

CAMARILLA CANADA ADDENDUM: MIND'S EYE THEATRE: AWAKENING (WW50003)

Effective Date: 8 June 2009

Last Updated: 24 May 2009 (based on Global Addendum last updated 15 May 2009)

I. ADDITIONAL BOOKS

A. Adamantine Arrow (WW40103)

B. Astral Realms (WW40202)

1. Grant Influence Numina [Astral Realms]: This numina is not approved for play at this time

C. Banishers (WW40104)

1. Irrespective of the description, the Banisher Merits are all considered "Banisher specific" for the purposes of approvals.
2. None of the spells which require a Banisher's death to activate may be cast by an unwilling or coerced victim with any power less than Archmastery.
3. The Bonfire, Phageans and Shepherds are common Banisher groups available to VSTs at Low Approval. Though the canon characters are reserved for the Office of the Master Storyteller.
4. The Carnival of Innocents, Emilio's Last Ride, The Huntsman, The Militant Auditing Division, The Translators and Venus Valley are small and unique groups reserved for the Office of the Master Storyteller.
5. John Maverick and the Panography Movement are commonly known in mundane circles, but their links to Banishers are not.
6. Atonements may only be used by Banishers.

D. Boston Unveiled (WW40200)

1. All Storyteller characters in the book Boston Unveiled are reserved for use or integration by the Master Storyteller

E. Free Council (WW40308)

F. Guardians of the Veil (WW40305)

1. Blood Rings are completely mundane items, and so are not restricted to Guardians of the Veil

G. Grimoire of Grimoires (WW40203)

1. All new rites, legacies and merits in this book can only be learned through the workings of Globally approved plotkits or through Global Approval to have learned such items through historic interaction with these items.
2. Each plotkit will specify the level of notification required for the relevant items.
3. It is Global Approval to improvisationally cast these unique effects.
4. PCs wishing to ICly research a Grimoire should file a downtime to their local ST and copy the AMST Awakening.
5. The mundane "Ancient Lands of Pentalogy" is a well-known popular fantasy series.
6. A mundane CD or MP3 of Dark Revolution by Schattenbahn is Low Approval.

H. Intruders: Encounters With the Abyss (WW40307)

I. Keys to the Supernal Tarot (WW40312)

J. Legacies: The Ancient (WW40101)

K. Legacies: The Sublime (WW40100)

L. Lines of Power (WW40908)

1. The Master Storyteller reserves the right to make use of the included Storyteller characters.

M. Mage: the Awakening (WW40000)

1. This book is used for flavor material and legacies not covered by **Mind's Eye Theatre: Awakening.**

N. Magical Traditions (WW40309)

O. Mysterium (WW40102)

1. The 'Academy Chronicle' guidelines are not used for Camarilla play, with the exception of the Size and Speed factor changes, which are used for all PCs in the Awakening venue.
2. Rolls for accessing items from the Miscellany may be made once per month.

P. Reign of the Exarchs (WW40306)

1. As this book comprises a unique chronicle, it may be of little use to Storytellers and players in the Camarilla's sanctioned chronicle. The book does, however, contains some flavor information pertinent to the Seers of the Throne, as well as some spells.

Q. Sanctum and Sigil (WW40201)

R. Secrets of the Ruined Temple (WW40310)

S. Seers of the Throne (WW40321)

T. Silver Ladder (WW40105)

1. The research charts for “outsiders” are a guideline for VSTs.
2. The knowledge listed as requiring fifteen or more successes, where relevant, requires Top Approval for cross genre knowledge, as would a library capable of providing such research information.
3. Gold Law is Global Approval, as is creating evidence which could be interpreted as a new Gold Law. The Office of the Master Storyteller will release a settings document detailing Gold Law separately to the addendum.
4. Silver, Bronze and Iron Laws can be created by VSTs or characters.
5. All Cryptopoly Cults must have a write up recorded on the database (affiliates not using the database should pass the relevant write up to their ANST Awakening).
6. Social Merits in national, military or government organizations remain the same approval for Cryptopolies as for PCs.
7. High Legalese is cleared for play. It may only be used to support a Lex Magica that is viewed as legitimate by the Silver Ladder belief – Free Council Assemblies, Scales of Althea and similar may not be used to invoke High Legalese. A Silver Ladder PC requires Academics 4, Occult 4 and a specialization in Lex Magica, Consillium Law or a similar subject to invoke High Legalese. A PC who is not a member of the Silver Ladder may not invoke High Legalese.

U. Summoners (WW40322)

1. Section under “Denizens of the Lowers Depths” is not sanctioned at this time.
2. The following Numina are restricted to the spirit types listed, and are Global Approval to use otherwise:
 - a. Accelerate: Arcadian Supernal
 - b. Create Anomaly: Acamoth & Gulmoth
 - c. Essence Conversion: Aether Supernal, Acamoth & Gulmoth
 - d. Spirit Crown: Primal Wild Supernal
 - e. Trial: All Supernal
 - f. Underworld Gate: Stygian Supernal, Underworld, Gulmoth
 - g. Versatile Energies: Outsiders

V. Tome of Mysteries (WW40302)

1. All alchemical creations have an Intimate link to their creator, and no more alchemical creations can be in play at any given time than the creator's dots in Matter.
2. It is Global Approval to weave Factor Bonuses into a new custom or **book** rote. It is not possible to **improvisationally** cast and gain the benefit of a factor bonus. **As these follow an established pattern set out in Tome of the Mysteries, new Factor Bonus applications do not have to be reviewed by the Global Rules Panel. Weaving a Factor Bonus into an existing rote needs to be done by a Master in the same way as creating a new rote, but it does not cost a willpower dot or require the character to purchase the rote a second time.**
 - a. Preference will be given to Factor Bonuses for existing canon rotes that are created as an Order or Faction secret and that reinforce the themes of that group.
 - b. The Factor Bonuses only apply once a casting has been successful and the target has failed to resist the spell.

W. Tome of the Watchtowers (WW40301)

II. CHARACTERS

A. Background

1. **Age**
 - a. Existed since 1905 or earlier: High Approval (Low for NPCs)
 - b. Existed since 1855 or earlier: Top Approval (Low for NPCs)
 - c. Existed since 1805 or earlier: Global Approval (Low for NPCs)
2. **Youth**
 - a. Awakened prior to age 3: Global Approval (Mid for NPCs).

- b. Sleepwalker or mortal currently under the age of 3: Global Approval (Low for NPCs).
 - c. Awakened prior to age 12: High Approval (Low for NPCs).
 - d. Currently under the age of 16: High Approval (Low for NPCs).
3. **Character Types**
- a. Pentacle Orders: Low Approval.
 - b. Seers of the Throne: Top Approval (Low for NPCs).
 - c. Banishers: Top Approval (Low for NPCs).
4. **Gnosis**
- a. ●●●●●●● to ●●●●●●●●: High Approval.
 - b. ●●●●●●●● to ●●●●●●●●●: Top Approval.
 - c. ●●●●●●●●●: Global Approval.
 - d. Existing levels of Gnosis are not grandfathered as of the date of reset. Storytellers should abide by the "Gnosis Approval Guideline Document" when considering Gnosis applications.

B. Storyteller Characters

- 1. Ananke and the Bound: Global Approval for Storyteller use.
- 2. Aeons and Morpheans [Astral Realms] are reserved for the use of the Office of the Master Storyteller.
- 3. Morpheans as described in **Summoners** are different to Morpheans in **Astral Realms**; Morpheans from **Summoners** are Low Approval for Storyteller Use.
- 4. Vouivre is reserved for the Office of the Master Storyteller.

III. ORGANIZATIONS

A. Order:

- 1. **"True Order Status"**: Player characters have "True Order Status" and are only members of a single order for the purposes of learning Rotes, accessing Merits etc.
 - a. Status in multiple Orders (non-true): High Approval
 - b. True Order status in multiple Orders: Top Approval
 - c. **Changing True Order status**: High Approval
 - i. This change must occur to learn basic mechanical advantages of an Order (e.g. Order specific Rotes or Legacy) or type-specific items, such as Merits at low approval.
 - ii. A character that changes Order may retain their existing rote specialties, or may choose to wholly embrace their new order – changing their "True Order" to their new Order, and no longer gaining the rote specialties of their original Order in their rites. Any new Rotes they learn will benefit from their new Order's rote specialties. This is a deliberate change from White Wolf books, where each individual rote may or may not benefit from a particular specialization.
- 2. **Order Status Dots**
 - a. ● to ●●: Low Approval. Status 1 represents a well established member of their order. Status 2 comes with long-term recognition and indicates a high level of importance within a city or interconnected multi-city area.
 - i. Character may not begin play with more than 2 dots of Order Status
 - b. ●●●: High Approval. Indicates significant prominence within a state, province, or other large regional area
 - c. ●●●●: Top Approval. Represents National Influence
 - d. ●●●●●: Global Approval. Multi-national or Global Recognition
 - e. Multiple Order Status: A character may never have more than three dots total in Order Status among multiple orders.
- 3. **Gaining Status**:
 - a. The Camarilla does not require use of the mechanical rules for Increasing Order Status, including the caps on number of characters at a particular level and the requirement for numerical support to raise Status. The use of praiseworthy deeds and status support, however, may serve as a guide to approving Storytellers.
- 4. **Losing Status**

