Mage The Awakening Archmage



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Introduction

Welcome Jumper to the World of Darkness. A world where the supernatural lives in the modern world hidden from the mundane civilians. Among those

supernatural are mages known as the awakened who cast magic through the link of their souls to realms of supernal truth.

You have managed to ascend to a status than few others have achieved throughout history. You have managed to become an archmage, an immortal mage capable of incredible feats that can warp reality and history itself known as Imperial workings.

Now take those **+1000 CP** and choose your path.

Origins

Any Origin may be taken as Drop-In. Choose your age and Gender Freely

Alienated

When the Exarchs became ascendants or at least when they managed to usurp the Old Gods, the latter fell down the realms in much weaker and less enlightened forms. You are part of an entente of mages who serve those Old Gods as high priests(esses) who seek to reinstate them to their rightful place in the world.

Aswadim

The Scelesti, servants of the Abyss and followers of the Left-Handed Path are among the most feared and reviled of mages and yet ironically few among them ascend to the ranks of the Abyssal entente known as the Aswadims. They believe that the Abyss offers the only true freedom.

Boddhisatva

The Bodhisattvas are an entente that seek to guide humanity to a collective Awakening.

Exemplars

Exemplars are ex-members of the pentacle that formed an entente that performs acts of magic to help weaker pentacle members.

Siddha

Siddha are an entente of archmages that seek the study of the purest arcana of magic.

Tetrarch

Tetrarchs are the archmages among the Seers of the Throne. Those among them who partially fuse with their patron exarch are called Ministers.

Location:

Roll 1d8 or choose it doesn't matter

1-Supernal Realms

You have arrived in one of the Supernal realms which could be any of them among the Aether, the Primal Wilds, Arcadia, Pandemonium or Stygia. These realm house great danger but also great opportunity.

2-Astral Realm

You have managed to reach the Astral Realm which is a mental realm connected to the dreamscape of humanity, living creatures and the living unconscious depending on where you go. It houses concepts and people from history that could be bargained with such as Death that appears as a goth woman that can offer resurrection in exchange of a life.

3-Shadow

The Material World is but one part of the World of Darkness. The other side is the Shadow, a world of spirits that embody objects, animals and concepts. It is a realm of predators but also of potent wisdom and power if one knows how to bargain with the spirit courts.

4-Twilight

The Twilight that can be conceived of as the natural state for ghosts and spirits as they are naturally immaterial. It is by crossing twilight that one can reach the Shadow or the Underworld.

5-Underworld

The Underworld is the realm of the dead with only the first layers bearing any resemblance to the afterlives of various cultures. Beyond that are ghost and rulers of the Dead Dominions known as the Kerberoi who uphold the Old Laws that are perhaps older than humanity itself. This is a dangerous place but can also be useful for those who require reagents from the underworld or who seek a path to the Lower Depths.

6-Abyss

The Abyss is a realm which lacks any sort of logic and is incomprehensible to mortal minds. Even the most reckless of Aswadims wouldn't try to enter it carelessly as few have managed to reach it and none have been known to come back from it.

7-Anywhere in the Tellurian:

The concerns of archmages transcend mere regions or countries and extend to the entire cosmos. This allows you to choose anywhere within the material universe to be, even off the planet.

8- Anywhere Else in the Setting:

Perhaps none of the locations are to your taste. So be it, you can choose any other location that hasn't been offered such as one of the Lower Depths like the Duat or Inferno.

General Perks:

Free- **A World of Darkness:**

Maybe you enjoy the cosmology and possibilities of this world and wish to take it with you?

This toggleable perk allows you to make every world you enter as dark and expansive as the World of Darkness. Supernatural and mundane conspiracies hide in the shadows, cryptids appear in the remotest places, supernatural entities and undead of all kind have existence since as long as anyone cares to remember, powerful entities make schemes with a payoff decades or even centuries later.

Countless realms exist and distant planets and celestial objects may not be as lifeless as they appear to be.

In fact, the world becomes so strange and the cosmology becomes so expansive that no one can accurately map it out and only those afflicted with the greatest hubris believe they could do so.

Free – **Archmastery**

You are an archmage which means you have gained at least 6 dots in one of the arcanum of the game which are forces, prime (magic), death, matter, life, mind, space, time, spirit and fate.

This also makes you ageless and immune to all earthly diseases.

This grants you the ability to cast imperial workings which are spells that can alter all of reality.

These require quintessence to cast which is more than a resource and acts more like a mystery that must be sought as that is what allows the archmage to cast the spell.

You are also a cosmic fact that can't be erased through hax like erasing your past, existence or any sort of similar conceptual abilities.

This also protects your soul from being stolen or otherwise affected without your permission

Finally, you also gain the possibility of Ascension. This can manifest in different ways though all are but rumors.

Some claim the Exarchs are ascended mages that used the mythical Silver Ladder as a shortcut, while also allowing their most loyal ministers and Tetrarch a place among the Ascended. The Aswadim meanwhile claim that the Abyss allows one to cut oneself from Truth and in doing so become the ruler of one of the countless splintered half-realities of the Abyss.

Yet others claim that the final attainment of a legacy symbolizing the soul's completion allows one to ascend.

You may also through completing personal goals create an Imago, that which serves as a blueprint for spells which could allow you to ascend.

In ascending, you gain a complete form of conceptual immortality as you become as much the concept of Truth as you are the Idea of yourself.

Do keep in mind that even among the Ascended there exist rumors of powerful secretive means they can use to cast down one among their numbers.

Free - Golden Road

The Golden Road represents your connection to the Supernal Realms. It allows you to cast your magic but also travel to other realms and realities in your current jumps (and anywhere post-spark) and retreat into your own sanctums known as a Chantry as well as your Cintamani.

Those chantries can form entire worlds filled with your magical creations like subsouls and reflections of the arcana.

Your Golden Road can't be accessed without your consent. If another archmage consents, you may build gates to each other's golden roads inside your respective ones.

Free- Ascension not Transcension

A known fact about Ascension is that the self-identity of the ascended is preserved.

This perk guarantees that any sort of ascension, transcendence and/or transformation you are subjugated to will still allow you to maintain your identity.

This includes your memories and emotions no matter how high you reach as an existence.

Free- Abstract Mind

As an archmage who has reached the higher mysteries your mind has been enlightened. This allows you to understand information that would be harmful to anyone else.

This makes you immune to infohazards and attempts to control and/or harm your mind and memories.

Cosmic and eldritch realms and secrets no longer harm you as they arrange themselves into a form you can interpret and you can learn to exploit them through study.

Free/ 100 CP- Magical Beauty

You are a 10/10 on the beauty scale, you are always as clean and well-groomed as you want to be and your hygiene both inside and outside is perfect. This also removes any sort of bad odors or similar that you may have suffered from.

For an extra 100 CP, your beauty is now linked to your magical abilities as well as your enlightenment such that the more beautiful you are, the more magically powerful and enlightened you become and vice-versa.

You are also capable of dialing back your appearance (without weakening yourself) if you don't want to blind others with your beauty.

Free/100CP - **Gnosis**

Gnosis can be understood to be your magical power as it represents your experience, knowledge, wisdom and will combined.

As an archmage yours starts at 6 dots. Your energies magical or otherwise all take less an hour to refill completely barring other perks.

You can purchase it again at 100 CP each purchase to add another dot of Gnosis a maximum of 4 times for a gnosis of 10.

If you have bought **The Path to Ascension capstone booster** then this limit is waived and you can buy this perk as many times as you can afford.

100CP- **Atlantean Language**

The Atlantean language is the language used by Lost Atlantis who built the Celestial Ladder before the creation of the Abyss. Such knowledge is one that countless mages would gladly kill for.

Using this language in your magical workings greatly boost their potency for both magic of this jump and others.

100CP– **Extra Archmastery**

Archmages usually specialize in one arcanum but you are the exception to the rule.

This allows you to have another one of your arcanums reach archmastery meaning 6th rank.

You can buy it multiple times at a discount to gain either another sphere at the archmaster level or to gain another level in a sphere you possess though you can't buy a level past the 10th dot in your arcanum(s).

If you have bought **The Path to Ascension capstone booster** then this limit is waived and you can buy this perk as many times as you can afford.

200CP – **Founding of A cult**

The Pax Arcanum limits the actions of all archmages lest they make an enemy of everyone else. As such, most of their plans must be done by proxies who are usually unaware of their role in the archmage's plan.

You are a great teacher capable of stealthily guiding prospective students to knowledge and resources to further their development for your plans. This is

combined with an incredible ability to create secret organizations to serve your goals be they made of mundane individuals or mages.

200CP- **Archmage Politics**

It is rumored that the Aswadim and the other ententes meet at the hovel of the Aeon of the Abyss to debate and make deals involving parts of the tellurians to maintain the Pax Arcanum.

You are a skilled politician of the supernatural kind capable of understanding and coming ahead against even ancient and experienced archmages while fully making use of their flaws such as their mundane passions.

400CP- **Creator of Life**

Another way for archmages to act indirectly is through the creation of magical guardians, entities and subsouls. You have mastered those skills. You can create all sorts of magical creatures and guardians loyal to you with abilities limited to yours or how much energy you have access to.

Similarly, you are also extremely skilled in creating subsouls which are independent souls based on the archmage's own soul which may take the form of creatures or self-powered artifacts. You can also create avatars like Ochema. They can even possess their own gnosis and arcanum as well as survive past your or their death though perhaps in a reduced state.

400CP – **Paradox Free Soul**

Even at the level of archmages, paradox still hounds them. But you are a jumper so why be limited by the setting's metaphysics?

You are completely immune to negative consequences of your powers and abilities including spells. You no longer accrue paradox and can thus use vulgar magic and imperial workings without any repercussion.

Your abilities, spells, powers etc. can no longer be weakened, stolen, negated or manipulated in any way without your consent.

This also makes you immune to environmental hazards like the soul-searing of the supernal realms. You can even thrive in the Supernal Realms without causing Aponoia which is disastrous consequences caused by staying too long in the Supernal realms or damaging the truth symbols there.

600CP – **Illuminated One**

The growth of an archmage is done through a journey of enlightenment.

You are much more enlightened that an archmage of your level should normally be.

This massively decreases the cost of your magical spells while making them extremely subtle. This pretty much makes them nigh-impossible to defend against or affect in any way without your consent.

This also makes you incredible at coming up with new spells and applications of your abilities on the fly.

Capstone Boosted: **Enlightened One**

You may not be an Ascended yet but you have come much closer than most ever will.

You no longer need anything aside from your will and some magic energy to cast spells including Imperial mysteries.

This also allows you to skip verbal components as well as make the casting time of all your spells, powers and abilities instant.

Your spells are even counted as a natural part of the world (even retroactively if you wish to) when you want to thus making them impossible to negate aside by someone massively stronger than you and even then, they would be extremely difficult to influence.

Finally, your enlightenment has allowed you to gain the ability to manipulate and infuse concepts into your actions and crafts as long as you can observe and/or understand them.

You will gain similar enlightenment in this and future jumps.

600CP- **Path To Ascension**

Even at this level, archmages still aspire to higher levels of magic to reach their distant goals of ascension. In their case it would be a long and grueling climb but for you it seems to simply appear as a leisurely stroll.

This grants you a tenfold boost to your magic power, reserves and speed at learning and mastering new magics.

You can grow and expand your abilities, perks, spells, powers, skills etc.… without limit or diminishing returns (in game terms it would take you as much experience to go from Gnosis 1 or 2.

This also means you can go beyond Ascension to reach levels unheard of by anyone ever.

This perk is a **capstone booster**.

Alienated perks

100 CP- **Priest**

To be an alienated is to be a priest or advisor to a God or Pantheon.

You possess a potent affinity with spirits and divine entities in general. You are skilled and knowledgeable in all the ways to appease them in this and future jumps.

100CP – **Divine preacher**

To gather power for the Old Gods a harvest of souls is actually the least efficient method, worship is used instead.

You possess great skilled at assembling cults to worship divine or godlike entities. This also including creating and coming up with the rites and prayers used to best channel worship and prayer towards divine/spiritual entities.

200 CP – **Ritual Master**

The rituals used by the Alienated call upon the symbols and mysteries of the Gods they serve.

You are especially skilled at rituals that call upon the power of other entities. Furthermore, you will find that adding religious symbols and iconography to your magic and abilities grants them a potent boost.

200 CP- **Relics of the ancients**

The Old Gods may be weakened but their relics still hold potent powers that make them highly sought after.

You possess great skill and fortune to discover and prove yourself to relics tied to divinity or spirits like the Astras for example.

400 CP- **Seeker of the Old Ones**

Some of the Old Gods dwell in places far removed from conventional reality but this is no obstacle to you.

You are extremely skilled at discovering and gaining the approval of ancient powers and gods. This of course affords you many magical secrets to call upon the powers and knowledge of ancient entities.

400 CP – **Throne Breaker**

It is said that the exarchs fear the Old Gods for not even them can predict the consequences of a battle with them.

You will find that your spells, skills, abilities and actions in general are all a lot more effective when used against entities related to or embodying tyranny, subjugation and control in general.

600 CP- **Awakening of the Old Ones**

The main goal of the alienated is to grant their rightful places back to the Old Gods.

You have gained a mastery of rituals that grant supremacy to your target(s) of faith. You can devise complex rituals and prayers designed to both feed and empower your targets from lone Gods to entire pantheons.

Furthermore, you will find that the growth of your patrons positively impacts your own, it could be a direct increase to your gnosis and magical power, a gift of a potent magical artifact or more indirect like an unexpected windfall and potent supernatural allies.

Capstone Boosted: Builder of the God-Machine

It is believed by some alienated that the world could be turned into an occult engine for a fallen God and that one such God Machine already exists.

You have what it takes to create such incredible machines as you can mix occult, metaphysical, probability law and technological principles into a whole greater than its parts.

With this, you could create an engine that harvests prayers to ascend your God or Pantheon to supremacy or even create a loyal God Machine that controls all of Creation through principles understood by none but yourself for example.

600 CP- **Ascension Through The Divine**

A legend of the Alienated speaks of the church of Sol Invictus that spread throughout the West before the archmage Hyperion ascended through union with Sol Invictus.

Like the archmage Hyperion, you may ascend in union with a God and in doing so gain tremendous powers. You may either need their consent of to beat them into submission. This mainly takes the form of bringing your soul in harmony with the God usually by using objects, spells or locations like Verges related to the God.

You may also choose to keep them around as a voice in your head and capable of taking control of your body if you allow it.

You may also defuse and fuse again at will. You aren't limited to doing this with only one God either.

This grants you powers based on the God(s) you fuse with in the form of numina based on their nature and domains, discrete spiritual powers though no less potent than Imperial spells at high levels of power.

You can of course develop more numina and increase their potency over time.

Optionally, you may erase some or all of that God's history with appropriate changes to the setting.

Capstone Boosted: Divine Union

Unity with the Divine is a method for ascension and you have gone beyond it.

Rather than simple union with a God or pantheon, you may achieve a true divine amalgamation with abstract concepts and entities.

You could use it to ascend to ever higher levels of powers and enlightenment through fusing with the supernal realms or the underworld for example and perhaps even with the cosmos itself to ascend as a true Godhead.

Aswadim perks

100 CP – **Eldritch Madness**

The Aswadim as the entente related to the Abyss makes heavy use of it.

You possess potent affinity with eldritch beings like Abyssal monsters. You are capable of perfectly understanding them as well as communicating with them. They tend to treat you as one of their own. You are also tremendously skilled at bargaining with eldritch entities to get what you want.

Oddly enough, you can also break binding agreements including magical ones and abandon your Abyssal patrons without consequence, perhaps as a sign of the limitless freedom and possibilities of the Abyss.

