

ShadowHaven FA & BoTL Overview

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Play Test: This quality is approved, but with the understanding it may be removed after 1 to 3 months of testing. Refunds will be addressed should the feature need to be removed. We ask players and GMs to write their experiences with this quality in this Topics for Discussion so it may be studied.

Limited GM only use: Items in this category cannot be used by PC's, and can only be used by GM's with explicit permission from the GM staff.

GM only use: Items in this category cannot be used by PC's, but GM's can make use of them as they wish.

Disallowed: Players nor GMs may use this.

Mastery Qualities

Name	Page	State
Adept Healer	31	Modified
Alchemical Armorer	31	Approved with clarifications
Alchemical Bomb Maker	31	Modified
Animal Familiar	31	Approved with clarifications

Apt Pupil	32	Approved with clarifications
Arcane Bodyguard	32	Approved with clarifications
Arcane Improviser [Chaos]	32	Modified
Archivist	32	Approved with clarifications
Astral Bouncer	32	Modified
Astral Infiltrator	32	Approved
Barehanded Adept [Buddhism]	33	Modified
Blood Necromancer	33	GM use only
Chain Breaker [Shaman]	33	Approved with clarifications
Chakra Interrupter	34	Approved
Charlatan	34	Approved
Chosen Follower	35	Modified
Close Combat Mage	35	Approved
Dark Ally (Specific Spirit)	35	Modified
Death Dealer	35	Approved for play test with clarifications
Dedicated Conjurer	36	Approved with clarifications
Dedicated Spellslinger	36	Approved
Dual-Natured Defender	36	Approved with clarifications
Durable Preparations	36	Approved with clarifications
Elemental Master [Wuxing]	36	Approved with clarifications
Flesh Sculpter	37	Approved
Healer	37	Approved
Illusionist	37	Disallowed
Items of Power	38	Approved
Mage Hunter	38	Approved
Missile Deflector	38	Approved with clarifications
Mystic Foreman	38	Approved
Mystic Pitcher	38	Approved
Pacifist Adept	39	Modified , Play Test
Potion Maker	39	Approved
Practiced Alchemist [Islamic]	39	Approved
Puppet Master [Black Magic]	39	Disallowed
Reckless Spell Master	39	Approved
Renaissance Ritualist [Chaos]	40	Approved
Revenant Adept	40	Modified
Shock Mage	40	Approved with clarifications , Play Test
Skinwalker [Sioux]	40	Approved with clarifications

Spectral Warden [Hermetic]	40	Approved with clarifications
Spell Jammer	40	Approved with clarifications
Spirit Hunter	40	Approved with clarifications
Spiritual Lodge	41	Approved
Spiritual Pilgrim [Buddhism]	41	Approved
Sprawl Tamer	41	Approved with clarifications
Stalwart Ally	42	Play Test
Taboo Transformer [Wicca]	42	Play Test
Vexcraft	42	Approved with clarifications
Worship Leader	42	Approved with clarifications

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Mentor Spirits

Name	Page	State
Dove	94	Approved
Planar Entity	95	GM only use
Arcana	95	Approved
Holy Text	95	Approved
Death	96	Approved
War	97	Approved
Tohu Wa-Bohu	97	Approved
Green Man	98	Approved
Sun	98	Approved
Dark King	98	Approved
Moon	98	Approved
Oak	99	Approved with clarifications
Stag	99	Approved
Great Mother	99	Approved
Spider (Alt)	100	Approved
Wolf (Alt)	100	Approved
Rat (Alt)	100	Approved
Raven (Alt)	BoTL 121	Approved
Lion	BoTL 131	Approved

Goddess	BoTL 129	Approved
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Compounds, Preps, & Reagents