- a. Stripping Order Status: The Camarilla chronicle requires a number of points in Order Status (after subtracting blocking dots) equal to ten times the character's Order Status to strip a point of status
 - b. Order Expulsion: To expel a character from an order, a number of points in Order Status (after subtracting blocking dots) equal to twenty times the character's Order Status is required.
 - c. If there is not enough status in a nation to make these numbers achievable, that nation's NST shall use their own judgment to decide if national support warrants a successful strip or expulsion.
5. **Seers of the Throne** [Seers of the Throne]
- a. **Flaw: Mystery Commands:** This flaw requires the character to possess Seer of the Throne status, and is lost when Seer of the Throne status is lost.
 - b. "Benefit of Status" system:
 - i. Seers of the Throne may use their "Benefit of Status" towards purchase of an Artifact, but these remain Global approval. All Seers of the Throne can also gain the Imbued Item merit through the "Benefit" system.
 - ii. Lesser Ministries currently do not gain from the "Benefit of Status" system.
 - c. **Positions:**
 - i. Seers holding Ministry positions (any position physically higher than "Tetrarch" on the diagram on p 120): Global Approval.
 - ii. Seers holding Tetrarchy positions (any position physically higher than "Augur" on the diagram on p 120): Top Approval.
 - iii. Seers holding Pylon positions: Low Approval. When creating Pylons, storytellers should refer to the Seer of the Throne ST settings document (to be written shortly).
 - d. **Factions:**
 - i. Gatekeepers: Top Approval.
 - ii. Inclusionists: Top Approval.

B. Legacy

1. **Joining a Legacy**
 - a. Recruited by a player character in game: Mid Approval (Low for NPCs)
 - b. Recruited by an NPC or joined before entering play: High Approval (Low for NPCs)
 - c. Antagonist or Left Handed Legacies: Top Approval (Low for NPCs)
 - i. All Seer of the Throne Legacies are Antagonist Legacies.
 - d. Joining a Legacy that is not in Path or Order requirements: Two approval levels higher than above.
 - e. Learning a Legacy from a Daimonomica [Mysterium] requires the same approval levels as learning from an NPC mentor.
 - f. In order to join a Legacy, the character must possess the pre-requisites for the first Attainment of said Legacy.
 - g. **Seers of the Throne:** Seer characters may purchased Seer Legacies or Legacies listed as available on p 167 of **Seers of the Throne** may be gained at normal approval levels. Any other Legacy is Top Approval for a Seer character.
 - h. A mentor does **not** need to spend a dot of willpower to induct a student into a Legacy.
2. **Leaving a Legacy** [Grimoire of Grimoires] / [Astral Realms]
 - a. Leaving a Legacy through the use of the Ocean Ouroboros is High Approval and a Wisdom 4 sin.
3. **Custom Legacies:** Creation of new Custom Legacies is currently suspended, pending chronicle soft reset and reopening custom item applications to the Global Rules Panel.
 - a. Custom Legacies do not require the applicant's character to be the creator, but the character must fulfill the Gnosis requirements as if they were the creator.
 - b. To enter play as part of a custom Legacy, the player of the active character most senior in that Legacy must agree. This requirement is waived if characters find a way to join in-game
 - c. The approval level to join an approved custom legacy is the same as a canon legacy.
4. **Legacy Experience**

- a. Each Attainment of a Legacy costs 8 XP and needs to be actively learned. No Legacy Experience is paid. Optional Attainments are free once the pre-requisites are acquired. Characters who are developing their own attainments, either by founding a new legacy or varying an existing Legacy, do not have to pay experience for their Attainments, but instead have higher Gnosis pre-requisites for them.
 - b. **RESET NOTE:** A character who founded a Legacy may retain their attainments at the 3, 5 and 7 Gnosis break points if they instead spend 8 experience points per attainment they are keeping.
 - c. **ADDITIONAL RESET NOTE:** Characters who were members of a Legacy, but whose reset sheet does not include the first attainment's pre-requisites gain no benefits of the Legacy, but cannot join a new Legacy without first "casting off" their old one into Ocean Ouroboros. They can, at a later time, redevelop their original Legacy, but will need a tutor and to spend the requisite experience.
5. **Legacy Rules clarifications:** All Legacies from an Order specific book are considered to have the Parent Order of that book. Unless otherwise noted, it is not a higher approval to join a Legacy from an Order book other than the character's own within the normal Path / Order restrictions, unless specifically noted below.
- Exceptions: Awakening Gambit and Blank Badges are Global Approval to be a member of outside their respective Orders.
- a. **Attainments:** While it is not possible to counterspell an Attainment, they otherwise interact with spells as normal. Examples include, but are not limited to: non-visible alterations to space and time can be detected by the relevant spells; Attainments involving space must still contend with wards and bans as would any other spell; attack spells are still resisted by the relevant magical shields; etc.
 - b. **Austere** [Guardians of the Veil]: The Primary Arcanum for this Legacy is Matter.
 - c. **Awakening Gambit** [Adamantine Arrow]:
 - i. Spells hung with En Passant may only be instant cast, not ritual cast.
 - ii. The Second Optional Attainment works as per Shifting Sands – including activation, retained damage and detection; but the Mana cost is as per the Attainment write-up.
 - iii. The Third Optional Attainment works as follows: The PC can inquire what their dice pool would be for an action instead of taking a number of different actions – once they fail a Resolve + Composure draw or inquiry a number times equal to their Time dots they must take the last action, unless they successfully use the Second Optional Attainment as per the Attainment write up.
 - d. **The Blank Badges** [Free Council]:
 - i. **Not a Number** fails if it is used to gain status that would be more than Low Approval.
 - ii. **The Quiet One** allows a Blank Badge to deduct the successes drawn from the Paradox severity they are about to suffer.
 - iii. **Nothing is True, Anything is Permitted** adds the Blank Badge's activation draw to the Paradox Test in the same manner as spending Mana for mitigation.
 - e. **The Celestial Masters as a Left-Handed Legacy** [Keys to the Supernal Tarot]: not sanctioned for use at this time.
 - f. **Clavicularius:**
 - i. The variants upon this Legacy as described in **Keys to the Supernal Tarot** are reserved for the use of the Office of the Master Storyteller.
 - g. **Cryptologos** [Free Council]: The Attainments of the Cryptologos do not allow the use of Atlantean as a fully formed spoken or written language.
 - h. **Dreamers of the Black Sun** [Shadows of Mexico]: They are considered a Left Handed Legacy.
 - i. **Katsinam Suukya** [Summoners]: Top Approval.
 - j. **The Legion** [Summoners]: They are considered a Left Handed Legacy.
 - k. **Perfected Adept** [Mage: the Awakening]: The Attainments **Chi Force** and **Perfect Body** add the character's Life dots to their attributes, not Mind dots.

- l. **Princes of Many Masks** [Seers of the Throne]: A character scrutinizing the disguises of a Prince needs to acquire more successes than the Prince has in their dots in the Life Arcana to be aware that the Prince is using a disguise with their Life attainments. However, their "Imposter" spell is contested as per the book.
 - m. **The Roses of Eden as a Left-Handed Legacy** [Keys to the Supernal Tarot]: not sanctioned for use at this time.
 - n. **Secret Order of the Gate** [Seers of the Throne]: Top Approval.
 - o. **Sphinx** [Legacies: The Ancient]:
 - i. **Off the Path**: This attainment does not allow a character to become "Unknown" through use of this attainment, but additional "Described" levels must be removed if the Sphinx is the target of a spell to improve a caster's connection to the Sphinx before the caster can allocate successes to improving the connection. (Example: A caster only has a Described connection to the Sphinx without the Attainment. They attempt to strengthen the threads. They must gain four successes to overcome the additional "distance" caused by the attainment before they can move the penalty from -10 to -8.)
 - p. **Threnodists** [Legacies: The Ancient]: The first Attainment of the Threnodists requires Investigation 2 rather than "Awareness 2."
 - q. **The Timori** [Banishers]: **They are considered an Antagonist Legacy.**
 - r. **Uncrowned King** [Mage: the Awakening]: The Attainment **Albedo** requires Gnosis 5, Mind 3. The Attainment **Rubedo** requires Gnosis 7 and Mind 4.
 - s. **Unforgotten Scions** [Mysterium]: **They are considered an Antagonist Legacy.**
 - i. Spirits created by **Eternal Dreams** grow per chapter. The Spirit grows to the rank of the caster's Mind Arcanum minus 1 and is affected by "Spells to Employ Spirits" as normal. **Eternal Dreams** can not be used more than once every three months.
 - t. **The Whipping Boys as a Left-Handed Legacy** [Keys to the Supernal Tarot]: not sanctioned for use at this time.
 - u. **Wraiths of Epochs** [Mysterium]: Top Approval.
6. **Prelacies** [Seers of the Throne]
- a. **Within Ministry**: High Approval (Mid for NPCs).
 - b. **Out-of-Ministry**: Top Approval (High for NPCs)
- C. **Magical Traditions** [Magical Traditions]
- 1. Joining a Magical Tradition is Low Approval with High Notification for tracking.
 - 2. Custom Magical Traditions without mechanical benefits are Low Approval.
 - 3. Custom Magical Traditions with mechanical benefits are not allowed at this time but may become so in the future.
 - 4. The Kabbalistic idea of the Abyss is not provable.
- D. **Proximi** [Silver Ladder]
- 1. The Proximi Merit (p. 334, **Mage: the Awakening**) is sanctioned for use.
 - 2. In order to gain the benefits of a Dynasty listed in Silver Ladder, including purchasing of Merits not normally available to Unawakened, the character must be a part of a Dynasty as well as having the Proximi Merit.
 - 3. **The creation of a new Dynasty is beyond the capability of PCs, except possibly with Global approval by means of an Epic or Apocalyptic deal as per Summoners.**
 - 4. Dynasties not detailed in canon may be applied for at Global Approval. Once a Dynasty is created, it is Low Approval to create a member of a Silver Dynasty.
 - a. If a Dynasty is created by a player in relation to a character they play, they may reserve the right to require their permission for a character to be created of the relevant Dynasty.
 - 5. Adamant Dynasties, Veiled Dynasties and Mystery Dynasties are High Approval once created. Free Dynasties are Top Approval once created.
 - 6. Proximi families may not access powers from **Second Sight**.
 - 7. The Merovingian family is an Antagonist group and is Top Approval.