Furthermore, you find that you can make your mindset alien, some may say even mad at will. When in that state, your powers magical or otherwise increase the more alien you are compared to other sapient beings and you may become capable of accomplishing feats you would be incapable of otherwise.

You may turn your mindset back instantly and with no issue from such a switch.

100 CP- **Honest Dealership**

To be a an Aswadim is to have very few allies for only the most reckless individuals would dare deal with the Abyss.

You excel at hiding your corruption and any sort of sign of impurity. This makes it easy to deceive others in accepting dangerous deals.

Furthermore, you are also extremely knowledgeable and skilled in the summoning of abyssal entities. In fact, rituals and spells aimed at summoning and binding them have a greatly lowered cost compared to others.

This also greatly helps in setting up cults, rotes and blasphemous sciences aimed at summoning abyssal entities and bringing Abyssal Verges into the world.

200 CP- **Abyssal soul**

The powers of the Abyss are dangerous and corruptive in nature. From addiction, loss of vitality, mutation and madness among countless possibilities to using it or objects related to it. Thankfully, this doesn't happen to you.

Your soul and form are closer to a walking, roiling Abyss than anything else much like the Aswadim are said to be.

As such no form of corruption may affect you nor can your soul, body and mind be changed or warped without your consent. This can allow you to gain the benefits of any sort of dangerous corruptive power with none of the drawbacks.

200 CP- **Double Agent**

It is said that there exists an eleventh Exarch known as the Gate with a secret fifth tetrarch in each group to represent it.

You possess the skills to be a double agent as you gain the abilities of an Aswadin that serves the Exarch known as the Gate.

This grants you not only influence over the Lie and thus the ability to cause paradox on anyone using magical/supernatural abilities but also a potent ability to banish and seal extradimensional creatures like the Abyssal creatures back to their home plane.

400 CP- **Antinomian Mage**

One of the easiest ways to use the Abyss is to infuse it into spells at the cost of addiction and unpredictable effects known as Antinomian magic.

You have mastered such a skill as you can infuse paradox, the Abyss and other dark powers into your magic and abilities to massively improve them at the cost of unpredictable side effects. Since you are paying CP for it, the side effects will have at worst neutral consequences for you and your companions.

Furthermore, you have gained the ability to reverse and infuse your abilities and perks with its opposites and paradoxes through experimentations. This could allow you to change your path from one of the Watchtowers to one of the Abyssal Ziggurats also known as Dur-Abzu or other impossible Watchtowers like a Watchtower of the Liquid Sword thus granting you new impossible and eldritch spells and abilities for example.

400 CP- **Seeker of the Impossible**

The Abyss as a domain of limitless possibilities does contain anything and everything possible and impossible no matter how contradictory it should be.

Like the spirit archmage Theumiel, you are extremely skilled at using the Abyss to find what you seek. Even more than him, you are also capable and guaranteed to find a way to bring it to reality without harming it if you don't intend to.

600 CP- **Kenoma Ascension**

The Ascension sought by the Aswadim aims at the Abyss instead of the Supernal realms.

To do so they use a process known as Kenoma which involves using their Cintamani as beachheads of the Abyss to destroy the parts of reality that bind them to its truth.

You have perfected this ability as you can use oblivion and the Abyss itself to destroy in such a way that reality itself is gone. Every such act of destruction aligns your soul more closely to the Abyss and grants you much power over it and similar realms inimical to reality.

This also serves to improve every aspect of yourself from you the physical, mental, spiritual to your magic and supernatural powers.

Capstone Boosted: **Abyss Ascendant**

You have managed to go beyond simple destruction; Your destruction can now create cascading reactions that greatly expand the scope of your actions.

This can even greatly expand the reach of the Abyss itself perhaps enough to have one of the Annunakis replace the phenomenal world itself and have you ascend as the God of the Abyss.

Much like the Abyss is said to have done in an Aswadim legend you can mask your destructions to leave all those involved in a sort of afterimage where everything is normal, the better to continue your work undisturbed.

600 CP- **Abyssal Prince(ss)**

The Aswadim are known as Princes of the Abyss yet a visit to the Abyss could very well see the archmage destroyed or enslaved.

You actually live up to this claim as you have gained a rank of royalty among the Abyss and similar eldritch realms.

You are a master of desecration and corruption as you can use the powers of the Abyss and paradox to turn supernal entities and other creatures or artifacts to the Abyss.

You also know how to and possess the ability to create your own abyssal entities and artifacts.

You can even create Abyssal Legacies that can replace the mage with a loyal Abyssal entity like the Cult of the Doomsday Clock.

Capstone Boosted: **Abyssal King/Queen**

You have gone beyond and have perhaps come the closet co claiming the mantle of rulership over the Abyss.

Your rank has massively increased such that you are the closest thing to a ruler the Abyss and similar eldritch realm have which allows you command of all but the strongest Annunaki themselves.

This has massively enhanced your magic especially when infused with paradox, the Abyss and other dark powers. This can even allow you to rewrite reality in bizarre and blasphemous ways in general.

You can even reflexively create conditions similar to the Abyss that works to your advantage and summon all sorts of Abyssal entities and artifacts including (parts of) Annunakis, bypassing normal requirements and rituals.

This can even cascade into unmistakable waves if you let it much like an Annunaki's stirrings such as Scelesti and Abyssal cults devoted to you proliferating and even entities unrelated to the Abyss sliding into patterns that further your agenda and can even undermine reality itself.

Boddhisatva perks

100CP – **Eye for Talent**

The Boddhisatva's quest for enlightening others usually takes the form of teaching.

You possess incredible insight into the talents and skills of others. This also applies to their true natures so that you may find the best path for them to reach their full potential and potentially awaken if they weren't a mage.

100 CP – **Guidance**

Bodhisattvas are teachers but even among them you are particularly skilled. You can easily guide others to improve and discover areas they are skilled in. You also know how to tailor your lessons to the individual to ensure they learn well.

This also applies to yourself as you can learn from a book or alone as easily as with a teacher. You also know how to take only the good parts of what you are taught.

200CP – **Savior of Souls**

Bodhisattvas are the most diplomatic entente and oppose the least number of individuals as only those who oppose ascension or spread stagnation or apathy earn their enmity.

You possess great skill at getting people to repent and improve themselves. You can guide them into acknowledging their flaws and wrongs to move along their path of spiritual development and achieve enlightenment. This also helps in guiding others to awaken by setting up events and drawing their attention at just the right time.

200CP – **Sage Strides Unseen**

The Bodhisattvas are the entente that returns to a worldly life more often than other archmages while still appearing mundane.

You possess extreme disguise skill and can easily hide your true nature and powers. This can even allow you to intentionally limit your perks, powers, skills and abilities to appear as weaker than you actually are.

400 CP – **Virtuous Entity**

The Bodhisattvas believe in compassion though not necessarily as it is commonly known.

You have perfectly mastered your virtues which allows you to imbue your magic and powers with virtue and holy powers. This greatly increases their power and efficiency especially when used against impurity and evil like undead, creatures of the Lower Depths or entities with low morality for example.

You can also increase the potency of your magic and abilities further by including symbols of virtue and purity.

400CP – **Mediator of the Travelers**

Aaliyah is a Bodhisattva who took upon herself the role of mediator among the ententes.

Like her, you are extremely skilled at mediating even between entities that should be as diametrically opposed as the different ententes of archmages.

This also includes explaining the rules and etiquettes of societies you are involved with and helping them adjust to their state of being.

Even more, as long as you don’t favor a group in particular or oppose a group, they are extremely loath to harm you and/or inconvenience your goals.

600CP – **Mitrata Ascension**

The Mitrata Ascension is the ascension followed by the Bodhisattvas and a few exemplars. The archmages who follow it believe that they must ascend only after everyone else ascended or in some cases a sufficient number of people which would allow them to accomplish ascension through the gathered merits especially if they guided an archmage to ascension.

While many debate the truth of the matter, in your case it is something that you are capable of.

You have gained the incredible ability to awaken others not limited to humans but any being capable of emotion and perception. You can even grant magic and souls to soulless beings if necessary. Needless to say, this also makes you an incredible teacher.

You also find that your growth is shared with your students so that you remain ahead of your students.

You are capable of gathering merit through virtuous and enlightened actions. Guiding a Sleeper to awakening grants merit while guiding a mage to the threshold to become an archmage grants more merit. It is said that by guiding an archmage to ascension, the other archmage can also be made to ascend.

Merit improves all aspects of yourself from the physical to the mental, spiritual and of course your magic, various powers, abilities and skills. Accumulating enough merit can also allow you to ascend to higher levels of existence including ascension.

Capstone Boosted: Wisdom Ascension

Impressive, you have managed to go beyond even other Mitrata archmages.

You no longer have to directly act to gather merit and enlighten others, your students can share what they learned with their own students and so on and so forth to benefit from the same enlightenment you can grant.

You can set vast chains of events and contingencies to awaken and enlighten entire populations and gather massive amounts of merits which could even allow you to ascend without much effort. You may even end up reaching a level of enlightenment beyond the supernal realms and reach Nirvana itself.

You are also capable of ascending through wisdom as wise actions and ethics can allow you to improve yourself on all levels even achieving ascension.

600 CP- **Servant of the Oracles**

It is said that the Bodhisattvas serve the Oracles yet none have managed to prove their existence unlike the exarchs. You have gained an impressive boon as you have formed a bond with a higher entity which could very well be an Oracle.

This bond can guide you to places of long-lost lore and magical power, it can grant you knowledge lost since the fall of Atlantis and help guide your actions to avoid the traps of rivals and other forces and all manners of incredible feats could be made possible through your bond with an Ascended entity for example.

Capstone Boosted: Enlightened Sage

The Bodhisattvas believe that everyone is a forgetful Oracle yet in your case that seems to be true.

This makes you in this and future jump the incarnation of a powerful ascended entity.

This not only massively boosts your magical, spiritual and other abilities but also grants you access to incredible knowledge and secret lore including that of supernal truths.

You can perfectly hide all the traces of your existence and still act upon your plans to advance your agenda.

This also massively boosts your abilities, skills, powers, magic etc.… when opposing forces of stagnation and apathy like the Exarchs. You could set up a chain of events that could even see them deposed.

Exemplars perks

100 CP- **Master of the Consilium**

The Exemplars are the sages of the Orders and as such have to be masters of their arts.

Choose among Adamantine Arrow, Free Council, Silver Ladder, Mysterium or Guardians of the Veil. The Free Council excels at using modern science and technology to touch upon the supernal, the Silver Ladder excels at unity and enlightened leadership, the Guardians of the Veil excel as enforcers, spies and secret police. The Mysterium excels at research and gathering knowledge in general. The Adamantine Arrow are highly adaptable fighters.

You gain mastery of skills related to that group and are of course also capable of easily fusing your skills with your supernatural abilities to make them that much greater.

You can gain additional skillsets at a discount.

100CP – **Hidden Master**

Some archmages are known to come back to their lives secretly to act as the hierarch of their consilium.

This is something you are skilled at as you can easily take up any identity you previously held while hiding any sort of supernatural power or change you possess.

You also excel at keeping and using your influence in organizations without your direct involvement.

200 CP- **Pentacle Mage**

The Exemplars use their magic to channel the living archetypes of their sects for their comrades and this is something you have mastered.

You are capable of using your magic and abilities to channel the archetypes and ideals of groups you are a part of which allows the members of your group to draw upon them to massively boost their abilities beyond what they are normally capable of.

Furthermore, you will find that adding pentacle symbols to your magic and abilities grants them a potent boost.

200 CP- **Mystery Seeker**

The Exemplars are always on the lookout for mysteries and magical secrets. You are highly skilled and fortunate in both finding and mastering magical secrets.

You can even study the supernal imprints of things and creatures to search for insight such as studying the primal essence of the orders to learn rotes, secret techniques and other resources from the Atlantean era.

400 CP- **Union of Thoughts**

The pentacle is formed by groups of mages with different ideologies and yet still function well enough to oppose the Seers of the Throne and the Scelestis.

You possess a tremendous ability to unify and stabilize any organization you are a part of, smoothing over conflicts and allowing the group to benefit from their varied specialties and abilities to become much stronger together than apart.

This could even allow you to manage a balance against a group like the Seers of the Throne who are sponsored by their Exarch masters.

400 CP- **Master of Rotes**

One of the Exemplar's chief tasks is to create rotes for their orders.

You have mastered this skill as you find it extremely easy to innovate, improve and modify rotes of incredible powers, low cost in magic and versatility. They are also easily taught and can be encrypted in such a way that only those you approve of can learn them.

This applies to all supernatural power systems in general.

600 CP- **Prophesized Magus**

The Guardians of the Veil believe in the existence of the Hieromagus, a prophesized mage that will lead the pentacle to victory in the Ascension War, end the Lie, defeat the Exarchs and re-establish Atlantis.

You may not be the Hieromagus but you still possess an incredible destiny that will see you go on grand adventures that will allow you to gain great power, potent secrets, magic and allies.

Capstone Boosted: **Hieromagus**

Perhaps, I spoke too soon. You are the Hieromagus as was prophesized and will continue to be a similar significant prophesized figure in this and future jumps.

You are to mages what they are to Sleepers which grants you incredible magic far surpassing what should normally be possible at your level.

You can absolve mages of their crimes and possess extreme charisma that could allow you to unite them all under your leadership. You never suffer from Paradox and your soul is an indestructible bridge between the Phenomenal world and the Supernal realms.

Your destiny has also grown as you find that as long as you work for it no goal is too impossible for you to achieve, you could find clues to ascension, allies among the most powerful supernal entities and defeat the exarchs by the end

of the decade. This destiny grows even stronger when opposing forces that wish to control magic like the Exarchs.

Even your bloodline is legendary as you could foster bloodlines that would become incredible mages much like the Atlantean kings of old.

600 CP- **Architect of Destiny**

One of the most famous archmage is Merlin an archmaster of Fate who created a perfect human society through large scale manipulation of destiny and later ascended.

Much like him, you excel at large scale manipulations especially when they involve magic such that you could create perfect societies that last centuries.

Even more than that, your manipulations seem to further your growth and enlightenment such that you could very well ascend through them.

You also excel in the creation and teaching of Legacies which are modifications to the soul that can grant potent powers that are unaffected by paradox.

Capstone Boosted: **The Epitome**

The Epitome is the rumored path of ascension through the fourth attainment of a legacy.

You have perfected this ability as you will find that you can take skills, magic, abilities etc… beyond their normal limits through training and enlightenment.

Through your breakthrough, you could even fuse with your skill, ability and/or legacy to ascend and reach higher levels of existence.

You may even create spells and relics known as supernal works. These are loopholes in reality that can grant direct ascension even if you aren't an archmage much like the Corpus author is said to have done.

Siddha perks

100CP- **Magic Anchor**

The Siddha seek to master a particular arcanum above all else but also greatly care for the balance between the ten arcanum.

Your mere presence stabilizes magic and reality around you. You also excel at identifying disruptions and how to remove them such as sealing a gate or slaying a creature that disrupts the arcanum for example.

100CP- **Protector of the Balance**

Only the greatest of disruptions are worthy of an archmage's attentions, lesser mages are sent for minor ones.

You can detect all imbalances in magic no matter how minor. You excel in manipulating and setting up circumstances to send mages to correct imbalances with them none the wiser as to your designs.

200CP- **Friend of magic**

As Siddha care about magic above all else they are often found guarding the Aeons in the Astral realm who embody their favorite arcana.

You are adored by magical entities of all kind. You could even make bargains with sentient embodiments of magic like the Aeons.

200CP- **Artifact maker**

A legend of the Siddha speaks of ten clans who awakened through mastery of mundane crafts.

You are a master of mundane crafts that you can also enhance with magic. You are capable of creating potent artifacts that unlock incredible abilities related to what they are infused with.