Name	Page	State
Updated Raw reagents	187	Disallowed
Refined Reagents	187	Disallowed
Radical Reagents	187	Disallowed
Orichalcum	192	Approved
Atomizer	193	Approved with clarifications
Alembic	193	Approved
Athanor	193	Approved
Crucible	193	Disallowed
Vault of Ages	193	Modified
Alchemical Duct Tape	194	Approved
Astral Increase	194	Approved , applies to the aura that triggers it.
Astral Bond	195	Approved
Baobhan's Tears	195	Approved
Drain Away	195	Disallowed
Dulled Edges	195	Approved
Feel no Pain	195	Approved
Force of Personality	196	Approved
HMHVV II Inhibitor	196	Approved
Laminate	196	Disallowed
Perfect Sight	196	Approved
Sharpshooter	197	Approved
Unstoppable Vigor	197	Approved
Water Breathing	197	Approved
Abandon all hope	198	Approved
Barricade	198	Approved
Burn, baby, burn	198	Approved
Do your best	198	Approved
Get away from my ride	198	Approved

High as a kite	199	Approved
Noise on the line	199	Approved
Not on my watch	199	Approved
Lightning blade	199	Disallowed
Spirit Zapper	199	Approved
Stink Bomb	199	Approved
Stop thief!	199	Approved
Truth Serum	200	Approved
Up and at 'em	200	Approved
Watch your step	200	Approved

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Spirits

Name	Page	State
Bone Spirits	134	Pending
Blood Shades	135	GM only use
Wild Spirits	177	Play Test, details about the Spirit and the Status must be documented on the wiki. Player does not have any say in the powers or force.
Vehicle Spirits	180	Play Test, details about the Spirit and the Status must be documented on the wiki. Player does not have any say in the powers or force.
Hermetic Elementals	181	Approved
Djinn	72	Approved

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Spells

Name	Page	State
Branch	49	Approved
Vines	49	Approved
Thorn	49	Approved
Rosebush	49	Approved
Growth	49	Disallowed
Lash	49	Approved

Slash	49	Approved
Claw	50	Approved
Barrage	50	Approved
Multiply Food	50	Disallowed
Comet	50	Approved with clarifications
Gravity	50	Approved
Gravity Well	50	Approved
Evil Eye	50	Approved
Alter Ballistics	51	Approved with clarifications
Forest Transformation (Anchored)	52	Approved
Necro Summoning: (Minion) Ritual	52	Approved
Boil Blood	125	NPC only
Corpse Explosion	126	NPC only
Embolism	126	NPC only
Giger Spit	126	NPC only
Ice Veins	127	NPC only
Pyrohematics	127	NPC only
Rupture	127	NPC only
Clot	127	NPC only
Share Damage	127	NPC only
Somatic Healing	127	NPC only
Sympathetic Reprisal	128	NPC only
Blood Puppet	128	NPC only
Corpse Spikes	129	NPC only
Corpse Lash	129	NPC only
Blood Whip	129	NPC only
Blood Blade	129	NPC only
Viscera Web	129	NPC only
Blood Bath	130	NPC only
Blood Oath	130	NPC only
Death Curse	130	NPC only
Guardian Bond	131	NPC only

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Traditions

Name	Page	State
Black Magic (Update)	60	Approved
Traditional Black Mage		Play Test, No animal Familiar for free. Flight skill equal to force only.
Buddhist (Update)	61	Approved
Traditionalist Buddhist Rules		Approved with Clarification
Christian Theurgist (Update)	63	Approved
Traditional Theurgist	64	Approved
Vigilia Evangelica	64	Approved
Westphalian Theurgist	64	Approved
Druidic (Update)	65	Approved
Traditional Druid	67	Approved
Wild Druid	67	Approved
English Druid	67	Approved
Norse (Update)	67	Approved
Godi/Runemaster	68	Approved. Clarification: Durable Preparations means that the time until potency starts fading is changed to potency x3 hours rather than the standard x2 and then an additional doubling. This does not stack with the Durable Preparations quality.
Cunning Woman	68	Approved, Only can be taken on a full mage or mysad or aspected spell caster.
Seidman	68	Approved
Berserkers	68	Disallowed
Islam (Update)	69	Approved
Islamic Alchemist	70	Approved
Licit Qur'anic Mage	70	Approved
Shamanism (Update)	73	Approved
Traditionalist	74	Approved
Ancestor	74	Play Test, get the free channeling at IG 5 instead of 2
Cosmic	75	Approved,
Draconic	76	NPC only
Elder God Magic	78	Non-traditional approved, traditionalist NPC only