IV. MERITS

A. Merits Affected by the Addendum

1. **Ancient Echoes** [Banishers]
 - a. ● to ●●: Low Approval for Banisher, unavailable otherwise.
 - b. ●●●: Top Approval for Banisher; unavailable otherwise
 - c. ●●●● to ●●●●●: Global Approval for Banisher, unavailable otherwise.
2. **Armory** [Banishers]:
 - a. Low Approval for all venues, though weapons acquired through them require their standard approvals.
3. **Artifact**
 - a. Artifacts require **Global** Approval. Existing Global canon artifacts are grandfathered. No other artifacts are grandfathered. Artifacts currently approved by Global will be reviewed by the AMST-Awakening.
 - b. Artifacts listed in the source materials are Global Approval, as many of them are unique. The listed artifacts can, however, serve as examples for Storytellers to use to create their own.
 - c. Artifacts that are more than seven merit dots are Global Approval.
 - d. It is the same approval to have an effect in an Artifact as it would be to have as a rote. Therefore items with custom effects that do not come from a sanctioned book are Global Approval. These items are not grandfathered. **Creation of custom Artifacts is currently suspended, pending chronicle soft reset and reopening custom item applications to the Global Rules Panel.**
 - e. Artifacts use the same rules as imbued items with regard to potency of spells and spell tolerance.
 - f. **Artifact Legendry:** The possession of an artifact does not give bonuses to Order status. Every artifact should have a legendry. Possession of an artifact gives +1 to social challenges with other Pentacle Mages if the target of the social challenge is aware of the legendry and it is relevant. (Holding the ancient blade of whispering death is of little import in trying to talk your way into a Mysterium Athenaeum, but would likely apply for intimidation challenges. Holding an ancient artifact discovered in the Astral may help persuade someone you know about the Inner Realms, but won't help your character negotiate a peace treaty with a neighboring Consilium.) Existing Artifacts are not grandfathered.
 - g. **Dreamstones** [Free Council]: High Approval
4. **Astral Adept** [Magical Traditions]: Replace "Exceptional success" with "5 successes in a single draw".
5. **Athenaeum** [Mysterium]: Reserved for the use of the MST Office.
6. **Cartomancy** [Keys to the Supernal Tarot]: Uses the "Interpretative Draw" system only - does not use Wits+Occult draws.
7. **Claws of the Abyss** [Banishers]: The effects of this merit last a scene.
8. **Cryptopoly** [Silver Ladder]
 - a. A PC Illuminate may designate any of his Merit Based Storyteller Characters as being part of the Cryptopoly.
 - b. Allies: Cryptopoly may be used to access social merits that are part of the Cryptopoly up to the rating of the user's Allies: Cryptopoly. This requires a Manipulation + Socialize + Allies (Cryptopoly) draw.
 - i. Accessing Allies within a Domain does not incur a penalty to the level of Allies. Doing so within a Region incurs a -1 penalty, within a nation a -2 penalty and between nations a -3 penalty.
 - ii. If the merits sought are directly controlled by another PC, they may be accessed without a roll with the consent of the owning PC.
 - iii. If the merits sought are directly controlled by another PC and consent is not given, they may only be accessed if the controlling PC is not actively using them at that time.
 - iv. If more than one PC attempts to access the same particular merit, the most successes gain access.
 - c. A PC may take Allies: Cryptopoly without an XP cost. This must be recorded in the database at Low Approval.

- i. To do so, a PC must have at least one relevant social merit at the same level as their levels in Allies: Cryptopoly.
 - ii. If a character has taken Allies: Cryptopoly without an XP cost, all their relevant social merits up to the value of their Allies: Cryptopoly are accessible as if they were part of the Cryptopoly.
 - iii. If a PC takes free levels in Allies: Cryptopoly, and another character (PC or NPC) seeks to access their social merits, then the PC does not automatically keep control of his social merit, but must contest the draw with Manipulation + Socialize + [the social merit contested].
 - d. Cryptopoly Merits held by NPCs not purchased with XP can also be accessed through use of Allies: Cryptopoly. It is High Approval to assign more than 20 points of social merits to an NPC-controlled Cryptopoly.
- 9. **Daimon** [Tome of the Watchtowers]
 - a. Low approval for mages of all paths
- 10. **Enhanced Item**
 - a. ● to ●●●●: Low Approval
 - b. ●●●●●: High Approval
 - c. Enhanced Items can be created in game by spells of indefinite Duration
 - d. Matter spells can make "Special Property" alterations. Specific listed alterations require:
 - i. Alter Integrity (for Increased Durability or Increased Structure)
 - ii. Alter Efficiency (for Increased Equipment Bonus)
 - iii. Alter Size (for Decreased Size from Guardians of the Veil or Increased Size)
 - iv. Decreased Size [Guardians of the Veil]: Dose not require special approval outside of the Guardians of the veil Order.
 - v. Armor, Bulletproof, and Durability alterations from Adamantine Arrow are low approval for all orders. Armor is limited to a bonus equal to the caster's dots in Matter.
 - e. Several Enhanced Items cannot be combined (e.g. a self repairing engine cannot be placed inside a car with bulletproof windows).
 - f. Enhanced Items can be treated as Imbued, e.g. a 3 dot spell and two 2 dot spells would create a 5 dot Enhanced Item.
 - g. A character entering play with a Thaumium item must assign eight points to the successes used to create it.
 - h. The Mana capacity cannot exceed the Enhanced Item Merit rating.
 - i. Any effect used to improve an item makes that item an Enhanced Item equal to the level of the effect used. E.g. Self Repairing Machines are 5 dot effects and items with such an improvement are 5 dot Enhanced Items. This is only used where another method doesn't already apply.
 - j. Enchanted Item effects currently not sanctioned for play include:
 - i. Ochosi's Arrow [Magical Traditions]
- 11. **Fetish**
 - a. ● to ●●●●: Mid Approval
 - b. ●●●●●: High Approval
 - c. ●●●●●+: Not approved for play
 - d. Fetishes in the Awakening venue must conform to the rules presented for "Create Fetish" (p 368-369) and not the rules for the Fetish merit in Forsaken, save that they may use sanctioned Numina from other sources as well as the Numina on pages 423-425 of MET Awakening.
 - e. They have a merit cost equal to the bound Spirit's Rank plus one for each Numina accessible beyond the first. For example a bound Rank 2 spirit with the Blast and Terrify numina would be a 3 dot Fetish.
 - f. The numina which can be accessed through the Fetish are fixed at the time of casting and may not be changed later without re-casting the spell. The bound spirit must conform with all rules governing creating spirits.