Furthermore, you may use your artifacts to gain potent boons from powerful magical beings like the Dragons by showing them your mastery of your craft(s).

400CP- **Student of the Arcana**

The Siddha dedicated themselves to a single arcanum above all else.

You have mastered such a monomaniacal focus. When you focus on a single skill, school of magic, arcanum, law, ability etc..... Your growth and learning in that area grows extremely quickly as you rapidly grow more powerful, enlightened and versatile within it. You can even learn to use whatever supernatural energy you have to manipulate it such as by creating spells, spontaneous expressions and making use of subtle metaphysics to control it.

You may even learn how to create incredible creatures and artifacts based upon them.

400CP- **Neutrality of War**

The Siddha are neutral in the Ascension war for they only oppose the Aswadim who are the only ones who try to destroy their protectorate.

You can declare neutrality in a conflict in such a way that only those who wish for the end of the world would try to interfere with you.

600CP- **Embodiment of Arcana**

It is said that the barrier between a Siddha and their favored arcanum dissolves to take on their qualities.

You have mastered this ability as you can embody any one of your Arcanum, ability, power etc. This massively increases your power and growth in said arcanum, ability, power etc.

This also has the benefit of granting you immunities to effects tied to your arcanum, ability, power etc. and allow you incredible feats through your new form.

Capstone Boosted: **Assumption**

You have gone beyond simply embodying your arcanum, ability, power etc. and have gained the ability to become it on a level similar or perhaps surpassing the Aeons themselves.

This not only massively boosts the effects of the previous perks but can also allow you to reflexively achieve any effect related to what you have become.

You can even learn the assumption spell related to your form/embodiment to enthrone yourself in the supernal realm of your arcanum/power etc. and thus achieve ascension.

600CP- **Chantry Master**

The Archmage Kadmon is a Siddha of life that seeks to create a humanity free from the Lie by raising them in his Chantry.

You have mastered this skill as you know all the ways to raise and guide the evolution of life and entities related to your arcanum(s), magic, abilities etc.…

You may even create a species that is naturally awakened.

You excel at the creation of paradisiac chantries that embody a certain arcanum, power, ability etc. which provides the greatest growth to entities related to it.

Capstone Boosted: **New World**

A chantry is a sanctum created by an archmage based on a part of the phenomenal world. In your case it seems that you have gone beyond even that.

This not only massively enhances the effects of the previous perks but your chantries can now become fully real worlds that are as big or even bigger than Earth.

You also excel at spreading your chosen species and arcanum/law/magic etc. without destabilizing magic and reality as we know it.

With this, you could very well create a world and sapient creatures free from the lie and the Exarch's meddling.

Tetrarch perks

100 CP- **Master of the Ministry**

The tetrarchs ascended from among the Seers of the Throne and thus would have mastered their skills. Choose among Father, Eye, General and Unity.

The Eyes excels in spying and encoding messages and instructions. Unity excels in manipulation and brainwashing especially when it comes to isolating people and making them abandon their freedom. Father excels in using religion to grant revelations and create followers. The General is a master of warfare and tactics.

You gain mastery of skills related to that group and are of course also capable of easily fusing your skills with your supernatural abilities to make them that much greater.

You can gain additional skillsets at a discount.

100 CP- **Tyrant's favorite**

It is said that prelates were granted their powers after bargaining with the exarchs and passing trials behind an iron door in their mind.

You gain access to a separate realm where you can bargain with powerful entities which can be exarchs, astral entities, powerful spirits…. hidden behind iron doors.

You can bargain for favors, knowledge, wealth and power though they are usually intent on changing reality to their benefit or otherwise have you or others act on their behalf.

You are at least guaranteed that they can neither harm you while in there nor follow you outside of it.

200 CP- **Fast Track to the Top**

The Tetrarchy is the most organized entente which functions with a good dose of realpolitik.

You possess all the skills needed to thrive in such an environment from hobbling rivals, gaining opportunities, striking deals etc.

This also makes it so your superiors won't betray you if you don't betray them first and makes them actually reward you for your service.

You are also usually first in line to be considered for promotions.

200 CP – **Bread and Circuses**

The tetrarchs guide the pylons to further the exarchs' agenda of maintaining the Lie.

You excel at such tasks as you can easily spread countless conspiracies and misinformation to keep entire populations in the dark. This of course applies to propaganda and all sorts of ways to control public opinion.

This also means that you excel at hiding evidence of supernatural events, objects and entities.

You also excel at creating distractions in the form of materialism such as entertainment and luxury objects to keep people docile and content.

400 CP – **Minister**

The ministers are the tetrarchs that work directly for the exarchs. They are thus responsible for passing on the exarchs' orders to the other tetrarchs and coordinate the actions of the different ministries.

You would be an incredible fit for the role as you can perfectly manage the orders of your superiors and coordinate with your peers and subordinate forces to efficiently reach your goals.

You also know how to cultivate loyalty through rewards and punishments. In fact, anyone loyal to you seems to experience tremendous growth and fortune as long as they remain loyal. Anyone who betrays you rapidly suffers various disasters and calamities as fate itself seems to turn against them.

You can even safely fuse at least partially with your patrons to gain parts of their powers and authority.

You are oddly favored by tyrannical forces like the exarchs which grants you a strange fortune that can see you amass more and more arcane secrets and power the greater your desire for power becomes.

Somehow your bosses never see your betrayals coming which is helpful since deposing them can grant you everything they possessed.

400 CP- **Prelacy**

The exarchs are capable of granting legacy-like powers to their favored servants known as prelacy.

Choose among the Sword, Temple and Crown to receive the corresponding prelacy. The Sword grants secrets of magic and exceptions to reality grants powerful spells, the Crown signifies the exarchs' authority and invokes their abilities and the Temple which grants area effects that must be cast on a soul stone to sanctify it in the exarchs' names.

You have also learned how to create and grant your own prelacies which can only be learned with your consent. They represent metaphysical and magical parts of your knowledge and abilities and to consecrate in your name.

You can purchase this perk multiple times.

600CP- **Master of the Lie**

The Seers of the Throne and their Exarch masters are willing to use anything they can to subjugate the world to their will.

You can find a way to use even the most dangerous of forces and creatures to achieve your goals much like the Lie originates from the Abyss or how the Hollow Ones servants of the Seers are created from humans whose identities are erased by an abomination of the Lower Depths.

You also gain potent power over the Lie as you can create a massive zone around you that interferes with the supernatural powers and magic of those around you unless you deem them exceptions or they are much stronger than you.

Capstone Boosted: **The Gate**

You have managed to go beyond and have forged a bond with the forbidden 11th Exarch known as the Gate.

This massively boosts the effects of the previous perk but also grants you an incredible ability to banish extradimensional entities back to their home plane.

This also grants you the ability to create seals to stop realms from invading or otherwise interfering with realms. You can also achieve a similar effect through naming the seals.

You may even learn powerful secret knowledge from those realms unknown to anyone from reality.

600 CP- **Golden Road Ascension**

The Golden Road is the most well-known method of ascension and is used by most archmages including Tetrarchs for they believe that the Exarchs help those who help themselves.

You have mastered this method.

You can go on grand adventures that allow you to channel your magic, powers etc. to use imperium rites which are rites that can enact sweeping changes and historical revision to reality itself with quintessence as reagent. These rites can allow you to align your soul to the supernal realms and pave your way to ascension, perhaps even creating a door that can only be opened by a key made from your soul so that you can ascend.

Of course, any imperium rite you cast also massively increases all aspects of yourself from the physical, mental, spiritual to your magic, powers etc.

Since you are paying CP for it, your rites are immune to counters and catastrophic failures with the worst outcome simply being them fizzling out harmlessly.

Capstone Boosted: **Exarchial Grace**

You have gone even further as it seems your Golden Road is watched over by Ascended entities perhaps even the Exarchs themselves.

This not only massively improves the effects of the previous perk but also grants you an extremely potent fortune to find potent arcane secrets, magical artifacts, allies and rotes.

This could even lead to you ascending in spite of dying much like how some Ministers are known to do. They may even create a new body for you.

You will also find that any skill, spell, rote, ability, power etc. aiming at dominating, controlling or otherwise asserting your tyranny and/or authority are massively improved and cost a fraction of a cost.

Items

Any item lost or destroyed reappears after a week in your warehouse.

General items:

Free/50CP- Chantry:

A chantry is a magical realm situated in your Golden Road created by copying part of the phenomenal world. You possess one of your own. It serves as both a home, a sanctum and a laboratory to practice your magic.

Yours can't be accessed if you don't allow it.

You can buy extra chantries for 50 CP each.

Free/50 CP- Cintamani:

A cintamani is a place of power in the supernal realms formed from your soul and insight. It is connected by your Golden Road and you can retreat into it at will.

Yours can be accessed unless you allow it.

You can buy extra Cintamanis perhaps in different Supernal realms for 50 CP each.

50 CP / 100 CP- Quintessence

Casting imperial spells requires potent resources known as quintessence obtained through long quests which grants it its power as a reagent.

You on the other hand gain a limitless supply of quintessence of the 6th level.

For each extra 100 CP, you may gain quintessence of a higher level**.**

100 CP- Wending

A Wending is the Golden Road of a dead archmage. You have somehow obtained one of them.

This contains its own chantry similar to the **Chantry item** and can't be accessed if you don't allow it.

As a Golden Road represents an archmage's connection to the supernal realms you may study the wending to find lost arcane secrets and passages to unknown realms.

100 CP- Magical Metals:

The practice of the matter arcanum allows the creation of magical metals with incredible properties.

You receive a limitless supply of the various magical materials such as Thaumium, True Silver, Orichalcum, Adamas and Apeiron. Useful if you want to create your own artifacts.

200 CP- Archmage's Grimoire:

Even archmages value grimoires.

This is a grimoire worthy of an archmage as it not only records all your magical knowledge but also perfectly adapts to you to give instructions and hints on how to refine and improve your magical power and abilities.

Grimoires don't just take the form of books but can be in various forms such as CDs, the bones of a mage or even a living entity which would count as a follower.

200 CP- Archmage's Soulstone:

A soulstone is an object inside which a mage has sealed a copy of their mind and soul. You have found a soulstone of a particularly potent archmage with a personality that meshes well with yours.

They hold great magical knowledge and can even teach you long lost and forgotten legacies and rotes.

The archmage may become a follower or companion at your discretion.

200 CP- Keys to the Supernal

The supernal realms are a nigh-infinite collection of worlds and platonic truths as such it would be a shame to abandon it.

This purchase grant you a set of keys that grant fiat-backed access to the supernal realms. You can open the gate anywhere to reach them though be

warned that even archmages are wary of the supernal realms as their truths can sear souls.

This also grants access to similar realms in future jumps such as Hell, the Abyss, Feywild, First World in a D&D/Pathfinder jump for example.

200 CP- Archmage Gear

An archmage requires worthy gear.

This is a set of archmage robes and a spellcasting focus that are unbreakable and scale with you as you grow stronger.

They greatly help in the casting of magic by greatly improving both your power and control over it.

200 CP- Pawns:

The Pax Arcanum forbids archmages from acting overtly on the world. As such, the various ententes and individual archmages must rely on their pawns to accomplish their goals.

You have great influence over a wide geographical region which extends among multiple organizations from various Consiliums to Sleeper governments and conspiracies.

Depending on your preferences, they may be aware of their role in serving you either as their boss like a Tetrarch or a deific figure like Theumiel and his garden cults or unaware that you are sponsoring them much like the various Exemplars and Siddhas.

They count as followers and can be imported in future jumps if you want.

This also grants you similar influence and followers in future jumps.

200 CP- Magical Artifact Collection:

There are many artifacts in the world and you have come into a sizable collection.

This is a collection of all sorts of magical artifacts you could imagine from tools that supernaturally enhance crafting, swords that can light themselves on fire to ones more geared towards entertainment such as a miniature theater that never plays the same story twice.

None of the artifacts are particularly potent individually for an archmage but they can serve as useful rewards for minions or tools to spread to sow chaos for a plan of yours for example.

400 CP- Planetary Sanctum

The scope of archmages is the entire cosmos and as such it isn't unusual for them to claim massive regions.

You have managed to claim a planet somewhere in the universe to serve as your private sanctum. This planet can even have a biosphere and society similar to Earth at some point in its history.

Your sanctum can't be accessed without your consent.

400 CP- Magical Allies:

Archmages don't limit themselves to the various ententes and orders for allies. They also make potent supernatural allies among the realms of the Shadow, the supernal realms and the Astral for example.

This purchase grants you various powerful allies that can tilt the balance towards you in the Ascension War.

They could be of various natures such as Gods from the Shadow, living ideals from the Astral Realms, Old Gods of the Supernal perhaps even Death Lords from the Underworld or powerful Akathartoi from the Lower Depths.

Depending on your allegiance, this could also take the form of enslaved Gods and Ochema for the Tetrarchs or maybe Abyssal entities for the Aswadim.

You can make them companion if you can convince them.

This grants you similarly powerful allies in future jumps.

400 CP- Sarira:

One of the greatest proofs of Ascension among archmages is the existence of sariras. These aren't corpses but condensed resonance left when an archmage ascends though not all ascended leave sariras.

They are revered by the orders they were part of and greatly help in the casting of magical rituals and spells related to their paths. They can even retain portions of their powers when separated.

You have come upon a sarira that is oddly suited to your path and magical arcanums as if you were the same person in another life.

Yours even contains clues to ascension that are guaranteed compatible with your path.

600 CP- Your Watchtower:

It is said that the Oracles created the Watchtowers to grant awakening to the Sleepers.

You may not be an Oracle but you have come into possession of a tower of your own.

This Tower of your own design grants access to awakened magic for those who sign their names on it. They also grant a specialty in a gross arcanum

(Among Force, Life, Matter, Space and Time) and a subtle arcanum (among Death, Spirit, Prime, Fate and Mind). It can even create a supernal realm of its own with supernal artifacts, resources and various supernal entities that can be summoned and bargained with much like the Shades of Stygia or the Imps of Pandemonium for example.

Your Watchtower can also allow you to grant others access to other magic and supernatural power systems you have access to like Nen from Hunter x Hunter or Reishi from Bleach for example.

You can also simply copy canon examples of watchtowers.

You can buy this item multiple times.

600 CP- Atlantean Ruins:

Following the Fall of Atlantis magic has never been the same which makes any resource dating from its time precious beyond words.

You have chanced upon something extremely valuable even for an archmage.

This is an Atlantean ruin of startling preservation. If you manage to overcome the various traps and guardians within you could find knowledge lost since the Fall, powerful magical artifacts and perhaps even the secrets to Ascension and the creation of the Celestial Ladder.

This updates in future jumps to always contain similarly potent mystical secrets.

Alienated items

100 CP- Regalia of Prayers

Alienated are high priests and advisors first and foremost. You receive the regalia you would expect of a high priest from elaborate outfits to holy relics and objects.

They greatly improve the efficiency and power of rituals and spells of worship, divinity and prayer.

200CP- Astra

One part of a deity's regalia is known as the Astra which is an artifact tied through them.

You receive an Astra of your choice or your own design. It greatly improves spellcasting and possesses powers based on the God it is based upon such as God of Fire's relic granting fiery powers or a God of Justice's relic smiting evildoers for example.

Notably, even Sleepers are capable of using the powers of such a relic.

You can buy this item multiple times.

400 CP- Agama and Cult of Jumping

Another part of a deity's regalia is the Agama which is a grimoire of spells powered by the deity.

You receive an Agama of a deity that is highly compatible with you. It can teach you spells based on and powered by the deity. It also holds potent magical secrets and insight into the metaphysics of the universe since Old Gods can be considered fragments of the true Tellurian before the Fall.