Green Magic	80	Approved
Missionist	81	Approved
Necro Magic	82	Approved
Olympianist	84	Approved
Path of the Pariah	85	Approved
Planar Magic	87	Planar Mage non-traditionalist, traditionalist NPC only
Red Mage	88	Approved
Romani	90	Approved, int+will:
Tarot	91	Play Test
Hybrid Traditions	101	Play Test, must be clarified on wiki and be approved

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Metamagics

Name	Page	State
Paradigm Shift	43	Approved
Paradigm Shift: Insect Shaman	43	NPC only
Paradigm Shift: Toxic	44	NPC only
Spirit Expansion: UMT	44	Approved
Spirit Expansion: Shedim	44	NPC only
Improved Astral Form	44	Approved
Astralnaut	44	Approved
Structured Spellcasting	44	Approved
Tarot Summoning	45	Play Test
Reckless Necro Conjuring	45	Approved
Noble Sacrifice	46	Play Test, must have line of sight to allies to work.
Harmonious Defense	46	Modified
Harmonious Reflection	46	Modified
Predator Feast	131	NPC only
Soul Tether	131	NPC only
Spiritual Sacrifice	131	NPC only

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Miscellaneous

Name	Page	State
The Elementalist	43	Approved with clarifications
The Hedge Witch/Wizard	43	Approved with clarifications
The Null Wizard	43	Approved with clarifications
The Seer	43	Approved with clarifications
The Apprentice	47	Approved with clarifications
The Enchanter	47	Approved
Mystic Adept Alterations	47	Modified
The Explorer	47	Approved with clarifications
The Aware	49	Approved with clarifications
Way of Unified Mana (MArt)	101	Approved
Mana Strike	102	Approved with clarifications
Mana Choke	102	Approved with clarifications
Crystal Breath	132	NPC only
Crystal Eye	132	NPC only
Crystal Gut	133	NPC only
Crystal Jaw	133	NPC only
Crystal Limb	133	NPC only
Crystal Spine	133	NPC only
Crystalline Blade	133	NPC only
Crystalline Claws	133	NPC only
Crystalline Diver	133	NPC only
Crystalline Grace	134	NPC only
Crystalline Reflexes	134	NPC only
Crystalline Shards	134	NPC only
Crystalline Vision	134	NPC only
Mentor's Mask (Optional Rule.)	182	Approved with clarifications
Spirit Leashing (Optional Rule.)	182	Disallowed
TROMPE L'OEIL LUXURY COMMLINK	BoTL 126	Approved

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Clarifications/Modifications

Adept Healer (p31)

- Adept Healer does not function on drain damage.
- Damage transferred by this ability will count as drain, and as such, cannot be transferred by further instances of this power, or healed by anything other than rest.

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Animal Familiar (p31)

- Animal Familiar requires you to purchase the animal as normal, then perform the Animal Handling + Charisma [Social] (12, 1 week) test as outlined in attune animal, to function.
- As stated in the RAW, this does not apply to Awakened animals.

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Alchemical Bombmaker (p31)

- Alchemical Bombmaker is limited to a number of increases in drain equal to your alchemy skill rating divided by 4, rounded down: Once at rating 4, twice at rating 8, three times at rating 12.)
- Can only be used with combat spell preparations.

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Alchemical Armorer (p31)

- Alchemical Armorer is required to learn the *Alter Ballistics* (p51) preparation. It has no other effect.