- g. The user takes an instant action of Gnosis + Spirit to awaken the spirit within the Fetish, and uses Gnosis + the bound spirit's Rank to activate the Numina instead of Power + Finesse.
 - h. For the purposes of Damage Limits on any attack Numina, use the creator's dots in Spirit.
12. **Fighting Style: Adamantine Hand** [Adamantine Arrow]
- a. **Star**: The total damage inflicted cannot exceed the higher damage cap involved.
- ~~13. **Fighting Style: Grappling** [Adamantine Arrow]: Not sanctioned for use at this time.~~
- ~~14. **Fighting Style: Sojutsu/Jukendo** [Adamantine Arrow]: Not sanctioned for use at this time.~~
15. **Gesture Lore** [Tome of Mysteries]: Sanctioned
16. **Graduate of Otranto** [Mysterium]: Global Approval
17. **High Speech Extended** [Secrets of the Ruined Temple]: Not sanctioned for use at this time.
18. **Illuminate Retainer** [Silver Ladder]
- a. Created as a ●●●● Retainer using the alternative creation template on p. 63 of **Silver Ladder**. They do not gain any additional XP by virtue of being a ●●●● Retainer. (Please note that PC Illuminated Proximi are generated as a normal character.) **However, the merit becomes a simple cost, rather than graduated cost merit.**
 - i. The PC can ask the retainer to take an action to use one of its social merits on their behalf per downtime.
 - ii. All merits held by the Illuminate Retainer are held as part of a Cryptopoly, so can also be accessed through use of the Allies: Cryptopoly merit.
19. **Imbued Item**
- a. ● to ●●●●: Low Approval
 - b. ●●●●+: High Approval and can only be made in game
 - c. Replace the sentence "Lasting Duration spells are considered persistent powers, but all other effects are considered contingent that require a trigger" with "Indefinite Duration spells are considered persistent powers. All other effects are considered contingent and require a trigger".
 - d. An Imbued Item with an indefinite duration and a level 5 power requires the Imperial Mysteries, and thus requires the approval level of the Imperial Mysteries to create. The only exceptions to this are the level 5 rote that have a default duration of Advanced Prolonged.
 - e. If an item is both Enhanced and Imbued, calculate the rating limitations as though it were two separate items, one Enhanced and one Imbued.
 - f. When creating Imbued Items, Top approval may allow for a mage to increase the number of successes allowed for an extended cast spell (p 148.) These may not be increased by more than 50%.
 - g. The parts of **Tome of the Mysteries**, which suggests that Imbued Items can be made collaboratively, with different mages casting different spells into the item, are not sanctioned. The Camarilla uses the original version of Imbue Item from **MET: the Awakening**, which requires the same caster to cast the imbued spells.
 - h. **Specific Imbued item clarifications:**
 - i. **Alien Cuffs** [Banishers]: Banisher only
 - ii. **Raiment of Return** [Adamantine Arrow]: Not sanctioned for play
 - iii. **Translator Chamber** [Banishers] Not sanctioned for play
 - iv. **The Truck** [Banishers] Not sanctioned for play
 - v. Cursed items from Chapter 5 of the Adamantine Arrow book are unique items, requiring Global Approval for use.
 - i. It is the same approval to have an effect in an Imbued Item as it would be to have as a rote. Therefore items with custom effects that do not come from a sanctioned book are Global Approval. These items are not grandfathered. **Creation of Imbued Items containing custom effects is currently suspended, pending chronicle soft reset and reopening custom items applications to the Global Rules Panel.**
20. **Language: Atlantean** [Astral Realms]: Not sanctioned for use at this time.
21. **Meditative Mind** [Mysterium]
- a. May be purchased for an Athenaia, however the cost may not be shared between multiple characters.

22. **Mysteriorum Focus**: requires Mystery Initiation 5, not 1.
23. **Mystery Initiation** [Mysterium]: Reserved for the use of the MST Office.
24. **Oathbound** [Adamantine Arrow]
 - a. Player Characters recover spent Oath Binding Points on the first day of a calendar month, not at the beginning of each game session.
25. **Occultation** [Mysterium]
 - a. May be purchased for an Athenaea; however the cost may not be shared between multiple characters.
26. **Otherworldly Lore** [Summoners]: Top Approval when specialized in any type of Supernal creatures or creatures of the Underworld.
27. **Perfected Metals** [Legacies: the Ancient]
 - a. Perfected Metals are created by repeated use of Ghostly Object plus Touch of the Grave. Draw a card and add ten for the number of times this process must be repeated before a metal becomes perfected.
28. **Predator's Innocence** [Tome of the Watchtowers]
 - a. Top Approval for all player characters. (Low for NPCs)
29. **Ractin Strain** [Intruders: Encounters With the Abyss]
 - a. High Approval for player characters. May not be combined with a full supernatural template. (Low for NPCs)
30. **Ritual Synergy** [Tome of Mysteries]: Reserved for the use of the MST Office.
31. **Sanctum: Portable** [Mysterium]: Available to mages of all Orders at Low Approval.
32. **Scriptorium** [Mysterium]: Reserved for the use of the MST Office.
33. **Slayer** [Summoners]: Only provides a bonus against creatures not native to the world: Spirits, Ghosts, Supernal creatures, Abyssal creatures and Otherworldly being. It has not effect on creatures of the Fallen Realm.
34. **Status (Order)**: see section III.A.
35. **Summoner's Soul** [Summoners]: Top Notification.
36. **Summoning Circle** [Summoners]: This is a Place of Power; Mid Approval.
37. **Supernal Anchor** [Summoners]: Top Approval.
38. **Supernal Companion** [Summoners]: Top Approval.
39. **Tabletop Supplement Mana Costs**
 - a. Merits that require a cost of Mana at a daily rate from a tabletop book instead require the same cost per chapter.
40. **Talisman of Universal Safety** [Silver Ladder]: Not sanctioned for use at this time.
41. **Thyrus Merits** (except for Predator's Innocence) [Tome of the Watchtower]
 - a. Available to mages of all Paths without special approval.
42. **Void-Scourged** [Summoners]: Top Approval.
43. **Whispers** [Mysterium]:
 - a. High Approval for all characters in the Awakening Venue.

V. ARCANA, SPELLCASTING AND SPELLS

A. Arcana

1. Arcana at levels 6 and above are not available in the chronicle. Archmasters and the Imperial Mysteries are reserved for the use of the Master Storyteller.
2. The sentence on page 62 that says "Two of his highest three Arcana must always be from his Path's Ruling Arcana" is replaced with "Two of his first three Arcana must be from his Path's Ruling Arcana".
3. The table for the number of targets affected by a spell on page 162 is incorrect, refer to page 149 of MET: the Awakening.
4. All modifications of a spell that require advanced arcana knowledge are cumulative. Thus a Celestial Fire (Prime 3) upgraded to aggravated damage (Prime 5) cast with the Advanced Area of Effect table (+2 higher level of Arcana required) would require Prime 7.
5. Resistant damage may only be caused by pattern scourging and absorbing paradox. No effect can involuntarily cause resistant damage in others. Any spell or merit that is listed as causing resistant damage instead causes normal damage, but remains in play.

6. Area effect spells with durations only continue to affect targets while they remain within the area of effect, and are indiscriminate. New targets entering the area of effect are affected by the spell as per usual spell targeting.
7. To cast an area effect counterspell or dispel, the caster must spend mana for all the spells within the area of effect, or the spell fails.

B. Spells to Employ Spirits

1. Spirits of Rank 3: Cannot be called, bound or otherwise controlled using the advanced Prolonged Duration factors.
2. Spirits of Rank 4: When calling, binding or otherwise controlling, Prolonged Duration spells are considered Transitory.
3. Spirits of Rank 5: Cannot be called, bound or otherwise controlled **unless a published rote specifically allows it, and casting such requires the approval equal to the rank of the spirit if it is not targeted on a spirit sanctioned for an existing plot.**
4. A Willpower point is spent for each spirit called, bound or otherwise controlled. This cannot be recovered until the spell ends or a Willpower dot is spent to release it. Each such spell can only affect a single spirit.
5. These restrictions don't apply if a spell is used simply to justify the purchase of a Merit such as a Fetish, Familiar or Guardian Spirit. They do not apply to spells that just awaken spirits or make them more favorably disposed to the caster, e.g. Rouse Spirit.
6. **Spirits and Essence**
 - a. If a character seeks to convert Mana from the essence of a spirit in downtime, they may only convert a single point.
 - b. If a character is converting essence to Mana from a locus, they may only convert a number of points of Mana equal to the level of the locus per chapter.
 - c. In total, a character may only convert a number of points to Mana equal to their levels in the Spirit Arcanum per chapter in downtime.

C. Rotes

1. **Order Rote Specializations represent a combination of the preference of an Order's Mudras towards casting certain kinds of spells and the regularity a Mage has had with using them. If a character learns a rote of another Order, they do not gain the benefit of that Order's Rote Specialities, but it will be, in role-playing terms, recognizably using the Mudras of the source Order. A Master of an Arcana may adapt the Mudras of a rote they know belonging to another Order to the Mudras of their Order, gaining the benefit of any relevant Rote Speciality, and now making it recognizably a rote of their Order. This does not cost any experience, but requires a downtime action and the expenditure of a willpower point. A Master may also tutor another Awakened to convert one of their rotes in a similar manner. This is a deliberate change from White Wolf books, where each individual rote may or may not benefit from a particular specialization.**
2. Rote titles that include the name of a **Pentacle** Order: Low approval for all mages. This includes rotes presented in Order books.
3. A custom rote or rote from a new book may be designated an "Order Secret". It is High Approval to improv cast or be taught a rote that is an Order Secret of an Order the caster does not belong to. Guidelines as to how to "steal" an Order Secret will be published in a settings document. **Creation of new Custom Rotes is currently suspended, pending chronicle soft reset and reopening custom item applications to the Global Rules Panel.**
4. Rotes that include an alternative test pool for another **Pentacle** order **are an "Order Secret" for that Order.**
5. Rote titles that include the name of a Legacy, Tradition, faction or other non-Order groups: High Approval if the character is not a member of the relevant group. These rotes do not have a Common Version.
6. Rotes for antagonistic groups, such as Banishers, Seers of the Throne, etc.: Top Approval if the character is not a member of the relevant group. These rotes do not have a Common Version.
 - a. The following Banisher rotes may be learned by any Mage at Low Approval:
 - i. **Aim for the Dead** [Banishers]
 - ii. **Activate Police Band** [Banishers]