You also receive a loyal cult of mages, sleepers and similar forces who act as **followers** and believe you to be a holy figure of the Old God of the Agama you obtained**.** They can hold sway over a massive geographical region and are very helpful for any sort of plan or ritual that requires worship and prayers.

You receive an extra Agama in every future jump based on another Deity.

You will find similar **followers** in future jumps.

600 CP- Mandira/ Dhatu

A Dhatu is a region of the supernal ruled by an Old God or Pantheon while a Mandira is a site in the Fallen World that resonates with a particular Old God or Pantheon.

You receive the Mandira and Dhatu of an Old God or even Pantheon compatible with you in this and future jumps. You can bargain with them for resources, power and knowledge.

With the right knowledge and ability, you may even achieve divine union and reach ascension.

The Mandira/Dhatu adapts in future jumps to contain additional compatible Old Gods and perhaps even Pantheons every jump.

You can even companion the God(s) if you can convince them.

Yours can't be accessed without your consent.

Aswadim items

100 CP- Cursed Items and You

One of the many ways through which the Abyss corrupts and twists the phenomenal world is through entities and items that are inherently cursed and corrupted. This is a collection of cursed objects and abyssal entities that appear as objects that can hide their corruptive nature through their usefulness.

Perhaps one of them is a perfect tool that allows the creation of incredible inventions that almost breaks the laws of physics or one of them is a grimoire that can devour paradox, it could even be organs that reinforce the transplanted. And yet their cursed nature becomes clear as the debt is called. Perhaps the inventions sap the vitality of lives around it, the grimoire curses the user with misfortune and actually gathers the paradoxes for a massive eruption to summon a powerful Abyssal manifestation or the organs actually corrupt the transplanted to replace them with a Flesh Intruder to puppeteer their bodies.

You can be assured that any sort of misfortune and harm brought by them works to further your and the Abyss' agendas. Useful if you wish to spread corruption.

You are immune to the negative effects of these items.

200CP- Void Cult

One of the most used ways to serve the Abyss is the creation of cults to dedicated to it or forces within it. You have managed to form one such cult with you either as its leader, deity or otherwise holy figure.

The cult is composed of various Scelesti cabals and a large number of sleepers, sleepwalkers and perhaps quite a few Abyssal entities and creatures mutated by the Abyss.

They also hold sway in various places perhaps as hidden cultists in cities or maybe in vast untouched regions of wilderness much like Theumiel's gardeners of the Shadow Angel.

The cult counts as followers that you can import in future jumps.

You may find similar cults dedicated to you in future jumps.

400CP- Necronomicon

It is said that the Abyss as being fundamentally contradictory and chaotic is simply impossible to understand even for awakened minds.

You have received a true grimoire of the Abyss perhaps much like the Necronomicon of H.P Lovecraft. It holds the greatest and most extensive knowledge about Abyssal Entities including how to bind and summon them, practices, rotes and everything there is to know about the Abyss.

The grimoire also works as a potent spellcasting focus that greatly boosts your magical powers especially when infused with dark forces like paradox and the Abyss.

Since you are paying CP for it, the information is guaranteed to be accurate or as accurate as it could be about a realm of Chaos, madness and infinite possibilities and also updates in future jumps.

600CP- Dur- Abzu

The Dur-Abzu are the twisted shadows of the watchtowers that joined Scelesti sign to bring their souls closer to the Abyss.

You have gained a Dur-Abzu of your own that grants awakened magic though twisted by the powers of the Abyss. They also grant a specialty in a gross arcanum (Among Force, Life, Matter, Space and Time) and a subtle arcanum (among Death, Spirit, Prime, Fate and Mind).

It can even create a twisted Abyssal realm of its own with Abyssal artifacts, resources and various Abyssal entities that can be summoned and bargained with much like the Acamoth.

Though do note that the canon realms of the Dur-Abzu are for some reason based on Sleeper Mythology like Ao si with the Norse rot elves, Drugaskan with Ahriman, Arallu with Ereshkigal or the Deluge with Watcher Fallen Angels unlike the more eldritch Abyssal entities that are normally seen.

You can also simply copy canon examples of Dur-Abzus.

You can buy this item multiple times.

Boddhisatva items

100 CP- Robes of the Sage

You receive robes worthy of a sage as they scale with you as you grow stronger and are unbreakable.

They help with teaching as any student you teach learns much faster than they normally can.

They also grant you potent disguise abilities as you can easily appear as a mundane individual or a simple mage for example.

200CP- Staff of the Sage

You receive a staff worthy of a sage. This Buddhist staff is unbreakable and scales with you as you grow stronger.

It is a potent spellcasting focus and greatly improves your magic especially magic related to virtue, purity, wisdom or enlightenment.

400CP- Scriptures of Virtue

You receive a grimoire that contains all sorts of spells and rotes related to virtue, purity, light and wisdom. It also records all sorts of knowledge, summoning and binding rituals of creatures of purity and wisdom much like the Angels of the Aether.

The grimoire also works as a potent spellcasting focus that greatly boosts your magical powers especially when infused with virtue, light, enlightenment or purity.

The knowledge contained in the grimoire updates in future jumps.

600CP- Nirvanic Realm

In the Astral Realm exists a realm known as Nirvana. You receive a similar realm based on the concept of Nirvana.

This is realm of your own design that can't be accessed without your permission.

While inside this realm you will find that your enlightenment and growth in magical and spiritual matters increases exceptionally quickly. It can even help in your quest for ascension by granting insight into the highest of supernal mysteries.

Exemplars items

100 CP- Tools of the Pentacle

These are various unbreakable and scaling tools/yantras associated with the pentacle. They include a coin, a cup, a mirror, a rod/wand/staff and weapon of your choice.

They greatly help with your spellcasting.

200CP- Order Contacts

It seems someone kept bonds from their old life. You possess a massive network of contacts and favors owed by people high up among the pentacle. This not only grants you great leeway to manipulate mage politics to your liking but can also be greatly helpful for the casting of imperial spells.

They count as followers and you can import them into future jumps.

This item updates so that you gain a similar network of contacts and favors among the magical/supernatural conspiracies of a jump.

400CP- Jumper's Corpus

The Corpus author was made famous by her book that redefined the laws and doctrines of the mystagogues and presumably allowed her to ascend. You have authored a similar book that discusses your philosophy in regards to the pentacle.

The book has an interesting effect as the more influence it has over mage communities, the quicker your enlightenment rises.

600CP- Atlantean Ananke

An Ananke is a creation of the Oracles or Exarchs made through the Time or Fate Arcanum to guarantee that an event comes to pass or to thwart it depending on the desires of its creator.

You have found an Ananke dating from the time of Atlantis itself, through studying it and perhaps bargaining you may obtain secret magic lore lost since the Fall.

You may take the Ananke as a companion. In future jumps, it may gain additional memories related to major ancient and magical civilizations.

Siddha items

100 CP- Tool of the Arcana

You receive a tool of your choice to serve as a spellcasting focus. It is unbreakable and scales with you as you grow stronger.

It not only greatly boosts your magic but you may also choose one Arcanum to be greatly magnified beyond the others.

You may buy additional tools attuned to other Arcanums.

200CP- Earthly Mages

To deal with lesser imbalances Siddhas rely on weaker mages. You have a great number of cabals under your employ. They do not necessarily know about your existence yet you can unfailingly guide them to accomplish your goals.

They count as followers and you can import them into future jumps.

This item updates in future jumps to grant you similar magical/supernal beings who can do your bidding unaware of your existence.

400CP- Emanation realm of the Arcana

An emanation realm is a realm on the far side of the Abyss, linked to the Supernal yet not fully Supernal.

You receive an emanation realm based around a supernal realm and Arcanum of your choice. It can be either a canon one or one of your own design

The realm not only contains precious resources, secret lore and beings to bargain with but also irises (portals) to other realms such as the Underworld and the Astral Realm for Stygia, Abaddon/Inferno for Pandemonium, the

Shadow for the Primal Wilds or the Shadow and Astral Realm for Aether for example.

The realms not only maintain access to relevant Supernal Realms and other realms in future jumps but also adapts to lead to similar realms like the Abyss of D&D for one based on Pandemonium or the First World of Pathfinder for one based on Arcadia.

Yours can't be accessed without your permission.

You can buy this item multiple times.

600CP- Citadel of the Aeons

The Aeons are the Astral embodiments of the Arcana and an 11th Aeon who represents the Abyss.

You receive a citadel of your own design that can't be accessed without your permission.

It contains Aeons representing all 10 Arcanums and an 11th one representing the Abyss.

As embodiments of the Arcana they hold vast power, influence, knowledge and resources related to it. They may be bargained with to grant boons and knowledge, perhaps even serve as tutors.

If you can convince an or multiple Aeons, you may take the Aeon(s) as companions.

The citadel updates in future jumps to contain similar embodiments of primal forces of reality and alien realms of existence.

Tetrarch items

100 CP- Mask of the Eye

The Tetrarch Idola was granted an incredible artifact mask by the Exarch known as the Eye that allows her to spy through any representation of the human eye without the need for a scrying window or sympathy. You have received a similar mask.

Your mask can't be used to spy on you or otherwise interfere with you.

You can buy this item multiple times to choose artifacts from different Exarchs like the General or the Father for example.

200CP- Axe of the General

Once the General dropped an axe that spawned countless spirits of war into the Phenomenal World.

You have somehow obtained a similar axe which is unbreakable and scales with you as you grow stronger.

The axe is a potent spellcasting focus that greatly magnifies your magic especially magic related to the Arcanum of Forces. It can also be used to summon countless spirits of war and violence loyal to you. Though they aren't Gods (as in above rank 5 in power) they still represent a fearsome force.

Your axe can't be used to spy on you or otherwise interfere with you.

You can buy this item multiple times to choose weapons associated with other Exarchs like the Eye or the Father for example.

400CP- Tyrannate

Tyrannates are chantries handed down from Minister to Minister. You have somehow obtained one even if you aren't a Minister.

This tyrannate is bigger than chantries due to its nature, contains a storehouse full of precious artifacts and also holds various ochemata and supernal beings loyal to you.

The Tyrannate can also grow according to your power.

Depending on which Ministry it is based on your Tyrannate may gain a bond with an Exarch of your choice allowing you to study their lore and symbols.

You also receive the various Seer Pylons and forces including unaware Sleepers that would be working for such a ministry enough to have massive sway over a massive geographical region. They are **loyal followers.**

You will find similar **followers** in future jumps.

Since you are paying CP for it, it seems the tyrannate belongs to you in full, can't be accessed without your consent nor can the Exarchs affect you or spy on you without your permission.

You can buy this item multiple times to choose Tyrannates associated with other Exarchs like the Eye or the Father for example.

600CP- Exarchate

An exarchate is a region of the Supernal realm that contains the throne of Exarch.

You have somehow come into possession of an Exarchate of your own. From here, you can easily communicate with any force working for you.

It is heavily patrolled and defended by countless Ochematas and Supernal Beings.

This place also serves as your seat of power where you can communicate with and bargain with all sorts of powerful supernatural entities especially symbols of oppression like the Exarchs.

It can't be accessed without your permission.

Companions

Discounted 100 CP and 50 CP companions become free for their origin.

Free- Import

Import one or multiple companions. They receive 1000 CP and can take drawbacks.

Free- Create

Create one or multiple companions. They receive 1000 CP and can take drawbacks.

Free- Canon

Maybe someone has caught your eye. You will be guaranteed many favorable meetings to persuade them to join you as a companion.

50 CP- Supernatural Ally

The ententes are known to ally with supernatural entities. This is a powerful supernatural being of your preferred gender of at least rank 6 that you have befriended.

You have a sort of alliance where you can safely trust each other to not betray the other which is quite a boon considering how rare trust is in this world.

They can be any sort of supernatural entity from a spirit, an astral entity, a supernal being or even a Lower Depth Entity or Abyssal Entity if you are particularly daring.

They will be a similarly influential entity in future jumps maybe part of a heaven, celestial court or even infernal nobility for example.

100 CP- Supernal Familiar

Mages are capable of taking familiars but few creatures are worthy of being an archmage's personal familiar. You have somehow managed to gain the loyalty of a supernal being of your preferred gender.

They can be of any arcanum but would obviously work better if it is one you happen to be skilled in.

As your familiar, they seem to share enough of your growth to never be left in the dust no matter how great you become.

200 CP- Greater Entity

It is said that the greatest of entities aren't merely tremendously powerful but are more comparable with geographical features or perhaps entire worlds than discrete entities.

You have somehow managed to befriend such an entity of your preferred gender who somehow considers you worth their while even if they usually only interact with others through servants and proxies.

If this entity is a spirit, then it is a worthy rival to Sol and Luna, if it is a Supernal Being it could be one of the Old Gods, if it is an Astral Entity then it may be of a similar level to the Aeons who embody the Arcanum or Paradox, if it is an Abyssal Entity then may the heavens have mercy on your foes because you have somehow gained the friendship of an entity on par with Annunakis who are stillborn worlds and universes.

Since they consider you a dear friend or closer, they actually grant you powerful boons, knowledge and resources.

They will be a similarly influential entity in future jumps.

200 CP- Greater Akathartoi

Abaddon or perhaps known as Inferno houses the Akathartoi, unclean entities that embody sin and temptation itself. Somehow, you have managed to befriend one of them of your preferred gender.

This demon stands among the greatest members of its kind perhaps even counting as one of the dreaded Maeljin which grants them tremendous

influence over sin, temptation and evil itself that can perhaps even mimic the powers of Abyssal entities.

Since they consider you a dear friend or closer, they actually grant you powerful boons without making your life worse as you had expected of a demon.

They will be a similarly influential entity in future jumps.

50 CP – (Discounted Alienated) Lost Servant of a Higher Power

Some of the realms of the Old Gods lost their rulers since their downfall which isn't to say the realms are empty.

You have somehow become acquainted with a Supernal Entity of your preferred gender that served one such Old God.

They are understandably bitter about their current situation and the disappearance of their master but seem to have found a new hope in you as they consider you a friend or closer.

As an ancient entity, they know much about magic especially Arcanum related to whatever Supernal Realm they hail from as well as secrets lost since the appearance of the Lie.

100 CP- (Discounted Alienated) High Priestess

The Alienated are the priests of the Old God yet this priestess you have become acquainted with seems to be an exception to the rule.

She once followed the Ententes to find an Old God or Pantheon to serve as an advisor or high priestess to but found all of them to be far too flawed to her liking.

Somehow when she found you, she managed to intuit that you were different from an ordinary archmage perhaps sensing your interdimensional nature. This led to her becoming your most devoted, affectionate and fervent believer.

Don't let her faith blind you to her competence however as she can easily manage all sorts of cults and plots to fuel your rise to ascension and beyond.

200 CP- (Discounted Alienated) Old God

When the Old Gods were cast down, they didn't die for slaying such ancient creatures is a difficult prospect. Some were bound in ancient prisons watched

by the Seers of the Thrones, others rule realms in the Supernal, the deep Shadow or the Underworld while some have forgotten their nature.

This Old God of your preferred gender happens to be one of them. They were living as a human, a spirit or perhaps even a ghost before they remembered their past identity and power thanks to you.

This has made them very grateful to you and spark quite the spark in their heart for you. They may even be willing to achieve the ascension known as divine union.

400 CP- (Discounted Alienated) Harmonious Deity

The Old Gods were cast down and the Exarchs reigned but what if not all Old Gods were banished.

You have somehow managed to become acquainted with an Old God of your preferred gender on the level of the most powerful of Ascended beings. They hold tremendous influence over the Supernal realms and known countless magical secrets.

They also possess tremendous power over harmony and unity which usually manifests as bonds and music. They can even turn their foes to their side using that power.

They can serve as a great mentor and ally for you. They hold much affection for you as you may be the most interesting being they have seen in their entire immortal existence.