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Apt Pupil (p32)

- Apt Pupil applies Alchemy, Arcana, Artificing, Assensing, Astral Combat, Banishing, Binding, Counterspelling, Disenchanting, Ritual Spellcasting, Spellcasting, Summoning
- It applies to the following knowledge skills: Magical Theory, Magical Threats, Magic Traditions, Magical Groups, Magical background, (Appraising of) Magical Goods, Manasphere Studies, Astral Topography, Talismongering, Thaumaturgy and Arcano-Archaeology. More may be added to this list by requesting approval from the Council.
- This will not work with skillssofts, knowsofts, and Demara.

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Arcane Bodyguard (p32)

- As per page 48 of the Core Rules, "A Note on Rounding", round the dice you can use on yourself up.

Chain Breaker (p33), *Dedicated Conjurer* (p36)

- New spirit types are restricted to UMT spirits (Fire, Air, Earth, Water, Man, Beast, Guardian, Task, Plant, Guidance)

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Arcane Improviser (p32)

- Requires 4 spells (not preps) from each category, excluding rituals.
- Does not allow you to perform rituals you don't know, nor does it allow you to make preparations that you do not know, or fulfill requirements related to knowing spells.
- The 1/week limitation will be altered to 1/run for ease/simplicity of bookkeeping
- You must meet all the prerequisites to cast the spell, or otherwise be able to learn the spell (meaning no banned spells, and no spells that you wouldn't be able to take otherwise.)

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Archivist (p32)

- This will only work with the following knowledge skills: Magical Theory, Magical Threats, Magic Traditions, Magical Groups, Magical background, (Appraising of) Magical Goods, Manasphere Studies, Astral Topography, Talismongering, Thaumaturgy and Arcano-Archaeology. More may be added to this list by requesting approval from the Council.

Astral Bouncer (p32)

- This will only identify the following positive qualities: Home Ground (Astral Acclimation), Spirit Champion, Spirit Whisperer, Spirit Affinity, Mentor Spirit, Witness my Hate, Astral Chameleon, Elemental Focus, Focused Concentration, Adept Ways and all Mastery Qualities. Magic resistance, Arcane arrester and Astral Hazing
- This will only identify the following begative qualities: Astral beacon, Code of Honor: Harmony with Nature: The Shaman's Code, Spirit Bane, Spirit Pariah, Reduced (astral sight)
- Initiate grade, an initiate power, an adept power and type of awakened.
- Edge can not be determined.
- Physical and mental attributes can not be determined.
- It is GM fiat which item gets revealed

Barehanded Adept (p33)

- This will not work with a spell learned with adept spell
- These spells will not work on yourself. Further, the target must be attacked.
- This will only work with the following spells: Corrode [Object], Death touch, Knockout, One less [Metatype/Species], Punch, Ram [Object], Shatter, Shattershield, Thought

Recognition, Decrease [Attribute], Decrease Inherent Limits, Decrease Reflexes, Dehydrate, Detox, Enabler, Forced Defense, Inflict Disease, Nauseate, Prophylaxis, Rot, Stabilize, Intoxication, Mind Probe

Chosen Follower (p35)

- The following options are removed from the list of benefits: 'Learn two spells or rituals.' & 'Improve a magical active skill from rank 1 to rank 3.'

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Dark Ally (p35)

Only spirits that are not toxic or blood related which PCs normally have access to can be chosen.

Death Dealer (p35)

- Note that the maximum bonus from this quality to melee damage is +1, regardless of the rating of the quality, as per RAW.

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Durable Preparations (p36)

- Durable Preparations stacks with *Practiced Alchemist* (p39, FA), effectively changing the duration before a prep begins to degrade to (Potency x 6) hours.

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Elemental Master (p36)

- This will only work with the natural elements air, earth, fire, or water. Electricity does not apply.
- This does not apply to drain.