- iii. **Call Eidolon** [Banishers]
 - iv. **Merge Mind** [Banishers]
 - v. **Simulate Basic Needs** [Banishers]
 - vi. **Sense Poisons and Drugs** [Banishers]
 - vii. **Secret Compartment** [Banishers]
- b. The following Seer of the Throne rites are available for theft by the Atlantean Orders in game through use of a plot kit, to be released shortly. Until that point, they remain approval for Pentacle Mages to learn:
- i. **Duplicate Sympathy** [Seers of the Throne]
 - ii. **Enhance Toxin** [Seers of the Throne]
 - iii. **Falsify Temporal Presence** [Seers of the Throne]
 - iv. **Improve Quality** [Seers of the Throne]
 - v. **Insulate** [Seers of the Throne]
 - vi. **Manipulate Contingent Trigger** [Seers of the Throne]
 - vii. **Nullify Shadow Resonance** [Seers of the Throne]
7. Improvised Spells that duplicate the effects of existing rites requiring an approval also require that level of approval.
 8. Approved custom rites are Low Approval to learn in game from another player character **except as noted under "Order Secrets" above.**
 9. The following bullet point from **MET: the Awakening** p 198 is not used in the Camarilla chronicle: "Spells with multiple effects require each effect to be learned as a separate rite. For example, 'Telekinetic Strike' can be cast in Forces 3, 4, and 5 versions; each version is a separate rite". Characters that purchase the base Rote gain access to additional effects as their Arcana mastery increases.
 10. Rites from the book **Guardians of the Veil** which call upon the "Perception" Attribute use Wits instead.

D. Instant Spellcasting

1. Penalties taken when using the Modifying Spell Factors optional rule may not reduce the caster's draw pool below 1.
2. Any further penalties (aiming penalties, resistance, etc.) applied after Imago creation may reduce this further.

E. Extended Spellcasting

1. For purposes of the "Damage and Success Limits" rules, the only bonuses to the caster's base spell casting pool that count are those from High Speech, Willpower, and an appropriate Demesne.
2. Spells with an action listed as Extended may increase this further with assistants following the Group Rituals rules (p 168); assistants may raise this by one per assistant, up to 5. Assistants do not increase the success limits if converting Instant Spells to Extended Spells.
3. When combined casting an extended spell, there is a single Potency for the entire casting. Successes must be allocated to Target and Duration individually, then the lowest of each used.

F. Dispel/Counterspell

1. When casting a dispel, counterspell or variant with combined casting, the successes are not cumulative on any individual spell, but can be used to target multiple spells.

G. Limitations to Bonuses and Traits

1. No single Trait or bonus created by a spell can exceed the level of the Caster's relevant Arcanum. This only applies to Traits or bonuses that are variable based on successes. It is not applicable to summoned creatures.
2. If a Mage activates a Prepared spell against a living target the target can resist the spell as per the following:
 - a. If the spell is Resisted then it becomes Aimed. When activated, the caster must gain at least 1 success on an activation roll with the same dice pool used to cast the spell, modified by the target's defenses (See Awakening rules on Aimed spells). If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.
 - b. If the spell is Contested then the caster must gain 1 more success than the target on an activation roll with the same dice pool used to cast the spell, modified by the target's

defenses. If the activation succeeds then the spell takes full effect. If it fails then the spell disappears.

3. If a player requires information from another character's sheet (e.g. if contested, resisted, etc) to cast a spell, then their character cannot ritually cast and hold such a spell as Prepared for offensive use.
4. Bonuses added to an item from Arcana do not stack, only the highest bonus is applied.
5. Prepared spells, including environmental effects, are limited by the damage cap.

H. Failed Social and Mental Tests

To determine failed tests not repeatable in the same scene, consider improvised spells to be social if their rote version is opposed by Composure or Resolve (see **Mind's Eye Theatre** p162).

I. Sympathetic Magic

1. Any spell affecting multiple targets always uses the weakest sympathetic connection of those targets, unless all targets are within sensory range. For example, targeting yourself (sensory) and a "Known" mage out of sensory range without their real name with New Threads would be cast as if "Encountered".
2. Please ignore the first sentence of the second paragraph on p. 145 of **MET: the Awakening**. Penalties from Occultation and Fame apply both to direct and indirect sympathetic magic in the Camarilla chronicle.
3. If a casting penalty for sympathetic magic is reduced to greater than -10, the target is still able to be affected by the sympathetic spell. The only instance where they would be unable to be targeted is if a penalty directly lowers their degree of sympathy to Unknown (for example, an "Encountered" or "Described" target where the caster does not know their real name.)

J. Relinquishing Control of Spells

1. The following spells are considered equivalent to the sacrifice of a Willpower dot under the Relinquishing Control of Spells rule and may only be used to relinquish the spells "Alter Integrity," "Alter Efficiency," "Alter Size," and "Imbue Item."
 - a. Payment in Power [Tome of Mysteries]
 - b. Spirit Pact [Tome of Mysteries]
 - c. Instill Mortality [Tome of Mysteries]
 - d. Pain Harvest [Tome of Mysteries]
 - e. Time Limit [Tome of Mysteries]

K. Specific Spells

1. **Acidic Spatter** [Adamantine Arrow]: Not sanctioned for use at this time
2. **Annihilate Spells** [Banishers]
 - a. Requires the caster to beat the target spell's potency, but can be used to target hung spells.
3. **Astral Journey** [Astral Realms]
 - a. The Space 5 version can only be cast somewhere the Mage would normally be capable of entering the Astral. It does not transport them physically into the Astral Plane, but allow them to enter the correct form of meditation quicker.
4. **Atonement** (or any other similar spell/rote/means) [Legacies: The Ancient]
 - a. Use of this spell to resurrect a dead player character requires Global Approval.
5. **Bodyguard's Blessing** [Adamantine Arrow]
 - a. May only change the target of an Aimed spell.
6. **Bolster Virtue** [Keys to the Supernal Tarot]: reserved for the use of the Office of the Master Storyteller.
7. **Call Eidolon** [Banishers]: Adv. Targetting uses Mind and Spirit, not Prime.
8. **Climbing the Tree** [Magical Traditions]: Not sanctioned for use at this time
9. ~~**Copy Grimore** [Mysterium]
 - a. ~~The Duration of this spell is changed to Prolonged.~~~~
10. **Create Ghost** [Mysterium]
 - a. This spell cannot return the ghost of a character with a Supernatural Template. It requires Top Approval to return the ghost of a player character.
11. **Create Potentiality** [Summoners]: The character effectively redraws his action, but with solely the successes of this spell as their draw pool.

12. **Deathlike Journey** [Legacies: The Ancient]
 - a. Use of this spell to enter the Underworld requires Global Approval
13. **Defer Conscience** [Adamantine Arrow]
 - a. May not be used in conjunction with "Suppress Wisdom".
14. **Desiccate** [Banishers] is resisted with Resolve + Composure.
15. **Diplomat's Protection** [Silver Ladder]: Not sanctioned for use at this time
16. **Dragon's Call** [Keys to the Supernal Tarot]: reserved for the use of the Office of the Master Storyteller.
17. **Duplicate** [Adamantine Arrow]
 - a. Actions doubled using this spell count as one source of damage for damage limits (MET WoD p 211)
18. **Eleggua's Notice** [Magical Traditions]: Not sanctioned for use at this time
19. **Enhance Toxin** [Seers of the Throne]: Toxicity increase is limited to the caster's dots in Matter. If used with Life, the increase is limited to the lower of the caster's Matter or Life.
20. **Ephemeral Co-Location** [Summoners]: A character can only shift between planes once a round.
21. **Ephemeral Postcognition** [Summoners]: Requires approval to cast where it would lead to interaction with or viewing of a realm that is otherwise approval to interact with.
22. **False Signature** [Adamantine Arrow]
 - a. When adding "False Signature" to a spell, the spell counts as a Combined Spell (see p167-168 of **MET: the Awakening**).
23. **Five-Cycle Spell Theft** [Magical Traditions]: Not sanctioned for use at this time
24. **Fortify Oath** [Adamantine Arrow]
 - a. Bonus Potency from this metamagic may boost the spell's successes above the normal imago limit, up to a maximum in additional successes equal to the caster's dots in Fate.
25. **Fortune's Fool** [Adamantine Arrow]
 - a. May only affect a target once a scene.
26. **The Golem** [Magical Traditions]
 - a. This Kabbalah rote may not create a Golem with a Size greater than the caster's Gnosis.
27. **Grant Familiar (Spirit)** [MET Awakening]
 - a. This spell's Duration is Lasting (the Familiar Merit does not disappear at the spell's end.)
28. **Induce Vertigo** [Banishers] does not permit an attacker to perform a "Killing Blow". A character affected does not lose their defense.
29. **Kinetic Ripple** [Adamantine Arrow]
 - a. Inflicts normal damage, not Resistant.
30. **Know Virtue** [Keys to the Supernal Tarot]: reserved for the use of the Office of the Master Storyteller.
31. **Luck Blessing** [Magical Traditions]
 - a. The Taoist rote is an alternative draw pool but the mechanics function as per "Reading the Outmost Eddies" in **MET: the Awakening**.
32. **Maintained Sympathy** [Astral Realms]: Uses real-world sympathy, not Astral sympathy.
33. **No Exit** [Banishers]: Not sanctioned for use at this time
34. **Past Life Regression** [Magical Traditions]
 - a. A subject under the effects of this spell is not denied their surprise test if attacked.
35. **Phased Strike** [Adamantine Arrow]
 - a. May not be combined with "Ranged Blow"
36. **Possession**: Cannot be used to possess magical constructs, including (but not limited to) homunculi, golems, zombies, creatures and human bodies created with the Life arcane or phantasms.
37. **Primal Transfer** [Legacies: The Ancient]
 - a. Willpower costs for releasing a spell may not be placed onto a storyteller character.
38. **Rapid Fire** [Adamantine Arrow]: Not sanctioned for use at this time
39. **Read Spirit** [Adamantine Arrow]: Not sanctioned for use at this time
40. **Rewrite History (Time)** [MET Awakening]
 - a. Dots cannot be shifted into anything that requires a special approval or a notification in the approvals database.