50 CP- (Discounted Aswadim) Leviathan Programmer

The Abyss contains countless possibilities and impossibilities which means it has long since adapted to every technological advance made in the Phenomenal World.

This Aswadim of your preferred gender is far from the stereotype of an archmage you might expect. Where others spend centuries bargaining with spirits and looking for secret lore, they believe in using the latest advances of technology in combination with their magic.

In the information age, this has taken the form of becoming a highly skilled game developer. They have found how to code the numerology and language of the Abyss into software like video games and other programs. They can cause all sorts of bizarre effects similar to creepypastas and even summon

Abyssal entities. They have even managed to fuse their magic with their computer skills to create brand new rituals and rotes.

They seem to consider you their muse with quite the spark in their hearts for you as they are always willing to back you up and hook you up with their latest inventions that are of course safe for use in your case.

100 CP- (Discounted Aswadim) Unnamed Aswad

As the Aswadim's imperial spells tend to be the most destructive to the Phenomenal World by design it is no wonder that they are kept in check by the Pax Arcanum. But what if one of them actually had the ability to accomplish their goals?

This individual of your preferred gender is a powerful Aswadim. They also possess tremendous knowledge of magic, culture, enigmas, the occult and cosmology.

They specialize in Fate magic especially turned towards unleashing dooms on their foes. They can even take whirling forms of madness that can strike viewers mad.

They are an aloof, critical and avant-garde individual that has lived for a very long time. They are also backed by visions and an epic destiny to accomplish their goals such that if left to them, they could very well end up opening the Gates of the Abyss to allow the Annunakis and their servants to rule over Creation.

Somehow, unlike literally everyone else in existence, they actually hold great affection, trust and confidence in you which could allow you to accomplish incredible deeds together.

200 CP- (Discounted Aswadim) Crawling One

Aswadim and other archmages can become acquainted with all sorts of bizarre entities yet few are as odd as this one.

This silver-haired young woman isn't what you had expected of an alien Abyssal entity yet that is what she is. She is perhaps the most knowledgeable individual about the Abyss, its denizens, their histories, their plans and all sorts of dark and forbidden magic and secrets. She will be just as knowledgeable about mysteries, magic and eldritch secrets and entities in future jumps.

She possesses a tremendous ability to shapeshift and assume a thousand forms with some even causing madness. She is also tremendously skilled at scheming, creating cults and avatars to serve her needs as well as those of various eldritch gods. Her power is also great easily comparable to some of the most dangerous entities of the Abyss.

She also knows space CQC and does Kamen Rider poses for some reason.

She has fallen hard for you and greatly wishes to marry you though beware as she can be quite clingy.

400 CP- (Discounted Aswadim) Aleph Zero

The Annunakis are terrifying entities each a stillborn world or universe of their own. You have somehow managed to befriend what is perhaps the most terrifying of their kind.

This Annunaki takes the form of an incomprehensibly massive black hole that also resembles a massive melting blue eyeball. Not only can she consume entire planets, civilizations and even universes in time but she can also erase from memory and existence anything and anyone she consumes as they lost their identity inside her stellar body. Her mere influence is also capable of creating corruptive matter known as void matter and void storms that carry the same erasure effect. She can also create monsters from it like massive worms that can fire powerful lasers. She will also remain a similarly potent force in future jumps.

She can also create an avatar that usually takes the form of a long-haired woman with pink hair for some reason. In that form, she can create bubbles with various effects including ones that can erase her foes. She can even tap into the powers of her greater self to assume a stronger void corrupted form which allows her to create arms out of space, forms to crush her foes, create traps like a giant block-aligning game and even collapse space itself.

She used to be a force of pure hunger yet meeting you has allowed her to grow past her hunger and discover that there is more to life than a hunger and for that you hold her eternal undying love.

50 CP- (Discounted Bodhisattva) Mysterious Guide

The Boddhisatva strive to lead others towards awakening and ascension while keeping their true power hidden most of the time.

This Bodhisattva of your preferred gender seems to have taken to the role with aplomb. They simply love acting as the mysterious master in a cave, the old fortuneteller guiding an unwary protagonist to their destiny and even an unexpected ally that drops exactly what you need when you need it.

Somehow, they always find time to hang out with you and have fun, they even seem to get a bit shyer around you.

100 CP- (Discounted Bodhisattva) Monk of the Open Palm

The Bodhisattvas believe in wisdom and purity to ascend.

This Boddhisatva of your preferred gender has taken that in a way that may be unexpected of other archmages. Where other archmages believe in searching for ancient tomes, bargaining for knowledge from ancient spirits or simply accumulating merit they believe in training and mastering martial arts.

They have even managed to create their own legacy based around martial arts and discipline that allows them to achieve incredible feats of martial arts worthy of wuxia without relying on vulgar magic.

They seem to consider you a friend or even closer as they always try to find excuses to help you, train together or just hang out.

200 CP- (Discounted Bodhisattva) Future Enlightened

Some archmages are exceptional among their fellows and you have managed to befriend one of them.

This busty woman is a true follower of wisdom that can even be seen through the magical luminous aura that she emits. She is also a fierce martial master and practitioner of ascetism though her own sense of direction seems to be quite flawed. When pushed to her limits she seems able to use power from a future version of herself that seems to have truly achieved enlightenment.

She has quite the spark in her heart for you as she sometimes even doubts her vows of forsaking bonds when you are around. Don’t worry however as it won’t interfere with her growth and in fact improve it as she learns to accept all of herself.

400 CP- (Discounted Bodhisattva) Enlightened Oracle

Throughout the history of archmages none has ever found any trace of the Oracles aside from the Watchtowers. No one aside from you that is.

In a twist of even that may herald some massive upheaval of the cosmos you have managed to find and befriend one of the mythological oracles.

This individual of your preferred gender is an incredible master of magic and an enlightened teacher. They possess an extremely wide repertoire of knowledge of such depth that can only be amassed by one of the old practitioners of magic. They even know the secrets of how to create the Watchtowers. They will be a similarly powerful and knowledgeable master of magic and secrets in future jumps.

They have quite the spark in their heart for you and are more than happy to help you and teach you everything they know.

50 CP- (Discounted Exemplar) Magic Adventurer

There exist many ruins of the Time before that hold tremendous secrets and are thus highly valued by archmages themselves.

This Exemplar of your preferred gender is one such archaeologist. They are a highly skilled and knowledgeable archaeologist and historian as well as an archmaster of Time magic the better to study history. They are also quite lucky in finding secret and lost ruins full of magical secrets.

They seem to consider you a friend or even closer as they always try to find excuses to help you, explore ruins together or just hang out.

100 CP- (Discounted Exemplar) Smiling Magus

Mages are known for lying and coming from various backgrounds.

This Exemplar of your preferred gender appears to have stepped right out from the pages of a magical detective novel judging by their preferred outfits. They are a very perceptive individual which makes them extremely skilled in investigations and tracking down occult artifacts and entities. This is backed by their deep knowledge of the occult and magic with their archmastery of Fate which allows them to achieve tremendous effects with the least efforts.

They somehow always get embroiled with various incredible plots from powerful archmasters, a scheme by an ancient demon lord and even powerful Abyssal entities that they somehow manage to always outwit and defeat at the last moment.

Somehow while they are quite shameless around other people and try to trick them for their own benefit, they never use those skills on you and seem to genuinely hold you in high regard with a spark in their heart for you.

200 CP- (Discounted Exemplar) Backwards Magician

There are countless magical legacies and traditions with many long since extinct while others continue to this very day.

This ebony-haired woman is one of them. She is an Exemplar who inherited a Legacy that allows her to improve her spellcasting by speaking backwards. She is also incredibly knowledgeable in the occult, magic and symbology that she can efficiently leverage for both battle and rituals.

She also has a tendency to get embroiled with vast occult conspiracies and powerful magical entities perhaps even embodiments of magic itself.

She holds great affection and wouldn't hesitate to face down and even win against a God of magic if it was to save you.

400 CP- (Discounted Exemplar) Mage of Flowers

Once upon a time there was a kingdom in Britain ruled by a Breton King until its fateful destruction and erasure from the timeline. Somehow you have become acquainted with one of the most influential figures of that era, a white-haired woman who proclaims to be Merlin herself.

She is an ascended master of magic with tremendous powers over time, fate and illusion that she can even use to project avatars of herself. She can see the threads of fate and prophecy which allows her to predict calamites decades and centuries in advance. She could even turn back time on a massive scale to redo a battle.

She is a natural tease and yet somehow her attempts with you are a lot more direct and honest as she always tries to look out for you with her clairvoyance and magic.

50 CP- (Discounted Siddha) Magical Obsession

Siddhas are well-known for their obsession with magic yet few take it to the level of this one.

This individual of your preferred gender can only be described as a magic fanatic. They are an archmaster of the Prime Arcanum who is obsessed with

studying and finding out all the ways the Prime works to make magic possible and influence the other Arcanum. This is coupled with their incredible ability to find the smallest loopholes in metaphysical laws to achieve nigh impossible effects such as using Prime magic to create effects based on other Arcanums.

They consider you a friend or closer and believe that together you can truly achieve the heights of magic.

100 CP- (Discounted Siddha) Magic Judge

The Siddhas are the foremost mages when it comes to protecting the stability and balance of the arcana.

This Siddha of your preferred gender is what one might call a magic judge and executioner. They are an archmaster of Spirit and practice a strange legacy based around judgement and punishments.

By accurately accusing someone or something of crimes they have committed against magic, they can summon bizarre entities seemingly related to either Pandemonium or perhaps even the Lower Depths to execute judgement with the worst offenders potentially sent to realms of judgement somewhere in the Tapestry like the Astral Realms, the Shadow or somewhere in the Supernal for example.

Somehow though they tend to be aloof and blunt with most people you are the exception, as they seem to hold great affection for you as a friend or more.

200 CP- (Discounted Siddha) Snake Scientist

Siddhas seek to master their chosen arcanum to its limit and to grant it a position of subtle supremacy among the other arcanum.

This individual of your preferred gender is one such Siddha. They are an archmaster of the Life Arcanum that they use for incredible experiments in their obsession with understanding life and reaching immortality. To do so, they possess incredible master of Life magic that they use to create serpents of all kinds and also have incredible survival skills that allows them to survive situations that would kill anyone else.

Though they aren't a particularly moral individual and treat most people coldly, you are the exception as they hold genuine affection for you.

400 CP- (Discounted Siddha) Witch of the Crossroads

The Siddhas protect and learn from the Aeons as they are the embodiments of the Arcana itself. You have somehow managed to become acquainted with a similar entity.

This woman with hair as dark as the night is the very image of a witch. She can be considered an embodiment and master of magic/Prime itself as she seems to know everything there is to know about Prime magic, the underworld, fate and various occult practices even ones long lost. She can also take the form of a maiden, a mother and a matronly older woman.

She can serve as a great mentor and ally for you. She holds much affection for you as she believes that you may master magic beyond the limits of Creation itself.

50 CP- (Discounted Tetrarch) Loyal Blade

Tetrarchs much like Seers of the throne face the same political maneuvers that they did back during their mage lives.

You have somehow managed to gain true loyalty from a Tetrarch. This individual of your preferred gender is an archmaster of Forces. They are not only highly knowledgeable about the occult but are also a highly skilled bodyguard, spy and assassin.

Though the relationship between the two of you is that of a superior and their subordinate they seem to hold more intimate feelings for you than they let on.

100 CP- (Discounted Tetrarch) Supreme Assistant

The tetrarchs still run their operations as rigid hierarchies like the Seers of the Throne, as such you can expect much politicking and boardroom negotiations.

Thankfully, you have managed to gain the true loyalty of a woman of incredible talent.

This foxlike woman is everything you may want in a secretary, beautiful, reliable and perfectly capable of planning your schedule and schemes down to the minute. She is a master of Forces especially related to astronomical events, life to create all sorts of bizarre chimeric creatures and assume a massive fox form as well as Matter to create technology that she uses mostly to create firearms and fully functional mechas that she can expertly wield.

She holds great affection for you and believes you have more than what it takes to reach ascension and beyond.

200 CP- (Discounted Tetrarch) Minister of Power

Ascension can be difficult even for a Tetrarch as you have to scheme against beings that have lived for centuries.

Somehow, you have managed to gain genuine trust from one of the most distinguished ministers of the Exarch. This individual of your preferred gender, is an old hand at Tetrarch politics and has managed to amass much political influence and magical resources.

They have somehow managed to intuit your interdimensional nature and believe you to be the best investment they could ever make. They are willing to back you up and teach you everything about Tetrarch politics and magic. Their bond with you may yet transcend the platonic into the romantic if you allow it.

400 CP- (Discounted Tetrarch) Scarlet Exarch

The Exarchs are distant masters remaining in their exarchates in the Supernal Realm while sending their Ochematas to do their bidding.

You have somehow managed to befriend an Exarch comparable to the Archgenitors themselves.

She appears as a mature red-haired woman that could very well be called a Mother. As an Exarch, she is tremendously powerful with legions of powerful ochematas and supernal entities working for her and is also an old hand at manipulation and rulership as the exarchs are known for.

She has noticed how exceptional you are perhaps as a result of your jumper nature. This has made her believe that you are the only being worthy of standing alongside her as eternal godkings of the cosmos and as such will spare no effort or resources to support all your endeavor.

Drawbacks:

+0 CP- Another Edition:

Normally you would be sent to the World of Darkness of 1st edition Mage the Awakening but perhaps you wish for something else?

By taking this drawback, you may instead start in 2nd edition or perhaps in a 3rd party product or homebrew for example.

+0 CP- Another Era

By default, you would start during the modern Nights but perhaps you start in another era. Using this option, you can start any era of your choice from the modern nights to any of the dark Eras up to the Sundered World back when the Father of werewolves still walked Pangea.

+100 CP - Earlier start:

Maybe you would start further into the past. Every time you take this drawback you go back 10 years into the past from the modern era.

+ 100 CP – Longer Stay:

Maybe you feel that 10 years is too short? Very well, every time you take this drawback you add 10 years to your stay.

+200 CP- Mortal Passion

It is known that archmages while powerful beyond their mage kin are still subject from those same flaws. By taking this drawback, you choose a particular vice to be consumed by.

This could be greed that could see you make foolish mistakes while trying to increase your wealth, lust that could see you clash against your fellows for mortal paramours or sloth that could see you be indolent and unmotivated unless you face a grave threat to your interests for example.

+200 CP- Mage's Oath

Mages are known to make oaths between each other in the name of secrecy or to complete a task. It seems that you have taken an oath to accomplish a challenge that is particularly bothersome to you.

You may complete it or perhaps search for a way to circumvent it perhaps by relying on a supernal being or other kind of being to void the oath.

+ 300 CP- No Outside Powers

Archmages can have tremendous sway over the cosmos which perhaps makes you feel that you don't need other powers to triumph?

By taking this drawback you lose access to perks or items from outside this document. You may take this drawback twice to lose access to both.

+300 CP – Mage Trauma

The Aswadim Theumiel lost his entire cabal to the Shadow which even now fuels his drive to create a new Shadow from the Abyss damn the consequences to the world.

By taking this drawback, you have suffered a trauma that has greatly affected your worldview. This could be loss of your cabal to the Shadow like Theumiel, a friend who lost his soul to the Astral Realms or a fellow apprentice who made a deal with the Abyss and paid the price.

Regardless of the details, this is enough to have you greatly resent a given realm of the setting though hopefully you still care about the consequences of your actions unlike Theumiel. You can get over the trauma but it may take much time and introspection.

+400 CP- Suspicious Ententes

One of the reasons for the existence of the ententes aside from likeminded people to ally with is the distrust that mages feel towards unaffiliated forces.