Dual-Natured Defender (p36)

- Dual-Natured Defender is a free action to activate, and free action to deactivate
- Dual-Natured Defender only functions on your innate dual natured quality, such as that from being infected. Any other sources of dual natured, such as channeling, or being in an astral rift, are unaffected, and do not qualify you for the quality.
- The duration of having this ability active rounds up to the next minute for purposes of determining how long it can be used for before losing magic, essentially making it so that it is always used in one-minute chunks.
- Rather than simply cease astral perception, dual-natured defender will temporarily cause you to not count as a dual natured being while active.

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Missile Deflector (p38)

- Missile Deflector requires a successful *Missile Parry* (p310, CRB) interrupt, followed by an adept power *Counterstrike* (p170, SG) interrupt, for a total of -10 initiative to

use. Rather than the normal effects of the counterstrike adept power, when this ability is used, it will allow you to make a normal simple action thrown weapon attack against any valid target, with all appropriate modifiers, using the object you have caught.

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Pacifist Adept (p39)

- The notoriety restriction on Pacifist Adept is removed, due to the possibility of gaining notoriety via peaceful means such as refusing to do a job when you realise it involves murder, or similar.

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Revenant Adept (p40)

- If used, note the date used on your wiki along with a link to the run where it was used on.
- Revenant Adept works until it's cleared all the damage that regeneration can clear, you've died, or the run ends. This means that having one box of drain does not allow you to have regeneration indefinitely.
- Revenant Adept does not take an action, even a reaction, to trigger. It can be used while unconscious or in physical overflow. This can be done in reaction to an attack, and the user does not need to be aware, in character, to do this.

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Shock Mage (p40)

- "Electricity based skill" shall be at least 1 electricity based spell including [Electricity] Grenade, Ball Lighting, Lighting Bolt, Interference and Pulse.

Spell Jammer (p40)

- Spell Jammer is not affected by mana barriers, but is affected by background counts.

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Spirit Hunter (p40)

- Spirit Hunter will cancel any sustained powers, and prevents the use of any active powers, with the exception of materialization.

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Skinwalker (p40)

- The pelt for a mundane creature will cost 50% of the price of purchasing the critter itself, and has an availability equal to that of the critter. Prices and availabilities can be found [here](#).

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Spectral Warden (p40)

- Binding replaces summoning for the initial summoning tests made by a Spectral Warden, but they must bind the spirit immediately after summoning, the spirit cannot be used for any other purposes before they are bound.

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Sprawl Tamer (p41)

- Sprawl Tamer interacts additively with our existing [house rules](#) (Effectively adds another +1 modifier to the number of tricks a critter can learn.)

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Vexcraft (p42)

- Suppress focus is a simple action, and can be used from either the astral or physical, if you have line of sight on an active focus.
- Grounding focus is a complex action, and can be used from either the astral or physical, but requires both the focus to be eligible to target, and the owner to be eligible to target. This means you can only use this ability to damage a dual natured, or purely astral target, if you yourself are astral, for example.
- Counterspelling does not apply to the defence test, but power foci do, as does the force of any mana-barriers between the caster and the defender.

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Worship Leader(p42)

- The GM has final say on if enough people can be gathered. Regarding group contacts, organized crime groups and gangs tend not to worship. One must have the Rank quality in any religious order.

The Elementalist (p43)

- Aspected magicians, full magicians, and mystic adepts may be Elementalist. You must choose to be an Elementalist at character generation.

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The Hedge Witch/Wizard (p43)

- Aspected magicians, full magicians, and mystic adepts may become Hedge Witches/Wizards. You must choose to be a Hedge Witch/Wizard at character generation.

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The Null Wizard (p43)

- Aspected magicians, full magicians, and mystic adepts may be Null Wizards. You must choose to be a Null Wizard at character generation.
- The 'Conjuring' skill will be added to the list of skills they cannot take.

- A Null Wizard receives the 'Spell Resistance' adept power, at a rating equal to initiate grade.

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The Seer (p43)

- Aspected magicians, full magicians, and mystic adepts may be Seers. You must chose to be a Seer at character generation.

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Harmonious Defense (p46)

- Mystic Adepts cannot take this quality.
- Harmonious Defense does require the user to astrally perceive to be used.

