

masters might be able to target concepts, thus manipulating cultural paradigms and belief systems. As with anything involving archmastery, no lesser mage can say with surety whether this rumor is true.

• **Ritualized Attacks:** As a general guideline, Storytellers should not allow instant action Fraying, Unraveling and Unmaking spells to be cast as extended spells. To convert such a spell to allow for extended ritual casting, add one dot to its minimum dot-rank requirement. Hence, a three-dot Fraying spell such as Mind "Psychic Assault" becomes a four-dot spell when cast as an extended action.

## Death Spells

### •• Apprentice of Death

#### *Lighten Anchor (Death ••)*

The mage increases a ghost's ability to stray from its anchor.

**Practice:** Ruling

**Action:** Extended

**Duration:** Prolonged (this spell uses the advanced prolongation factors)

**Aspect:** Covert

**Cost:** None

The ghost adds the spell's Potency to its Power for the purpose of determining the range the ghost can roam from its anchors. (See the **World of Darkness Rulebook**, p. 209.)

**Free Council Rote:** Nothing To Lose But Your Chains

**Dice Pool:** Wits + Occult + Death

Though this rote is especially popular with mages who bind ghosts to Enchanted Items, mages of the Free Council often cast it for philosophical reasons, providing precious inches of liberty to their life-challenged brethren.

## Fate Spells

### • Initiate of Fate

#### *Synchronicity (Fate •)*

The mage gains cryptic guidance from meaningful exercises of apparently random chance.

Best used when the willworker has reached some sort of impasse or has no idea what to do next, Synchronicity requires the user to open herself up to some sort of ran-

dom input, allowing the forces of apparent coincidence to point a way forward. The user might turn on a television and flip quickly through the channels, let an encyclopedia fall open to a random page or toss a dart at a map. Other willworkers will stake out a spot on a busy sidewalk or get in a car and follow an arbitrarily chosen vehicle. More homebound types might allow a random MP3 to play on their portable music devices or use a randomizing program to call up a serendipitous web page.

Whether a television program, snippet of song lyric, address or street encounter is used, the result of the random input suggests a course of action or an answer to a thorny question.

**Practice:** Knowing

**Action:** Instant

**Duration:** Transitory (one turn)

**Aspect:** Covert

**Cost:** None

When Synchronicity is used, the player chooses the random input, and the Storyteller provides an oblique hint or opportunity to act that will either move the mage out of a static situation or alleviate a state of confusion, if interpreted with sufficient creativity.

For example, let's say that the mage has been assigned to protect a young Sleeper, but, after a series of humiliating disasters, has lost all track of him. The mage casts Synchronicity and turns on the television. The current channel is running a documentary about chess. Knowing that this is somehow significant, she heads down to the local chess club, where she finds the kid sitting in on a game.

Answers become clearer at a Potency of 3 or higher. For example, the chess documentary might include footage of the very chess club where the kid is playing.

On an exceptional success, an answer suggests an obvious course of action. Here the willworker might see a live interview between the kid and a local news personality.

**Free Council Rote:** Lost and Found

**Dice Pool:** Wits + Streetwise + Fate

When heading into an unknown situation, the willworker seeks out the nearest facility with a Lost and Found department, and lays claim to the oddest and most unusual item left behind there. This item will then prove instrumental in overcoming a crucial obstacle in the trial ahead.

### •• Apprentice of Fate

#### *Zone of Extremity (Fate ••)*

The mage alters probability, so that all mundane actions with uncertain outcomes resolve themselves as either triumphs or disasters.