41. **Sacrifice Fortune** [Tome of Mysteries]: Not sanctioned for use at this time
42. **Scorched Earth** [Banishers]
 - a. May be cast on a Dead Zone. It does not alter the spell's Imago, but introduces additional effects.
 - b. A category 5 Scorched Earth uses the "Double Trouble" rule from **Mind's Eye Theatre** (pg. 181-182) with regards to Paradox draws.
43. **Scour Other's Pattern** [Tome of Mysteries]: Not sanctioned for use at this time. Characters that purchased this spell may be refunded the XP cost.
44. **Shadow Forged** [Adamantine Arrow]
 - a. Items created using this spell may not be further enhanced using other Arcana.
45. **Shifting Sands**
 - a. The following rule may be included in a VSS at the normal approval level for a VSS:
 - i. Shifting Sands is penalized using the number of targets system assuming each person involved in the scene in addition is a target. Should this reduce the caster's pool below 1, then the spell may not be cast.
46. **Skeptic** [Adamantine Arrow]
 - a. Instead of 9-again on Paradox Draws, this spell provides a -1 to the initial card draw for paradox.
47. ~~**Spell Cloaks** [Tome of Mysteries]~~
 - a. ~~This requires Prime 3, not Prime 2.~~
48. **Spirit Highway** [Banishers]: Not sanctioned for use at this time
49. **Steal Body** [Free Council]: Not sanctioned for use at this time
50. **Summon Royal Avatar** [Summoners]: Each casting requires an approval of the level of the spirit summoned.
51. **Supreme Augmentation (Mind)** [MET Awakening]
 - a. The rote pool for Supreme Augmentation (p 319) uses the Mind Arcanum, not Life.
52. **Temporal Lifeline** [Free Council]: Not sanctioned for use at this time
53. **Tendrils** [Intruders]: A given spirit or fetish can sprout tendrils equal to it's Rank or merit cost at the cost of a WP. Each tendril provies a +1 bonus to brawl or weaponry if used offensively. If used defensively, the bonus adds defense against brawl or weaponry attacks. all trait bonuses are subject to the +15 rule.
54. **Transfer Will** [Tome of Mysteries]
 - a. Player characters cannot gain Willpower dots from NPCs. Willpower gains from other player characters must be entered in the character's experience log
55. **Unfettered**
 - a. The Unfettered effect is essentially a Counterspell. It may be purchased as a 4 dot Rote with a pool of Composure + Occult + Fate.
56. **Wards and Bans (Space)** [MET Awakening]
 - a. Objects and creatures cannot be the target of a Ward, but are protected within a Ward's area. Once a banned phenomenon is within the Ban's area, it is unaffected (i.e. spells can be freely cast within a Prime based Ban area, and are only affected when crossing the threshold of the Ban.)
 - b. Gnosis and Arcana Wards [Secrets of the Ruined Temple] require the Imperial Mysteries to create.
57. **Weaponize Object** [Adamantine Arrow]
 - a. The maximum weapon bonus achievable from use of this spell is the caster's natural Strength.
58. **Worst Moment** [Banishers] does not use the fluid suggestion for "greatest tactical advantage", but instead confers a mechanical bonus as suggested in the sentence "... if the Storyteller would like something more objective..."
59. **Zone of Extremity** [Tome of Mysteries]
 - a. The spell is changed, so that all actions taken within the zone are subject to the rules '9 again' and 'Double Trouble' (p 181-182 of **Minds Eye Theatre**.) Ignore any reference to Exceptional Successes or Dramatic Failures in this power.

L. Grimoires

1. Characters who own Grimoires should pay experience equal to the total number of rites held in the Grimoires they own. This "Grimoire Pool" is not lost if a Grimoire is lost or traded, and represents the maximum number of Grimoires a character can hold for over a month. Any time a character casts "Create Grimoire" then the experience point value of the lost rite is transferred into the character's "Grimoire Pool"

M. Soul Stones

1. Any of the effects listed under "The Soul of Another" or "Soul Stones of the Dead" are limited to three uses overall, as per the Thrall limitations - and anyone may use Fate on a Soul Stone to determine how many "charges" it has left. Once all three are used, then it remains an intimate connection to its creator, but may not be used by another again unless it has spent a year and a day in the possession of its creator.

VI. PLACES AND REALMS

A. Supernal World and other Unique areas

1. With the exception of a single Awakening per Mage, characters cannot access the Supernal World or other unique areas such as the Underworld.
2. **Summoning Supernal Creatures is Top Approval.**

B. The Abyss

1. Characters accessing the Abyss: High Approval
 - a. Characters do not require the normal High Approval for accessing the Abyss when using the first two paths described in chapter five of **Tome of the Mysteries**.
 - b. The third Path from chapter five of **Tome of the Mysteries** is Top Approval for player characters.
 - c. The fourth Path chapter five of **Tome of the Mysteries** is Top Approval for any character. NPCs previously approved to be on the fourth path are not grandfathered.
2. Abyssal Verges: High Approval
3. Researching Abyssal entities uses the mechanics on page 15 of **Intruders: Encounters with the Abyss**, including Capping Skills and Appropriate Libraries.
4. All Abyssal entities in **Intruders: Encounters with the Abyss** are sanctioned for play at the normal approval levels as per their spirit rank, and also serve as examples for Storytellers creating their own.
 - a. The following sections are an exception to this, and are currently reserved for introduction by the Master Storyteller's office:
 - i. Final Spell of Eli Ben-Menechem
 - ii. The Harper Family
 - iii. The Invisible Codex
 - iv. The Nemesis Continuum
 - v. The Temple of Zanak Khan.

C. Astral Realms

1. Storytellers are reminded that all Astral encounters and experiences should strive to maintain the basic game premises of the mystery of Atlantis and the nature of the Fall. Revealing "hard facts" about the Atlantean society, language and magic requires Global approval to maintain this mystery.
2. Archetypes and Walkers (and other Astral Entities) are subject to the same approval levels as normal Spirits dependent upon their Rank.
3. Altering the beliefs of the waking world affecting more than 500,000 people is considered a paradigm change per the Global Addendum. Efforts greater than this become subject to the Don't Point That Thing at My Planet optional rule from **MET: the Awakening**.
4. Each of the realms in chapter five in the book **Astral Realms** are unique and available for use at MST Approval. Storytellers may use these as examples to craft their own Astral Realms for play.

D. Atlantean Ruins

1. Anything that is from Atlantis or the time before the fall of the Celestial Ladder requires Global Approval. This includes, but is not limited to: ruins, spirits, knowledge, artifacts, imbued items, mundane objects and ghosts.

F. Places of Power

1. The places of power from Secrets of the Ruined Temple are not intended for use in places where player character mages can set up sanctums and take advantage of the magical mechanics of the areas for themselves.
2. Special building materials (Adamas) should be too difficult for player characters to transport and rearrange for their own use.
3. A Shadow Gate [Astral Realms] is considered a Place of Power, requiring Top approval.

VII. PACTS

A. Prerequisites

1. A summoned creature must be two ranks higher than the level of Pact it is forging. Therefore Rank 1 & 2 creatures cannot forge pacts, Rank 3 creatures forge minor pacts, Rank 4 creatures forge medial pacts, and Rank 5 creatures forge major pacts. Rank 6 and above spirits are required for Epic and Apocalyptic pacts.

B. Approvals

1. **Minor Pacts:** Low Approval.
2. **Medial Pacts:** Low Approval.
3. **Major Pacts:** High Approval.
4. **Epic Pacts:** Global Approval.
5. **Apocalyptic Pacts:** Global Approval.

