel and Bind

There are other ways of off-loading Paradox from a Wonder. Mages with Prime 5 can channel the Paradox

out of the Wonder and bind it into any other item they choose. Items Prime-charged with the Prime 2 **Enchant Item Effect** can hold the Paradox long enough for it to harmlessly fade away on its own. Non-enchanted items cannot hold Paradox for more than a day or two, and they become "Paradox capacitors" holding a charge until the next suitable (i.e., Awakened) individual touches the item or just passes close enough. Putting Paradox, say, where an enemy Technocrat might stumble across it (like in his pistol grip or the door to his car) is a great way of handicapping an enemy.

Swallowing Paradox

Finally, some familiars can consume Paradox from Wonders. The spirit's owner has to decide whether to have the Familiar consume his Paradox or that from his Wonder. A Paradox-nullifying familiar can consume its Background cost worth of Paradox once per week.

OUTLINE

This book aims to make Wonders a more vital part of the post-Reckoning era.

- **Prologue: After Hours** — A mage encounters a library full of Wonders and must decide which one to steal.

- **Tools of the Trade: Wonders** — Using and creating a host of Wonders, including: Artifacts and Inventions, Charms and Gadgets, Fetishes and Periapt. Includes bountiful samples of many such Wonders.

- **Fragments of Their Creators' Will: Talismans & Grimoires** — Some Wonders are imbued with shards of their creator's own enlightenment, making them perhaps the most potent and useful types of Wonders. Talismans have Arete, and can thus act on their own, even in the hands of Sleepers. Grimoires can enlighten readers about the secrets of the universe — and hence provide them a means of increasing their own Arete. Includes many samples.

- **Companions on the Path: Familiars** — Mages don't need to go it alone. Besides cabal-mates, a mage can have a more personal companion. A familiar is a spirit given material form, bonded to a mage and tasked with aiding his magical quests. This chapter provides expanded rules for familiar creation.

LEXICON

Mage uses many traditional terms in special ways; below is a glossary that explains it all:

Artifact: An object or living being enchanted with one or more magical Effects, such that an Awakened individual can wield it to cast those Effects. The technomagic equivalent is called an Invention.

Charm: A one-shot Wonder. Each Charm provides a magical power for only a short time, until its material shell is used up: the enchanted candle has burned out, the magical bullet has been fired, etc. The technomagic equivalent is called a Gadget.

Device: See Talisman.

Familiar: A spirit with a persistent material form, bonded to a mage as a magical ally.

Fetish: An object that hosts a spirit. Fetishes are made using Spirit magic.

Gadget: See Charm.

Grimoire: A book or other form of data-storage device that is imbued with a piece of its creator's Enlightened Will and has been written (or coded) with superlative skill, such that an Awakened reader

can increase his knowledge about the inner workings of the universe (raise his Arete without a Seeking) or the Spheres (raise Sphere dots). A special type of Grimoire called a Primer can even spark Awakenings. The technomagic equivalent is called a Principia.

Periapt: A material object infused with Tass, capable of storing (and sometimes replenishing) Quintessence (and Paradox).

Primer: See Grimoire.

Principia: See Grimoire.

Talisman: An object or living being imbued with a piece of its creator's Enlightened Will. Talismans have their own Arete ratings, and can thus be used even by Sleepers, but they are otherwise like Artifacts. The technomagic equivalent is called a Device.

"Q": A slang term for technomage who relies too much on creating Wonders.

Wonder: A permanently enchanted item, either an object or a living being. It requires the Prime Sphere to make most Wonders.