By taking this drawback, your actions have somehow made you highly suspicious to the various ententes who will carefully monitor you for possible breaches of the Pax Arcanum.

+400 CP- Puny Mortals

It is well known that many archmasters hold Sleepers in disdain notably the Siddha, the Aswadim and the Tetrarchs with their Exarch masters who seek to subjugate them.

By taking this drawback you develop a similar disdain for non-supernatural beings as you are likely to only see them merely as statistics or in how they can benefit you. You can work to move past your biases and may respect some exceptional individuals but it will be difficult.

+ 600 CP- Qliphothic Trouble

Archmages and would-be archmages are both still subject to hubris and none serve as a better reminder than the entities known as Qliphoth.

Qliphoth are the remains of archmages or mages that attempted to cross the threshold only to fail or otherwise were destroyed by the Abyss perhaps after an ill-fated expedition, having their Golden Road destroyed by the worst of a Manifestation Paradox or bargain with a dreadful entity there.

The shell is parasitized by hundreds of Abyssal creatures that can reach out as if they were presnt yet this is far from the most troublesome part. Any spell cast within their vicinity that results in a paradox whether that is one cast by a mage or an archmage has their soul sent to the Qliphoth ruined Road as does any Sleeper who invokes disbelief in their presence. Any spell cast within the Road inflicts paradox that can be resisted and any archmage can easily escape the Road using their own Golden Road. For others, the only way to escape is to slay the Qlippoth or their soul at the heart of the Road while evading the Abyssal creatures.

Somehow, you seem to attract Qliphoth like moths to a flame. Depending on your inclinations you may slay them to put those wretches out of their misery (since they are conscious and imprisoned in a hellscape inside their own soul) or perhaps you may study and use them as a source of Abyssal creatures and one of the greatest examples of the power of the Abyss' corroding touch if you are an Aswadim.

+ 600 CP- Enemy Faction

The Ententes are a lot laxer than you might expect as immortality combined with a discouragement of open conflict alongside a limited number of their kind means that most archmasters learn sooner or later to move past grudges and simply form alliances and cooperative relationships between each other until they get what they are after.

Somehow, you have managed to anger one particular entente enough that they set aside most of their time that isn't spent advancing their power on trying to sabotage you.

It could be the Aswadim who believe that you have interfered too long in their plans with the Abyss, the Tetrarch who realize the threat you pose to their masters or the Siddha who believe that your flagrant magic is a threat to the balance for example.

Scenarios:

You may take as many scenarios as you want and rationalize them as perhaps alternate timelines or anything else.

Librarian of the Departed:

In the underworld among the Dead Dominions lies the Athenaeum, an incredible library said to house all lost and forgotten knowledge.

Your task for this scenario is to prove yourself worthy of ruling the dominion.

Reward:

For this incredible feat, you receive the **item Athenaeum** which is the Dead Dominion itself. It is a library that houses all lost and forgotten knowledge in this and future jumps. Your jumper nature seems to have improved it even further as it also catalogues all information about the past, present, future and alternate timelines much like the Akashic records.

You also gain the loyalty of all its inhabitants including the two sphinxes **Narasimha and Razil** who act as **companions.**

Master of the Lower Depths:

The Lower Depths are realms that lack substance compared to the phenomenal world above. They are nonetheless home to powerful creatures to bargain with.

For this scenario, you must somehow become the master of the Lower Depths known as Abaddon or perhaps Inferno depending on who you ask.

Reward:

For this incredible feat you receive the perk **Lord of the Depths** which grants you lordship over hellish realms and other realms of sin and punishment.

You also gain extreme power and influence over sin, temptation and evil as befits the Lord of the Depths. You are a master of temptation and bargaining as you always manage to get ahead in your dealings.

You can spread rituals and rotes/spells to advance your goals, even to make contact with you.

You also grow stronger when people's thoughts are directed towards you and when works are created in your name like statues or books much like the demons of the Inferno.

You can also grant investments which are supernatural enhancements and abilities which can even mimic the ones granted by dark entities like Abyssal creatures or other type of dark and eldritch beings in this and future jumps.

This also grants you rulership over all sorts of demonic and evil creatures in this and other jumps. You of course know how to and can summon and bind all sorts of demonic entities in this and future jumps.

Finally, as Inferno is a powerful enemy of the Abyss you excel at fighting and winning battles and wars even against a limitless number of eldritch entities like Abyssal creatures in this and future jumps.

You also receive the **Lower Depths** as an **item** with all its inhabitants loyal to you. It will continue to gather the sin and evil of beings throughout the setting which could be useful for magic or perhaps rituals to ascend for example.

Ascension Scenarios:

Each of those scenarios makes you an Ascended which makes you invulnerable to harm. Take care however, as there may be secretive methods lost since the Fall that can cast down even Ascended. In future jumps, only beings on the level of the heads of pantheons could stand a chance to tear you from your throne.

Return of the Old Gods

The Old Gods were cast down by the Exarchs and it is the goal of the Alienated to bring them back to their proper places.

For this scenario you must gather the Bound and forgotten Old Gods and raise them to their former status perhaps by forming cults and prayer engines in their name for example which could allow you to achieve the ascension known as Divine Union.

Reward:

For this tremendous feat you receive the **perk Unified Divinity** which grants you tremendous influence over the Supernal Realms and Gods in this and future jumps.

This also grants you extreme power and influence over concepts related to them such as the elements, life, death, torment, growth, hunting etc. which perhaps makes you the strongest of the Old Gods.

Likewise, any worship or thought directed towards you make you stronger permanently and refills your energy reserves.

This also makes you the most knowledgeable about Gods and everything to do with them in this and future jumps.

You excel at creating cults and machines to power Gods through worship and prayer.

You are revered and recognized as a ruler by all sorts of Gods as they inherently understand the debt, they owe to you.

You also receive the **Supernal Realms** as an **item** alongside the **Old Gods** and the **Alienated Entente** as loyal followers or companions. The Realm itself will always remain the source of truth and meaning for the setting.

Descent of the Abyss:

The Aswadim believe that the Abyss represents the only freedom from a universe of form and laws. As such they strive to achieve their ascension known as Kenoma by destroying the parts of the world that tie them to it in order open the glory of the Abyss to conquer the Realm of Form.

For this scenario, you must somehow achieve an Abyssal intrusion great enough to all but guarantee the Abyss' victory.

Reward:

For this incredible feat**,** you receive the **perk God of the Abyss** which grants you tremendous influence over the Abyss and Abyssal creatures. This applies to similar eldritch realms and entities in future jumps.

You possess extreme power over corruption, paradox, chaos, impossibility, madness, Abyss, Darkness, Freedom, Nothingness, eldritch, void and oblivion. This is power surpassing even the greatest of Annunakis who are said to dream of the Laws and to have become the 10 dragons of the Arcanum as well as the sleeping Annunakis of the Abyss who are said to be capable of destroying the universe once they realize how fragile and fractured its eggshell is.

This makes you tremendously capable and skilled when it comes to destruction and sowing madness and chaos.

This also makes you the most knowledgeable about the Abyss, its denizens and what they can offer and grants similar levels of knowledge on eldritch realms and entities.

Obviously, this also means that you can easily thrive in even the most alien and inhospitable of realms like the Abyss.

You are worshipped by eldritch entities and practitioners of dark magic everywhere.

You also receive the **Abyss as an item** with all its inhabitants loyal to you alongside the **Aswadim** as loyal **followers or companions.**

Let the Sleepers Awaken:

The Bodhisattva's goal is to ascend through wisdom by accumulating merit helping Sleepers awaken, mages cross the threshold and archmages ascend.

For this scenario, you have to guide enough sleepers, mages and /or archmages to accomplish wisdom ascension. Keep in mind that helping sleepers awaken grants merit, helping mages cross the threshold grants more merit and helping an archmage ascend grants the most merit perhaps enough to achieve ascension.

Reward:

For this tremendous feat**,** you receive the **perk Enlightened Being** which grants you tremendous influence over realms of truth and enlightenment like the Supernal.

This also grants you tremendous power over purity, wisdom, light, virtue, reincarnation, karma and enlightenment. This is enough power to deal with the Exarchs and their armies.

You also know how to and can create watchtowers that lead people to awaken. This is coupled with an incredible ability to hide your traces and scheme so that you could lead people to awaken right under the noses of entities as tyrannical and powerful as the Exarchs.

You are also revered by enlightened beings and seekers of enlightenment everywhere.

You also get to take the **Supernal Realms** as an **item** alongside **the Oracles** and **Bodhisattva as** loyal **companions** or **followers.**

Rise of Atlantis:

The pentacle chiefly the Adamantine Arrows believe in the Hieromagus who will lead them in defeating their Seer enemies, overthrow the Exarchs and reestablish Atlantis.

For this scenario, you must reestablish Atlantis and somehow overthrow the Exarchs.

Reward:

For this incredible feat, you receive the **perk Prophesized Magus** which grants you extreme influence over the Supernal Realms and realms of magic in general in both this and future jumps.

You are inherently the strongest and most knowledgeable magic user in both this and future jumps. This likewise grants you incredible influence over magic itself.

Your bloodline is extremely potent as your descendants are all guaranteed to be extraordinary beings in their own right.

You are an extremely proficient ruler as you could bring any city to eternal prosperity. You could even create entire bloodlines with incredible talents and abilities that would be loyal for eternity.

You are also recognized as a prophesized savior by all practitioners of magic.

You can also fulfill the requirements for any sort of prophecy as you rapidly find yourself gaining or discovering that you have all the skills, equipment and abilities needed to fulfill your destiny.

You may also gain a destiny as grand in this and future jumps as the hieromagus who overthrows the exarchs and reestablishes Atlantis.

You receive **Atlantis as an item** with all its inhabitants loyal to you. This also includes the **Exemplars** and **pentacle mages** as loyal **companions** or **followers.** Atlantis will always remain the single greatest city and sacred land of mages in this and future jumps.

You receive the **Supernal Realms** as an **item** will all its inhabitants loyal to you**.**

Savior of Arcanum:

The Siddha care most about the balance of magic and are thus among the first to respond to any threat to the Arcana or the Aeons.

For this scenario, you will have to defend magic against what might one of its most dangerous threat yet. Perhaps it is an Aswadim who seeks to erase magic to open the path to the Abyss, perhaps a Banisher has found a way to end awakenings forever or perhaps a demon from the Lower Depths has found a way to increase its powers by consuming magic and now seeks to consume the souls of mages everywhere.

Reward:

For this incredible feat, you receive **the perk Magic Incarnate** which grants you incredible influence over the Supernal Realms and magic itself.

This also grants you tremendous power over magic as you can grant it or take it away with but a thought.

You are also the single most powerful source and user of magic of this and future settings.

This is coupled with perfect knowledge of all metaphysical laws related to magic which could allow you to accomplish feats that any other magic user would deem impossible.

You are also aware of every single imbalance related to magic in the setting and how to correct it.

You are revered by all magical entities, keepers of balance and magic user everywhere.

You receive the **Supernal Realms** as an item with all its inhabitants loyal to you. You also receive the **Astral Realms** as an **item with** all its inhabitants loyal to you**.**

You also receive the **Aeons** and **Siddhas** as loyal companions or followers. The Astral Realms will continue to reflect the dreams, ideals and minds of all sentient creatures and even the cosmos itself.

Exarchial Tyranny:

The Exarchs are tyrants with not even other archmages daring to oppose them directly due to just how many of them there are under the Ten Iron Seals.

For this scenario, you must somehow overthrow the Exarchs to become the true leader of the Tetrarchs and the Seers of the Throne.

Reward:

For this incredible feat, you receive the **perk Exarchial Tyrant** which grants you tremendous influence over the Supernal Realms and realms of oppression.

You possess extreme power over tyranny, control, subjugation, hierarchy, domination, oppression and slavery of all kind. This also extends to all others domains that the Exarchs represent such as War for the General, Wealth for the Chancellor, Surveillance for the Eye etc.

This also grants you tremendous power and influence over all arcanums of magic and the Abyss especially if used to assert your domination through. This

grants you more power than all Exarchs including the Ten Iron Seals and the Gate combined.

Your soul is massive as it contains entire universes that can spawn infinite avatars.

You can also create and control massive numbers of exarchs and supernal beings much like how Tetrarchs speak of endless ranks of exarchs and Seer mythology/propaganda speaks of 8 million recorded gods, ruling 77 ochemata and 777 secret masters of the world, and even universes within each Exarch's soul, huge enough to spawn infinite avatars.

They can even be commanded to take more specific duties compared to your own all-encompassing mantle.

You receive the **Supernal Realms** as an item with all its inhabitants loyal to you. This also includes all the Exarchiates, Tyrannates and bound servants of the Exarchs be they Ochematas or enslaved Gods.

You have gained the powers, knowledge and skills of all Exarchs including the secret 11th Exarch known as the Gate.

This can allow you to summon and bind Abyssal and similarly eldritch entities into service or banish them back to their realms. You can enforce the Lie to interfere with supernatural abilities and reinforce the boundaries of the cosmos against intrusion from realms like the Abyss.

This also grants you a mind capable of understanding the forbidden knowledge of the Abyss itself.

You can create runes that when decoded create iron doors in the mind of the decoder. You can drag the decoder through them into pocket realities where you reign supreme to made a deal with them or perhaps kill them.

You can similarly have places you direct your attention at have runes scrawl themselves everywhere to describe your wishes and goals for that area.

You can bless entire ministries with legacy-like powers and/or other powers based on your nature, powers, perks, abilities etc.

Similar to the lesser Exarchs, you grow in power and influence the more powerful and influential your holdings and properties are.

You also possess incredible skill and ability to accomplish works of hubris like the creation of the Silver Ladder that led to heaven and allowed the Exarchs to ascend.

This is coupled with an incredible ability to dethrone and overthrow even incredibly powerful and ancient entities like the Old Gods that embody the laws of the cosmos. In doing so you can take their place and assume similar metaphysical place with all the power that entails though with your own nature.

You also possess great talent and skill in turning even the most dangerous of forces and entities to your advantage much like the Exarchs use the Abyss for the Lie to keep people from awakening or how they created their Hollow Ones sleeper agents by erasing their identity through a Lower Depth abomination.

You also receive the **Tetrarchs** and **Seers of the Throne** as loyal **companions** or **followers.**

You may also take the **Exarchs** as **bound companions** or **followers** if you spared them. They can no longer disobey you and you may have revel in the irony of having bound living concepts of tyranny and oppression to your will. Perhaps you may redeem them or gain their genuine loyalty.

Spark Scenario:

Empyrean Ascension:

The Ascended are truly among the most powerful entities of the setting but are the Supernal Realms truly the final embodiment of truth itself? If so, why can its mutable nature allow for it to be changed so easily by archmasters and how could the Ascended be cast down?

There are mages and archmages who have come up with the theory that beyond the Supernal lies an Empyrean realm that is a perfect, immutable and causal plane. A Nirvana, A Heaven, or Principle that fuels the Supernal Realms with raw, undifferentiated meaning.

Your task for this scenario is to somehow reach beyond Ascension into the Supernal realms and reach the Empyrean.

Reward:

For this unprecedented feat, you receive the **perk Empyreal Supreme** which simply makes you functionally omnipotent and omniscient as you have reached enlightenment beyond the Supernal Realms and into meaning itself.

This of course means that you also have access to resources, powers, abilities, knowledge and attributes beyond any being and even Creation itself.

You receive **the Empyrean** as an **item.** It is a realm of pure meaning, immutable, perfect, Nirvana itself and the greatest trophy to your supremacy**.**

You make take the entire cosmology of the **World of Darkness as an item** with all its inhabitants loyal to you**.**

Finally, you gain your **Jumpchain Spark** or may choose to spark at any moment in the future.

Ending:

Journey Home:

Maybe you had enough and would rather go home? You go back to your old world while keeping everything you gained during your chain.