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Harmonious Reflection (p46)

- Mystic Adepts cannot take this quality.
- Harmonious Reflection requires the user to be astrally perceiving, similar to reflect spell.

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The Apprentice (p47)

- An Apprentice can only select UMT spirits (Fire, Air, Earth, Water, Man, Beast, Guardian, Task, Plant, Guidance)

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The Explorer (p47)

- An Explorer can take metamagics/enhancements/focussed awakened as an aspected magician.

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Mystic Adept Alterations (p47)

- Mystic Adepts must choose **one** of the three magical groups (Enchanting, Sorcery, Conjuring) which they will lose access too.
- Mystic Adepts do not gain the ability to astrally perceive without purchasing the adept power to do so.

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The Aware (p48)

- An Aware can take metamagics/enhancements/focussed awakened as an aspected magician.

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Comet (p50)

- Comet does not ignore armour specific elemental resistances (Specifically, fire resistance.)

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Alter Ballistics (p51)

- Alter Ballistics can also be used on arrows & bolts, as well as bullets, but not area of effect explosives such as rockets or grenades, or other “ballistic” weapons such as darts, thrown weapons, or tasers.
- Alter Ballistics requires Alchemical Armorer to learn, and can only be made into a preparation, not cast as a spell.

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Oak (p99)

- Oak’s bonus die to damage resistance does not apply to drain.

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Mana Strike (p102)

- Mundanes/Magicians cannot One Trick Pony Mana Strike

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Mana Choke (p102)

- Mundanes/Magicians cannot One Trick Pony Mana Choke
- Damage is resisted as drain. Body + Willpower for adepts and mundanes, Willpower + Drain attribute for magicians and mystic adepts. This damage cannot be healed by anything other than rest.

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Mentor’s Mask (p182)

- The negative affect to magician abilities from a Mentor’s Mask will make it possible to detect sustained spells with numinous perception, due to their mentor’s mask manifesting.
- Mystic Adepts, if they take a mentor’s mask, get the type of mask bonus dependant on the bonus they receive from their mentor spirit (IE: If they took the adept bonus from their mentor spirit, they get the adept mask, and if they took the magician bonus from their mentor spirit, they get the magician mask.) The negative effect of a mentor’s mask applies to all aspects of their magic usage that have a force (Both their adept powers, and magician abilities.)
- The choice to have a mentor’s mask is made when a character acquires a mentor spirit. If they later switch mentor spirits, they get to make the choice again. If, for any reason, they lose their mentor spirit, they no longer have the advantage, or disadvantage, of a mentor’s mask.
- You may obtain or remove your mentor’s mask by paying 20 karma without ‘losing’ your mentor. (Effectively buying off the mentor, then buying it again.
- There is no way to hide a mentor’s mask, there is no way to hide it.

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Atomizer (p193)

- An Atomizer has an accuracy of 3, and concealability of +0, uses exotic weapon (Atomizer) with a range array of 0.1/0.25/0.5/1 m, takes a complex action to reload, and requires a simple action to fire.
- The preparation used with an Atomizer will trigger on a valid target after firing (i.e., a living aura, similar to a contact prep).

- The Atomizer itself will function as the lynchpin for breaking sustained spells (i.e., if the Atomizer is broken, the spell will drop.)
- An Atomizer cannot take accessories or modifications.

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Vault of Ages (p193)

- A Vault of Ages can hold (Rating x 2) preparations, each of which can have a maximum force of (Rating x 2)
- Vaults of Ages have a maximum rating of 5
- A Vault of Ages a size dependant on rating, as defined by the following table

Rating	General Size
1	Belt Pouch
2	Satchel
3	Backpack
4	Duffel Bag
5	Minifridge/Safe (Vehicle Portable)

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Traditionalist Clarification

If you take a traditionalist or other special path, it is a paradigm shift to leave said path. Your initiation count can not “restart”. If you missed the initiation for the level 1 gain, it is missed.