C. Requests

1. **Fortification:**
 - a. Regeneration: not sanctioned at this time.
2. **Investments:**
 - a. A character may not take two Investments to benefit the same skill or attribute.
 - b. An Investment to improve an Arcanum requires Top Approval.
3. **Mana:**
 - a. Mana Pact requests produce mana per chapter, rather than per day.
4. **Task:** Global Approval.
 - a. Attacking another PC: High Approval.
5. **Vassalage:** Global Approval.
 - a. Always requires soul forfeiture and lifelong term; Global Approval.

D. Forfeitures

1. Boon Compantion Forfeiture can only be set on a PC with the express written consent of the player of the PC, having had the consequences fully explained to them.
2. Life, Vulnerability or Flaw forfeitures are High Notification if claimed (activated).

F. Terms

1. For Pact Terms, use the table on page 182 of **Summoners**.

VIII. STORYTELLER RULES AND CLARIFICATIONS

A. Chapter

For the purposes of the Camarilla Awakening chronicle, a 'Chapter' is defined as one calendar week

B. Optional Rules

If an Optional Rule is not listed below as being sanctioned, that rule cannot be used within the Camarilla Sanctioned Chronicle.

1. Minds Eye Theatre Awakening

- a. Mana Bleed (p 64)
- b. Order Expulsion (p 123)
- c. Tie to the Land (p 133)
- d. Modifying Spell Factors (p 147)
- e. Don't Point That Thing at My Planet (p 150)
- f. Relinquishing Control of Spells (p 151)
- g. Special Spell Factors (p 152-155)
- h. Paradox Mitigation (p 158)

- i. Creative Thaumaturgy (p 194-198): Creative Thaumaturgy, in and of itself, requires no special approval. However, any use of Creative Thaumaturgy that replicates a rote or effect that has an approval level set, outside of the Custom Mechanics section of the Universal Addendum, has the same approval level as that rote or effect. This includes actions that are not specifically listed under the Awakening section but are otherwise approved, such as returning a character from the dead, one shot kills, etc.
- j. Permanently Altering Fates (p 229)
- k. Influences Numina and The Forsaken (p 419)
- 2. **Tome of the Mysteries**
 - a. The optional rules for Duel Arcane (page 122) may be used, but must be codified in a properly approved Venue Style Sheet.
- 3. **Magical Traditions**
 - a. Alternative Magic is an optional rule and not used unless specifically noted.
 - b. Divination Works: Low Approval for non-supernatural characters in all venues. Not available otherwise
 - c. Off the Grid: Low Approval for non-supernatural characters in all venues. Not available otherwise
- 4. **Seers of the Throne**
 - a. **The Optional Rule: Blind Control is not used, but should be noted for flavor with regards low ranking Seer of the Throne NPCs.**

C. Mana/Tass Supply

- 1. A number of spells allow a character to gain Mana. With the exception of Prime spells used to remove Mana from Hallows purchased by characters with XP (but including the temporary creation of Hallows), a character may only gain a number of points of Mana or Tass equal to their levels in the arcanum being used per chapter in downtime. The gain of Mana during time in is not affected but the "net gain" from any game should not exceed the chapter limit listed above. Human or animal sacrifice requires a resolve action but there is no cap on the amount of Mana a character may gain by this method. Possession of high amounts of Tass may attract attention, and thus is the following notification:
 100 Tass or more: High notification
 250 Tass or more: Top notification
 500 Tass or more: Global notification
- 2. **Third Eye Candy [Keys to the Supernal Tarot]: reserved for the use of the Office of the Master Storyteller.**

D. Paradox Manifestations

- 1. **Rank 5 Paradox Manifestations are to be noted as a High Notification.**

IX. ADDITIONAL MATERIAL (ERRATA OR CUSTOM)

- A. **Alternative Rote Pools:** The following alternative rote pools (originally given in the Table Top **Mage: the Awakening** book) are Low Approval for characters with True Order Membership in the listed Order and High Approval otherwise. The **MET: Awakening** page number for the rote mechanics is given.

1. Death

- a. ● **Speak with the Dead:** pg 212
 - i. Order: Silver Ladder (Presence + Occult + Death)
- b. ●● **Corpse Mask:** pg 213
 - i. Order: Adamantine Arrow (Wits + Subterfuge + Death)
- c. ●● **Decay:** pg 213
 - i. Order: Guardians of the Veil (Resolve + Intimidation + Death)
- d. ●● **Grant the Grim Sight:** pg 206
 - i. Order: Adamantine Arrow (Presence + Persuasion + Death)
- e. ●●● **Control Ghost:** pg 216
 - i. Order: Mysterium (Manipulation + Intimidation + Death)
- f. ●●● **Destroy Object:** pg 217
 - i. Order: Guardians of the Veil (Composure + Crafts or Science + Death)

- g. ●●● **Ghostly Object:** pg 218
 - i. Order: Free Council (Resolve + Science + Death)
 - h. ●●● **Restore Corpus:** pg 220
 - i. Order: Adamantine Arrow (Resolve + Occult + Death)
 - i. ●●●● **Enervation:** pg 233
 - i. Order: Mysterium (Manipulation + Occult + Death)
 - j. ●●●● **Haunting:** pg 223
 - i. Order: Free Council or Mysterium (Intelligence + Persuasion + Death)
 - k. ●●●●● **Quell the Spark:** pg 227
 - i. Order: Free Council (Manipulation + Occult + Death)
 - l. ●●●●● **Quicken Ghost:** pg 227
 - i. Order: Guardians of the Veil (Resolve + Occult + Death)
 - m. ●●●●● **Steal Lifespan:** pg 228
 - i. Order: Mysterium (Intelligence + Subterfuge + Death)
 - n. ●●●●● **Summon the Dead:** pg 228
 - i. Order: Mysterium (Manipulation + Persuasion + Death)
- 2. Fate**
- a. ● **Interconnections:** pg 229
 - i. Order: Silver Ladder (Wits + Investigation + Fate)
 - b. ● **Quantum Flux:** pg 230
 - i. Order: Mysterium (Resolve + Occult + Fate)
 - c. ●● **Fortune's Protection:** pg 208
 - i. Order: Adamantine Arrow (Resolve + Athletics + Fate)
 - d. ●● **The Evil Eye:** pg 233
 - i. Order: Guardians of the Veil (Wits + Persuasion + Fate)
 - ii. Order: Silver Ladder (Manipulation + Persuasion + Fate)
 - e. ●●● **Alter Oath:** pg 236
 - i. Order: Free Council (Wits + Politics + Fate)
 - f. ●●● **Lucky Coin:** pg 237
 - i. Order: Adamantine Arrow (Presence + Occult + Fate)
 - g. ●●● **Occlude Destiny:** pg 238
 - i. Order: Silver Ladder (Composure + Subterfuge + Fate)
 - h. ●●●● **Destroy Bindings:** pg 239
 - i. Order: Guardians of the Veil (Intelligence + Occult + Fate)
 - i. ●●●●● **Break the Chains:** pg 242
 - i. Order: Silver Ladder (Resolve + Occult + Fate)
 - j. ●●●●● **Forge Destiny:** pg 242
 - i. Order: Mysterium (Intelligence + Persuasion + Fate)
- 3. Forces**
- a. ●● **Eyes of the Matrix:** pg 206
 - i. Order: Silver Ladder (Presence + Science + Forces)
 - b. ●●● **Bestow Unseen Shield:** pg 208
 - i. Order: Mysterium (Resolve + Occult + Forces)
 - c. ●●● **Call Lightning:** pg 252
 - i. Order: Adamantine Arrow (Strength + Athletics + Forces)
 - d. ●●● **Telekinesis:** pg 256
 - i. Order: Adamantine Arrow (Strength + Athletics + Forces)
 - e. ●●●● **Bestow Levitation:** pg 263
 - i. Order: Adamantine Arrow (Wits + Occult + Forces)
 - f. ●●●● **Change Weather:** pg 258
 - i. Order: Mysterium (Resolve + Science + Forces)
 - g. ●●●● **Thunderbolt:** pg 260
 - i. Order: Free Council (Intelligence + Athletics + Forces)
 - h. ●●●● **Transform Energy:** pg 261
 - i. Order: Guardians of the Veil (Wits + Occult or Science + Forces)
 - i. ●●●●● **Control Gravity:** pg 263