A New Darkness:

Maybe you can't bear to leave this world? You decide to stay in this world keeping everything you gained during your chain.

Through the Gates:

You know in your soul that there is always more to find. You move on to another jump.

Notes:

Jump based on and inspired in part by the Mage the Awakening Archmage Jump from tg.

Link: https://drive.google.com/file/d/1ynxnMrlanP4HXOARLSYvMBSAUn9pW1g_OLqVCf3M0g8/view

Image from: https://tvtropes.org/pmwiki/pmwiki.php/TabletopGame/MageTheAwakening

Note that you can use any form of ascension regardless of ascension (though Kenoma would be bizarre if used by anyone aside from an Aswadim and Exarchial Grace would only be used by a Tetrarch) The perks only serve to signify your mastery and guarantee that they function on top of improving all aspects of yourself including magic.

Important Questions:

How many Archmages and Ascended are there?

It is said that there are less than 100 archmages within the universe.

As for Ascended, it is unknown there are the Oracles and Exarchs with the latter having the greatest of their number being 11 exarchs known as the Iron Seals with ten of them representing an arcanum and the secret 11th exarch representing the Gate that keeps the Abyss out.

Aside from that the Oracles have never been seen before and the other Ascended archmages are an ambiguous number that seems to be also limited like the Exarchs by the Pax Arcanum.

If Archmages and Ascended are so strong how come the other supernatural game lines matter in crossovers or otherwise?

The book itself wanted to grant players the ability to affect the cosmos itself and didn't go into the details though much can be inferred regardless.

1- The various supernatural entities tend to have patrons or otherwise very powerful members of their kind. Werewolves and Spirits have Luna and other powerful spirits. Vampires have Lilith, the Dark Crone and other dark entities tied to vampirism and dark magic.
   Changelings have the True Fae who may be the Old Gods of the Thistle described in the nWod Mage the Awakening Imperial Mysteries book.
   Akathartoi/Demons have the greatest of their kind with the strongest described as The Adversary which likely implies the existence of the Devil himself.
   The Angels and Demons of Demon the Descent have the God Machine.
   Geists and ghosts have Kerberoi and the Deathlords with the latter explicitly noted as being forbidden to be antagonized by the Pax Arcanum.
   Beasts and Insatiables have the Dark Mother their forgotten progenitor.
   Even Prometheans have the Principle.

There may also be other ultimate beings behind even those patrons. Either way there is a very high likelihood that those entities have their own supernatural equivalents to Imperial workings to achieve similarly cosmic changing effects.
There are also other incredible entities that even archmages can only guess at.

2- Realms are also sentient such as the Supernal Realms that are described as counting as rank 10 entities.
3- The realms are linked in a way that destroying one part can have disastrous consequences for the rest. Look no further than the archmages themselves who still have to rely on lesser mages in the Phenomenal World to do their bidding so that they can gather the quintessence necessary for their spells.

The Arcanum represent all fundamental aspects of reality, spirits and magic itself, is there anything they can't affect?

A good question. The limits to what arcana magic can do are very vague however it is known that there appears to be angelic entities superficially similar to the angels of the Aether that do not respond to Force or Prime magic who claim to be servants of "The Principle" (perhaps the very same from Promethian The Created) and to be concerned with the creation of new human souls.

It is also important to note that the Lower Depths are defined by a lack of something and as such it is possible that an arcana is missing entirely from it or beings that originate from there.

Finally, as the Abyss is the realm from which Paradox originates from, using Awakened magic on or near an Abyssal entity is likely to have unpredictable consequences.

What does extreme influence mean in the scenario rewards?

In game terms, it would be equivalent to having 9+ dots of influence over something.

This means that you can accomplish **literally anything** related to it just by using some mana/essence/ whatever supernatural energy you have access to.

What can you do at various arcanum ranks?

Archmages are capable of Imperial practices through their Road instead of the path like lesser mages.

These imperial practices are Dynamics, Entities, Excisions, Dominion and Transfiguration.

These practices can't be countered except using Excision with either the Arcanum used in the casting or Prime with both cases still requiring a Quintessence like any other Imperial spells.

Descriptions taken from the Imperial Mysteries Mage the Awakening Book.

Arcanum 6 : Dynamics.

This Practice allows archmages to create phenomena that change according to conditions — chain reactions that follow basic principles in a fractal manner without the caster's conscious direction or complex "programmed" effects.

After entering the Supernal and witnessing how the symbols there move and change, an archmaster can place "placeholders" within an Imago such that the resulting spell rewrites and updates itself according to circumstance.

Dynamics can create spells that vary in effect depending on the person encountering them, spells that can repair their potency when degraded, spells that react to conditions, expanding viral effects that change Imago as they spread, and spells that would be beyond the archmaster's ability to conceptualize the Imago for but use Dynamic properties to include all the permutations of a single cause or effect.

Dynamic spells are often only loosely controlled by their casters, if at all. They go beyond the simple triggers available with conjunctional Fate. An archmaster casting a Dynamic spell can determine general principles and leave the spell to itself by relinquishing spell control.

Examples of Dynamic Spells include:

All: Bypassing Mage Armor or other defensive magics by automatically probing for weak points.

Death: Destruction of Mana whenever a spell is cast in an area. Spells that alter all ghostly anchors meeting the conditions specified. Altering the rivers of the Underworld.

Fate: Complex, updating Destinies that change to meet new circumstances or have Bans that subvert efforts to avoid them. Spells that provide the necessary protection for whatever dangers the target is about to face.

Forces: Control of subatomic forces and nuclear decay by fusion or fission, both to cause elemental decay and to halt it. Creation of antimatter (particles which annihilate their equivalents, releasing energy). Creation of continent sized weather patterns and ecological effects. Intelligent computer viruses that elude detection.

Life: Spells that are transmitted in a viral, evolving fashion. Resistant wounds or diseases that can't be healed. Healing resistant wounds. Control of evolution and devolution in populations, selecting for or against the desired outcome.

Matter: The creation of "Apeiron," a substance that has whatever properties it requires according to what it is used for.

Mind: Viral memes that alter personalities, opinions, or memories and spread to anyone a subject communicates with. Spells that react to conscious thought, allowing an archmaster to grant spell control to another mage.

Prime: Phantasms that vary in appearance by onlooker. Antimagic Zones that dispel or counter any lesser Practice cast in the area of effect. Spells that alter the resonance of any Mana or Tass in an area to best suit the uses to which they are put.

Space: Doorways that lead to different places for different people. Self-repairing wards. Bans that do not require every excluded thing to be spelled out, but which operate on the intuitive wishes of the caster.

Spirit: Spells that force the creation of a hybridized "magath" spirit by allowing a targeted spirit to only feed on spirits that would cause it to evolve in the desired way. Gauntlet strength that varies according to the spirits testing it.

Time: Altering history — the mage specifies either the root change or the outcome, and the spell determines all the required or resulting changes to the timeline.

Arcanum 7: Entities

This Practice allows archmages to grant supernatural abilities to a target, incorporating the nature of an Arcanum into the target's pattern. These are not simple permanent spell effects. Once rewritten, the target is altered forever and the abilities will be passed down by any means of propagation the subject has.

For example, a spirit granted the ability to manifest as a Prime-based Phantasm can transfer that power onto any spirit that consumes it. A human being given magical powers creates a new dynasty of Proximi. Powers granted to self-aware beings may, at the archmaster's design, be able to be improved with effort and experience.

When used to infuse the Arcanum into an object, the Practice allows an archmaster to create an Artifact or set the "rules" for a material; one use of the Practice is well-known to Traveler archaeomancers exploring Atlantean sites and Alienated searching for the prisons of the Bound.

These structures often contain building materials called adamas, which are magically-resistant and solid to beings in Twilight. As well as granting active abilities, the Practice can be used to change how something in the purview of an Arcanum interacts with the target.

Most aims along these lines can be achieved with lesser understanding of the Arcana — while it is possible to rewrite a person's pattern with this Practice to render them immune to all disease, most archmasters would achieve the same end with less risk to the Pax by using a lesser spell made indefi nite.

As a rule of thumb, Entities spells are required to break or change the rules by which a target operates (while Excision spells are used to ignore them). Spells of the Practice of Entities are Lasting by default and so do not count against spell tolerance, but some applications are temporary by design when the caster wishes them to wear off.

The Arcanum needed for an Entities spell is the Arcanum governing the ability to be granted or the interaction of patterns to be changed. Cast on

items or locations, Entities allows for the creation of Artifacts and regions where the changed Supernal laws hold sway — Demesnes can be created without the use of soul stones and the laws governing the nature of the Astral, Shadow or Underworld can be altered to suit the archmaster.

Cast on the archmaster herself, Entities allows for modification of the Road and Irises to have Arcanum-based properties. The Practice is not limited to targeting aspects of the Fallen World. Spells (whether their caster has relinquished them or not) are valid targets for Entities spells of the correct Arcana.

In this way, archmages can rewrite Traveler's wards, alter their creations, place their own stamps on Imbued items, and render spells of allies permanent.

Use of the Practice on living beings is handled as a modification to the target's template, or the creation of a new template that is then applied. Templates come in several varieties:

Evolved Templates: These are evolutions of a being's core powers, such as Legacies, bloodlines and Entitlements.

Lesser Templates: These are supernatural beings that lack a central "power" trait, such as ghouls, wolf-blooded or Proximi.

Greater Templates: These are supernatural beings with a power trait, such as vampires, werewolves or mages themselves.

This practice covers creating or changing supernatural abilities in a target — removing them entirely is covered by the Practice of Excision. All supernatural beings with greater templates and some with lesser templates have sponsors in the Ascension War who actively prevent archmages from meddling with their agents.

These entities will sometimes, if sought out and bargained with, permit an archmaster to transform a human into one of their charges, but strongly resist attempts to alter the powers of their creation.

For example, rumor has it that archmages of Death have inflicted the curse of vampirism in the past, but no one has cured that curse except in legend and no one has ever undone the First Change of a werewolf.

In addition, in order to affect a greater template, the archmage must understand it. Quintessences for such spells require deep research into the supernatural beings concerned if the creation isn't going to be a magical imitation — many archmages have created "shapeshifter" creatures that aren't spirit/human hybrids like "true" werewolves, as doing so doesn't anger the Shadow gods.

Faced with the problems of intruding in these domains, most archmasters restrict themselves to creating entirely new supernatural races or Proximi lineages by working Entities spells into normal patterns. The Tetrachs in particular have made great successes in breeding lines of supernatural servants for the Seers of the Throne.

Some templates require archmastery in more than one Arcanum to alter them; changing a target from one power to another requires both. Manipulation of the mage template requires seven dots in both Ruling Arcana of the Path.

Changing a mage's Path requires all four Arcana, and so can only be attempted at Gnosis 10. Altering the archmage template requires eight dots in any Arcana the target has archmastery in, as the spell must manipulate the Road itself.

It is possible to use this Practice to force an Awakening in a Sleeper by granting them the appropriate Path, but despite granting the Awakening being a dream of many Travelers, by the time they become Seekers the archmages capable of the feat know better than to force enlightenment except in special circumstances.

Doing so is a Wisdom 1 sin, draws the attention of the Exarchs, and is almost certain to produce a Banisher.

Examples of Entities Spells include:

Any: Claim an unoccupied Chantry, incorporating it into the caster's soul. "Adoption" of orphaned sub-souls using the Arcanum used in their creation. Create an Artifact that casts spells of the Arcanum. Create a Demesne of the Arcanum. Create or alter Legacies with attainments based on the Arcanum. Create Proximi with spells of the Arcanum as powers. Alter whether the targeted Arcanum is Ruling, Common or Inferior for a targeted mage. Alter how many spells of the Arcanum a mage may maintain spell control over, or

how they affect spell tolerance. Alter the spell factors, target and other details of a spell of the Arcanum.

Death: Alter ghoul, vampire or Sin-Eater templates, Disciplines, bloodlines, Keys, manifestations and krewes. Invent new ghostly numina. Alter the sins in a Morality trait or change a target's rating in a Morality trait. Create a new soul for a target that has lost their own. Alter the Laws of a region of the Underworld.

Fate: Alter changeling Templates, contracts and entitlements. Alter the powers and capabilities of the True Fae. Grant Destinies to places or objects.

Forces: Alter the fi re or electricity rules within an area. Alter gravity. Make radioactive elements decay in reverse.

Life: Alter the werewolf template (with Conjunctional Spirit, altering Gifts requires only Spirit). Change the healing rates of the target or when they receive wound penalties. Impose living forms on those using an Iris.

Matter: Re-order the progression of states of matter, so that liquids freeze at higher temperatures and solids vaporize. Create adamas by enhancing the properties of a material. Create tools that perfectly perform the action for which they were designed.

Mind: Control and redesign Astral Realms. Allow beings access to the Astral Realms. Change the conditions by which a target regains willpower, or the Experience costs for the target.

Space: Alter the laws of sympathy, changing the defi nitions of degrees of sympathy to or from the target. Grant the ability to Teleport or change how distance applies to the target. Create pocket-realms by changing the relationship between a location and space.

Prime: Create adamas in the form of an advanced enchantment. Change the conditions by which a target regains Mana, the size of his Mana pool, or how many points he can spend a turn.

Spirit: Alter a Spirit's ban and numina. Alter werewolf templates (with Conjunctional Life), Gifts and lodges. Alter the properties of the Gauntlet or Shadow. Dictate how the target may spend or regain Essence, or grant the ability to gain and spend that trait. Invent and grant new spiritual numina.

Time: Alter the laws of temporal sympathy. Alter the temporal "position" of an Iris, allowing for time travel. Change a being's rate of aging or permanently slow a target's perception of time.

The Practice of Excision:

Counterpart to the Practice of Entities is that of Excision. Where Entities allows for supernatural powers based on the Arcanum to be bestowed or altered and interactions between the target and the Arcanum to be changed, Excision spells are clinical and often devastating removals of a pattern's properties.

Any interaction between a target and the Arcanum, a power, or part of a Template under the Arcanum's purview can be cut away. Excisions are usually Lasting unless they result in effects that would cause Disbelief or the archmaster casting the spell wishes it to wear off, in which case they are Prolonged. Removing part of a being's pattern is a Wisdom 2 sin.

Any use of Excision on an entity (rather than an object or location) is resisted. If the spell is not fatal, then as with Entities spells the changes will be passed along to any offspring (literal and fi gurative) of the target. Removing powers or templates of established supernatural creatures requires the same Arcana as granting or changing them with Entities, and will provoke those creatures' sponsors in the Ascension War.

It is theoretically possible to undo an Awakening with a Conjunctional Excision of the victim's Ruling Arcana, but the Pax restricts such spells to the very rarest, universe-threatening circumstances, such as a Banisher attempting the Threshold Seeking.

Removing another Seeker's archmastery would require nine dots in the Arcanum and has never been successful — the last attempt saw the culprit quickly killed by a coalition of all ententes and the timeline in which his spell took place was reversed and destroyed.

Far more common is the use of Excision to slice away specific abilities of foes, weaknesses of select retainers and allies, or to undo developments in personal power that a retainer regrets, such as removing a rashly-chosen Legacy from a mage.

Other uses of Excision suggest punishment — denying the use of an Arcanum for a time or removing a being's Willpower.

Rash use of Excision is instantly fatal to the subject, as the majority of interactions between a living being and the Arcana are necessary for survival. Immunizing a target from electricity, for example, sounds like a good idea but lethally suppresses the electrochemical reactions needed for life.

Many potential uses are better achieved using simpler Practices — protecting a vampire from sunlight or rendering an object invisible by excising its interaction with light are both ends best sought by subtler means.

Examples of Excision spells include:

All: Removal of a Legacy with attainments based on the Arcanum. Removal of a supernatural ability governed by the Arcanum (such as Mind to remove a vampire's ability to use the Dominate Discipline). Dispelling an Imperial Spell cast using the Arcanum. Removing a mage's ability to use the Arcanum. Destruction of an Artifact based on the Arcanum.

Death: Immortality through removing the capacity to die or the aging process. Removing aspects of a vampire or Sin-Eater's template or a ghost's powers. Instant destruction of a soul. Removing dots of a being's Morality trait.

Fate: Removing aspects of a Changeling's template or a True Fae's powers. Removing the Bane from a destiny.

Forces: Creation of superconductors or superresistors by excising the interaction between an object and electricity. Creating a location with no weather.

Life: Immortality through removing the aging process. Removing the need to eat or breath. Removing aspects of a werewolf's template (with Conjunctional Spirit).

Matter: Rendering an object indestructible by removing its capacity to be damaged.

Mind: Removing a mage's ability to form an Imago. Removing Willpower or the ability to spend it. Removing the ability to gain experience. Prime: Dispelling any Imperial spell. Rendering a mage unable to spend or regain Mana.

Space: Removing the interaction between a target and the laws of sympathy. Binding a target to a location forever by removing their ability to move to another one. Sealing a location away from the rest of the world by removing how it interacts with its surroundings.

Spirit: Removing aspects of a werewolf's template (with Conjunctional Life) or a spirit's powers. Destroying the Gauntlet. Removing a spirit's ban.

Time: Returning a person or object to a state it was in at some point in the past. Rendering something unchanging and indestructible by removing its interaction with Time. Removing the interaction between a target and the laws of temporal sympathy

Arcanum 8: The Practice of Dominions

Having advanced beyond archmastery of Supernal symbols as they are refl ected in the world, the archmasters of the eighth degree learn how to make new worlds of their own.

By reflecting the Arcanum into the Golden Road, an archmaster can create Chantries, create self-sustaining ecosystems of spells to fill them, spawn Ochemata and other autonomous sub-souls to manage them, send those sub-souls into the Fallen World as her agents, and even create self-willed Artifacts by installing their own Gnosis into the creation.

With eight dots, an archmaster can use the Practice of Dominions on her own soul.

Nine dots in an Arcanum are required to create sub-souls from another being, and even then, the target must be an archmaster themselves.

Sub-souls resemble the inner beings called forth with goetic magic, but are always bound by the Arcanum used to create them and are reflective of the whole soul rather than a portion of it — a being created by a Dominions spell is a smaller part of the entire archmaster manifesting through the Arcanum but complete in itself, while a goetic demon of wrath is made up only of that vice.

Spells cast with Dominions are usually Prolonged. Although Chantries are normally created as indefinite constructs, wise archmasters do not relinquish spell control over their creations or create Ochemata with indefinite duration for fear of being usurped.

A Dominions spell grants Gnosis equal to the spell potency, up to that of the archmaster, along with the associated Mana and Paradox pools for that Gnosis and any Arcana dots and rotes the archmaster has and wishes to bestow.

To grant Arcana ratings of 6 or higher requires the Dominions spell to be cast using the Arcanum granted, so Ochemata normally possess any common Practices their creator has, along with the Arcanum used in their creation, at six or seven dots.

Creating a sub-soul that has two Imperial Arcana requires the caster to have both at eight dots, a feat only possible for the very strongest archmages. Ochemata and Talismans may cast Imperial Spells of their own if they have been given Arcana of six or more dots, but do so using the archmaster's Golden Road — any Arcane Experience used by one of an archmaster's sub-souls is taken from the archmage, and the Road incorporates any Quintessences used by sub-souls as though the archmage had used them. Quintessences for Dominions spells reflect their inward focus.

To spawn a sub-soul, an archmaster requires a Quintessence that symbolizes his inner nature refl ected in the Arcanum. To build a Chantry, an archmage needs to find a place that feels so much like home it could almost be within her soul — and the spell then makes that literally true.

Many archmasters go back to the scenes of their Threshold Seeking or careers as Travelers when contemplating spells of this Practice, looking for self-knowledge in the echoes of their own passing

Examples of Dominions spells include:

Any: Create a Chantry rooted in the material world. Create an Ochema that lacks the Imperial Practices or possesses archmastery of the Arcanum used. Create a portal to the Supernal Realm that has the Arcanum used as a Ruling Arcanum.

Death: Absorb the souls of the dying into oneself, making them part of a Chantry. Absorb another mage's soul stone. Create a Chantry rooted in the Underworld.

Fate: Create an ananke (p. 330, Mage).

Life: Create a living being that has a sub-soul of the archmaster instead of one of its own. Matter: Imbue an Artifact with a Gnosis trait of its own, called a Talisman by archmasters.

Mind: Create a Chantry rooted in the Astral Realms.

Prime: Create an "overseer," a spell which uses its own Gnosis and Arcana to repair the archmaster's spells when they are dispelled. Absorb a Hallow into a Chantry, providing a supply of Mana to the beings inside.

Space: Overlap a location with a Chantry, adding an additional Seed and causing the Chantry to become a combination of the multiple areas.

Spirit: Create a Chantry rooted in the Shadow, or build a "Shadow" (complete with Gauntlet) of the archmaster's design inside the Chantry itself.

Time: Create an ananke. Create a Chantry rooted in a specific Time, so that entry is barred to beings not capable of time travel

Arcanum 9: Transfiguration

The most advanced and dedicated archmasters gain access to the ninth degree and the Practice of Transfiguration, which only contains one spell. By reversing the relationship between her enlightened soul and the Arcanum that is now so well-incorporated into it, the archmaster becomes the Arcanum, or more accurately, the Arcanum becomes the archmaster. Almost no one has ever cast Transfiguration outside of a Chantry, as the sheer scale of effects requiring it make it wiser to seek them through entering the Supernal and sponsoring those changes there.

Archmasters who have reached the ninth-degree content themselves with casting the Practice of Dominions at range or on others instead.

Transfiguration (Any ••••• ••••)

The archmaster gains complete control over anything under the Arcanum's purview. Duration: Transitory Unlike most spells, the duration of Transfiguration cannot be changed from "Transitory," although magical effects the user creates while under the spell's influence may be of any duration desired.

While the spell is active, the mage may perform any feat relating to the Arcanum as long as the target is within sensory range, the exceptions being

granting another being Transfiguration or extending the duration of the spell.

Any character resisting may roll Stamina + Gnosis, stopping the specific effect targeting them if they exceed the potency of the spell in successes. If the spell is still active, the archmage may attempt to affect them again in subsequent turns.

The Quintessence for Transfiguration is as difficult to find as that for the Threshold Seeking, adjusted for the archmage's far greater means; quests deep into the Supernal to seek the Oracles or Exarchs, the ruins of a destroyed Watchtower, and the blood of the most potent Supernal natives have all been used in the past.

Some archmasters hypothesize a final, tenth degree of Arcana proficiency that allows Transfiguration to be cast at greater durations, which the Siddha call the Practice of Assumption and equate to Ascension.

Arcanum 10: Assumption

Assumption is the legendary final Practice of the Arcana. Siddha believe it is equivalent to Ascension, and includes the capacity to enthrone oneself in an Arcanum's associated Chapter four: Ascension Supernal Realm.

They point to the Arcanum alignments of the great Exarchs as evidence, and posit that they used the Practice to steal their palaces.

To learn Assumption, the archmage must attain the tenth dot of its Arcanum. But adherents of the theory of Ascension through Assumption do not believe merely knowing it is sufficient; the Seeker must cast its spell, and to do that, he earns its Quintessence.

If a Transfiguration Quintessence is as difficult to win as the Imperial Mysteries themselves, the Assumption Quintessence must be harder still. Although the Assumption aspirant doesn't use Imperium Rites to Ascend through the Golden Road, aspirants to Assumption may use it to force reality to create the Quintessence (If you use the Imperium rules in the appendix, this requires the Exaltation of a five dot Omen).

Arcane Experience and Mana costs are left for the Storyteller to determine. Theoretically, it is possible to use the Assumption spell for a purpose other than Ascension, but the effects are as legendary as the concept of

Assumption Ascension itself. One school of thought believes that after each casting, the Tellurian adapts to Assumption to make the version the Seeker knows impossible.

He must relearn it to cast it again. Another theory says that using Assumption on the Phenomenal World is so Paradoxical that it banishes the caster from reality.

Glossary of terms:

Entente: A group of archmages based around a goal and ideology.

Exarchs: The supernal symbols of tyranny served by the Tetrarchs and Seers of the Throne. They seek to subjugate the entire world to their will.

Imperial Working: A spell cast using quintessence that is only obtained after a long quest. They are capable of vast sweeping changes over reality.

Sleepers: Non-supernaturally aware humans.

Disbelief: A reaction by Sleepers witnessing a vulgar (ie. Obvious) spell. The offending mage suffers a paradox as the shard of the Abyss present in every Sleeper smothers the magic. It also leads to the Sleeper rationalizing what they witnessed as a hallucination or something more mundane like a magic trick.

Paradox:

Different ways that reality can go awry when magic is used vulgarly before Sleepers (ie non- supernatural aware humans). Since the effect originates from the Abyss, it won't follow you in future jumps.

Here are the different types taken from the White Wolf Wiki.

Depending on the power, wisdom, and external elements surrounding a mage, a paradox can appear in a number of ways.

- **Anomaly** -- Reality tears itself apart to allow the unbelievable and unpredictable to occur. Each anomaly is relevant to elements found on the mage's path. Thus, an anomaly summoned by a warlock would have aspects of Pandemonium.
- **Backlash** -- Rather than allow a "true paradox" to occur, a mage can endure the pain of what is called backlash, sacrificing their health to mitigate the potential hazards a paradox can induce while still allowing their spell to go into effect.
- **Bedlam** -- Instead of affecting the area around the willworker, the mage suffers a derangement which increases in severity depending on their rank in the arcanum they were using.
- **Branding** -- The mage gains attributes that depend on their sin, ranging from nimbus mutation to bestial disfigurement to Abyssal aura.

- **Havoc** -- The spell changes from its intended target to something similar but different; e.g. if the target was a human, then another nearby human may be at risk of taking the effects of the spell.
- **Manifestation** -- Worst of all possibilities, the Paradox cracks the world open and allows a Gulmoth to invade through the warped Imago, with power equal to and rivaling that of the mage who summoned it, ranging from mindless gremlins to unbelievable horrors beyond time and space. To get rid of such entities usually requires intense research or the death of the mage who called it in the first place. Red Worms are an example of a Manifestation Paradox.

Phenomenal/Fallen World: the material world/universe.

The Shadow: The Spirit World that overlaps the physical world. It is home to spirits representing animals and their traits, objects, concepts, plants and all kinds of spiritual entities.

The Astral World: a mental realm separated into three regions, representing how the individual feels respectively about the self, others and the cosmos.

The Supernal Realm: a higher realm of truth symbols, any change done here affects the physical universe with potentially disastrous consequences if care isn't taken. It is also by tapping into this realm that mages and archmages use their magic.

The Tapestry: Creation itself, from the Supernal Realms to the Phenomenal world and the various realms connected to them.

Companion References:

50 CP- Supernatural Ally- Original Character based around a supernatural ally contact.

100 CP- Supernal Familiar- Original Character based around the concept of a scaling familiar

200 CP- Greater Entity- Original Character based around the concept of a powerful entity allying with you

200 CP- Greater Akathartoi- Original Character based around the concept of a powerful demon allying with you.

50 CP – (Discounted Alienated) Lost Servant of a Higher Power- Based on a Lost Servant Entity finding a new faith in you.

100 CP- (Discounted Alienated) High Priestess- Original Character based on a devoted priestess acting as your high priestess.

200 CP- (Discounted Alienated) Old God- Based on the Mother of Fire Old God from Mage the Awakening: Imperial Mysteries.

400 CP- (Discounted Alienated) Harmonious Deity- Based on Xipe the Aeon from Honkai Star Rail.

50 CP- (Discounted Aswadim) Leviathan Programmer- Based on the Doctor Videogame programmer from the horror videogame Suffer the Night

100 CP- (Discounted Aswadim) Unnamed Aswad- Based on El Aswad the Nephandi Archmage from Mage the Ascension.

200 CP- (Discounted Aswadim) Crawling One- Based on Nyarlathotep from the Cthulhu Mythos and Nyaruko from the Light Novel Nyaruko Chan Crawling with Love.

400 CP- (Discounted Aswadim) Aleph Zero- Based on the resonator Denia and the Threnodian Aleph-1 from Wuthering Waves.

50 CP- (Discounted Bodhisattva) Mysterious Guide- Original character based on a Bodhisattva who loves acting mysterious.

100 CP- (Discounted Bodhisattva) Monk of the Open Palm- Original Character based on a Bodhisattva as a Wuxia Monk

200 CP- (Discounted Bodhisattva) Future Enlightened- Based on Sangzang the monk of Journey to the West from Fate Grand Order

400 CP- (Discounted Bodhisattva) Enlightened Oracle- Original Character based on one of the mythical Oracles.

50 CP- (Discounted Exemplar) Magic Adventurer- Original Character based around a magic adventurer.

100 CP- (Discounted Exemplar) Smiling Magus- Based on John Constantine from DC Comics

200 CP- (Discounted Exemplar) Backwards Magician- Based on Zatanna from DC Comics.

400 CP- (Discounted Exemplar) Mage of Flowers- Based on Proto Merlin from Fate Grand Order.

50 CP- (Discounted Siddha) Magical Obsession- Original Character based on a Siddha obsessed with magic.

100 CP- (Discounted Siddha) Magic Judge- Based on the magic judges from the manga Muhyo And Roji's Bureau Of Supernatural Investigation

200 CP- (Discounted Siddha) Snake Scientist- Based on Genderbent Orochimaru from Naruto.

400 CP- (Discounted Siddha) Witch of the Crossroads- Based on Hecate from Greek Mythology

50 CP- (Discounted Tetrarch) Loyal Blade- Original character based on the concept of a loyal assassin and bodyguard.

100 CP- (Discounted Tetrarch) Supreme Assistant- Based on Koyanskaya from Fate Grand Order

200 CP- (Discounted Tetrarch) Minister of Power- Original Character based around a powerful minister taking a shine to you.

400 CP- (Discounted Tetrarch) Scarlet Exarch- Based on the Scarlet Empress from Exalted

Changelog:

V1.0:

Made the jump.

V1.1:

Added notes on the limits of Arcanum

Clarified that the perks Gnosis and Extra Archmastery are limited in purchases without the capstone booster.

The Tyrannate item now also includes Seer Pylons and other forces as followers.

The Agama item was renamed Agama and cult of Jumping to also grant a cult of your own.

The Mandira/Dhatu item can now grant you an entire pantheon since Alienated can also serve pantheons instead of Lone Gods.

V1.2:

Correct the additional purchases of Gnosis is 4 to get to Gnosis 10.

Clarified that the Your Watchtower and Dur-Abzu items can also be used to simply copy canon examples.

The Minister Perk now also allows partial fusion with your patrons to gain parts of their powers and authority.

V1.3:

Clarified a typo in the Crawling One Companion.

Added that the Exarchial Tyrant perk also allows you to grow stronger and more influence from tyranny and oppression.

V1.4:

Fixed a typo in the Exarchial Tyrant scenario reward perk.

Clarified that discounted 100 CP and 50 CP companions become Free for their origin.

Renamed the Tetrarch capstone perk Golden Road to Golden Road Ascension to avoid confusion with the Golden Road Free perk.

Clarified what extreme power/influence means in the scenario rewards.

V1.5:

Added the list of companion references.

Clarified what the Arcanum can do at various ranks.

Archmastery perk: Clarified that the base perk makes you ageless and immune to mundane disease