- i. Order: Adamantine Arrow (Composure + Occult + Forces)
 - j. ●●●●● **Earthquake**: pg 264
 - i. Order: Guardians of the Veil (Manipulation + Athletics + Forces)
 - k. ●●●●● **Electromagnetic Pulse**: pg 265
 - i. Order: Free Council (Intelligence + Science + Forces)
 - l. ●●●●● **Increase Gravity**: pg 266
 - i. Order: Silver Ladder (Presence + Science + Forces)
- 4. Life**
- a. ● **Pulse of the Living World**: pg 206
 - i. Order: Mysterium (Intelligence + Medicine or Science + Life)
 - b. ●● **Organic Resilience**: pg 208
 - i. Order: Mysterium (Resolve + Athletics + Life)
 - c. ●● **Purify Bodies**: pg 273
 - i. Order: Free Council (Wits + Medicine + Life)
 - d. ●● **Self Healing**: pg 273
 - i. Order: Guardians of the Veil (Intelligence + Medicine + Life)
 - e. ●● **Transform Base Life**: pg 274
 - i. Order: Adamantine Arrow (Resolve + Animal Ken or Survival + Life)
 - f. ●● **Visions of the Living World**: pg 206
 - i. Order: Mysterium (Manipulation + Animal Ken or Survival + Life)
 - g. ●●● **Banish Plague**: pg 275
 - i. Order: Free Council (Intelligence + Medicine + Life)
 - h. ●●● **Control Median Life**: pg 276
 - i. Order: Guardians of the Veil (Manipulation + Animal Ken + Life)
 - i. ●●● **Degrading the Form**: pg 276
 - i. Order: Adamantine Arrow (Presence or Resolve + Athletics + Life)
 - j. ●●● **Healing Heart**: pg 277
 - i. Order: Guardians of the Veil (Resolve + Medicine + Life)
 - k. ●●● **Organic Shield**: pg 208
 - i. Order: Silver Ladder (Presence + Medicine + Life)
 - l. ●●●● **Contagion**: pg 280
 - i. Order: Free Council (Intelligence + Medicine + Life)
 - m. ●●●● **Enfeeblement**: pg 281
 - i. Order: Silver Ladder (Presence + Intimidation + Life)
 - n. ●●●● **Trigger the Lizard Brain**: pg 284
 - i. Order: Free Council (Wits + Intimidation + Life)
 - o. ●●●● **Hereditary Change**: pg 286
 - i. Order: Silver Ladder (Resolve + Medicine + Life)
- 5. Matter**
- a. ● **Discern Composition**: pg 290
 - i. Order: Mysterium (Intelligence + Crafts or Science + Matter)
 - b. ●● **Alter Accuracy**: pg 290
 - i. Order: Guardians of the Veil (Dexterity + Occult + Matter)
 - c. ●● **Eyes of the Earth**: pg 206
 - i. Order: Silver Ladder (Presence + Occult or Science + Matter)
 - d. ●● **Unseen Aegis**: pg 208
 - i. Order: Mysterium (Intelligence + Occult + Matter)
 - e. ●●● **Alter Integrity**: pg 293
 - i. Order: Adamantine Arrow (Wits + Crafts + Matter)
 - f. ●●● **Armor Piercing**: pg 293
 - i. Order: Guardians of the Veil (Wits + Crafts + Matter)
 - g. ●●● **Verminous Metamorphosis** (and Life ●●●): pg 296
 - i. Order: Silver Ladder (Intelligence + Animal Ken + Life)
 - h. ●●●●● **Raw Creation**: pg 302
 - i. Order: Free Council (Intelligence + Science + Matter)
 - i. ●●●●● **Self-Repairing Machine**: pg 302

- i. Order: Silver Ladder (Presence + Crafts + Matter)
- 6. Mind**
- a. ● **Third Eye:** pg 206
 - i. Order: Free Council (Presence + Empathy + Mind)
 - b. ●● **Alter Aura:** pg 306
 - i. Order: Silver Ladder (Composure + Subterfuge + Mind)
 - c. ●● **Emotional Urging:** pg 307
 - i. Order: Guardians of the Veil (Wits + Empathy + Mind)
 - d. ●● **Incognito Presence:** pg 308
 - i. Order: Guardians of the Veil (Manipulation + Subterfuge + Mind)
 - e. ●● **Opening the Lidless Eyes:** pg 206
 - i. Order: Guardians of the Veil (Wits + Persuasion + Mind)
 - f. ●● **Voice from Afar:** pg 309
 - i. Order: Adamantine Arrow (Presence + Expression + Mind)
 - g. ●●● **Hallucination:** pg 317
 - i. Order: Guardians of the Veil (Wits + Subterfuge + Mind)
 - h. ●●● **Psychic Sword:** pg 319
 - i. Order: Adamantine Arrow (Strength + Intimidation + Mind)
 - i. ●●● **Telepathic Control:** pg 319
 - i. Order: Silver Ladder (Presence + Persuasion + Mind)
 - j. ●●●● **Psychic Domination:** pg 321
 - i. Order: Mysterium (Wits + Intimidation + Mind)
- 7. Prime**
- a. ● **Dispel Magic:** pg 324
 - i. Order: Free Council (Composure + Occult + Prime)
 - b. ●● **Counterspell Prime:** pg 327
 - i. Order: Silver Ladder (Resolve + Occult + Prime)
 - c. ●●● **Armor of the Soul:** pg 329
 - i. Order: Adamantine Arrow (Resolve + Occult + Prime)
 - d. ●●● **Channel Mana:** pg 330
 - i. Order: Silver Ladder (Manipulation + Occult + Prime)
 - e. ●●●● **Siphon Integrity:** pg 337
 - i. Order: Adamantine Arrow (Strength + Occult + Prime)
 - f. ●●●●● **Create Hallow:** pg 339
 - i. Order: Mysterium (Manipulation + Occult + Prime)
 - g. ●●●●● **Forge Tulpa:** (and Mind ●●●●●) pg 340
 - i. Order: Silver Ladder (Presence + Occult + Prime)
 - h. ●●●●● **Siphon Mana:** pg 341
 - i. Order: Guardians of the Veil (Composure + Intimidation + Prime)
- 8. Space**
- a. ● **Spatial Awareness:** pg 206
 - i. Order: Mysterium (Wits + Occult + Space)
 - b. ●● **Follow Through:** pg 345
 - i. Order: Guardians of the Veil (Dexterity + Investigation + Space)
 - c. ●●● **Destroy the Threads:** pg 348
 - i. Order: Mysterium (Resolve + Investigation + Space)
 - d. ●●● **New Threads:** pg 349
 - i. Order: Guardians of the Veil (Composure + Occult + Space)
 - e. ●●●● **Portal:** pg 349
 - i. Order: Silver Ladder (Presence + Investigation + Space)
 - f. ●●●● **Ranged Blow:** pg 350
 - i. Order: Adamantine Arrow (Dexterity + Investigation + Space)
 - g. ●●●● **Pocket Realm:** pg 352
 - i. Order: Mysterium (Composure + Investigation + Space)
 - h. ●●●● **Teleportation:** pg 354
 - i. Order: Silver Ladder (Presence + Occult + Space)

- i. ●●●●● **Oubliette**: (and Mind ●●●●, Time ●●●●, Forces ●●●): pg 357
 - i. Order: Free Council (Wits + Occult + Space)

9. Spirit

- a. ● **Coaxing the Spirits**: pg 359
 - i. Order: Silver Ladder (Presence + Socialize + Spirit)
- b. ● **Second Sight**: pg 206
 - i. Order: Mysterium (Wits + Occult + Spirit)
- c. ●● **Ephemereal Shield**: pg 208
 - i. Order: Guardians of the Veil (Resolve + Occult + Spirit)
- d. ●● **Grant the Second Sight**: pg 206
 - i. Order: Free Council (Intelligence + Persuasion + Spirit)
- e. ●● **Lesser Spirit Summons**: pg 361
 - i. Order: Mysterium (Intelligence + Persuasion + Spirit)
- f. ●●● **Greater Spirit Summons**: pg 363
 - i. Order: Guardians of the Veil (Manipulation + Persuasion + Spirit)
- g. ●●● **Numinous Shield**: pg 364
 - i. Order: Silver Ladder (Composure + Occult + Spirit)
- h. ●●● **Reaching**: pg 364
 - i. Order: Mysterium (Wits + Athletics + Spirit)
- i. ●●● **Restore Corpus**: pg 365
 - i. Order: Mysterium (Resolve + Empathy + Spirit)
- j. ●●● **Rouse Spirit**: pg 366
 - i. Order: Silver Ladder (Presence + Persuasion + Spirit)
- k. ●●●● **Create Fetish**: pg 367
 - i. Order: Silver Ladder (Presence + Persuasion + Spirit)
- l. ●●●● **Grant Familiar**: pg 369
 - i. Order: Mysterium (Intelligence + Persuasion + Spirit)
- m. ●●●● **Road Master**: pg 371
 - i. Order: Guardians of the Veil (Composure + Occult + Spirit)
- n. ●●●● **Spirit Possession**: pg 370
 - i. Order: Free Council (Intelligence + Persuasion + Spirit)
- o. ●●●●● **Shadow Slave (& Death ●●●)**: pg 372
 - i. Order: Mysterium (Intelligence + Intimidation + Spirit)

10. Time

- a. ●● **Augury**: pg 376
 - i. Order: Mysterium (Wits + Occult + Time)
- b. ●● **Glimpsing the Future**: pg 377
 - i. Order: Silver Ladder (Resolve + Investigation + Time)
- c. ●● **Shield of Chronos**: pg 378
 - i. Order: Silver Ladder (Presence + Stealth + Time)
- d. ●●●● **Chronos' Curse**: pg 381
 - i. Order: Mysterium (Wits + Occult + Time)
- e. ●●●● **Present as Past**: pg 382
 - i. Order: Silver Ladder (Presence + Occult + Time)
- f. ●●●●● **Faerie Glade**: pg 384
 - i. Order: Silver Ladder (Composure + Occult + Time)