

IF YOU'RE GOING TO CHANGE THE WORLD, IT HELPS TO HAVE THE RIGHT TOOLS.

Unknown Armies is a game spread out across five books. In order to help you find the information you need about adepts, avatars, unnatural entities, and unexplained phenomena, we've gathered together a master index with some secondary indices. Each index is color coded and may be printed out or used right from your screen.

In addition to the index, we've recreated the charts and tables from the GM screen that came with the Deluxe Set, updated some of the information, and bundled them in with character sheets and a quick reference sheet.

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TABLE OF CONTENTS

LISTS

These lists contain items spread across all five books. Lists that are contained entirely by one book are not included here. For example, all abilities and relationships are covered by Book One: Play, and so are not listed here.

LIST OF ARCHETYPES	3
LIST OF ARTIFACTS	3
LIST OF DRUGS AND OTHER PSYCHOACTIVE MATERIAL	4
LIST OF FEATURES	4
LIST OF GMCS	5
LIST OF GROUPS & ORGS	5
LIST OF IDENTITIES	5
LIST OF LITERATURE	6
LIST OF LOCATIONS	6
LIST OF MAGICK SCHOOLS	7
LIST OF META / GAME TERMS	8
LIST OF RITUALS	10
LIST OF OTHER MAGICKAL PRACTICES AND FORCES	10
LIST OF SPELLS, ALPHABETICAL	11
LIST OF SPELLS, BY SCHOOL	13
LIST OF UNNATURAL ENTITIES	16
LIST OF UNNATURAL PHENOMENA	16

MASTER INDEX	17
--------------------	----

GAMEMASTER CHARTS AND TABLES

This information originally occurred on the Deluxe Edition GM Screen, and has been corrected here.

COMBAT REFERENCE	24
SHOCK METERS	25
COERCION, THE GRIDIRON, OBJECTIVE REFERENCES	28

CHARACTER SHEETS

SUPERNATURAL	29
ADEPT	30
AVATAR	31

ARCHETYPES

There's a limit of 333 archetypes, and there's no way we're going to include all of those (and any list you might come up with stands a good chance of changing before you're finished).

The Artist	IV-68-70
The Captain	I-98-100
The Chronicler	III-24
The Collector	IV-71-72
The Confessor	III-28
The Demagogue	III-32, V-51-53
The Disciple	V-53-55
The Executioner	III-39
The Explorer	I-101-102
The Firebrand	I-102-104
The Flying Woman	III-41
The Fool	I-104-105, III-42
The Freak	III-42
The Guide	I-106-107
The Hacker	I-107-108
The Healer	III-48, V-55-56
The Hunter	III-50
The Judge	III-53
The Loyal Laborer	III-59
The Martyr	III-60, V-57-58
The Masterless Man	III-61, V-59-60
The Merchant	III-62
The Messenger	I-108-109, III-63
The Mother	I-110, III-62
The Muse/Patron	IV-73-74
The MVP	III-62, V-61-62
The Mystic Hermaphrodite, The	III-62, See Sexual Rebis
The Naked Goddess	I-111-112, II-54.
The Necessary Servant	III-65
The Opportunist	I-113
The Outsider	III-70
The Peacemaker	III-73
The Pilgrim	III-75, V-63-64
The Rebel	III-79
The Salesman	V-65-66
The Savage	III-83
The Scholar	III-83
The Shaman	IV-75-77
The Solid Citizen	I-114-115
The Sexual Rebis	III-40, III-42, III-79, III-84.
See also Freak, The	
The Star	I-116-117
The Survivor	I-117-118
The Tamer	IV-78
The Trickster	III-93
The True King	I-119-120, III-94
The Two-Faced Man	III-93, V-67-68
The Unsung Champion	I-121-122
The Warrior	I-123, III-105

ARTIFACTS

centurion (significant)	III-21, V-88
Amulet of Retribution (major)	II-90
ANY RANDOM MAN... (minor)	III-13
Basilisk Portrait, The (major)	I-89
Book of Names	V-45
death cars	III-31-32
Corsican Rings, The (significant)	I-88
erotic pastries	III-37
Fig Vine	III-40
Glorious Pumpkin, The (minor)	I-86
Grandma's Diary (significant)	I-88
Grappa di Veronica	III-45, V-88
Gribkov rubies	III-82
Just What I Needed (significant)	I-88
Knob, The (significant)	I-88
Listening Shears (significant)	V-49
Lucky Flick (minor)	I-87, V-88
Magic Bullet (minor)	I-87
Minerva's Eyes (minor)	I-88
Naked Goddess VHS tape	II-72, II-75, II-76, III-83, V-31, V-55, V-88
Nightingale Watch, The	I-89
Optimist's Card, The (minor)	I-87
Queller's wand	III-77, V-88
Shield Against Assassins (major)	II-89
Tim's Birthday Present (significant)	V-49
Wainwright's Second Banner (significant)	V-49

DRUGS AND OTHER PSYCHOACTIVE MATERIAL

See also narco-alchemy; See also Addict (identity)

addiction	I-27, I-162, II-36
alcohol	I-27, I-28, III-12, III-16, III-19, III-28, IV-37
See also Dipsomancy, See also The Sometimes Bar	
cocaine	I-28, I-101, III-85, IV-15, V-65, V-86
coffee	I-27, II-78, III-19, III-28
downers	I-27, I-28
Dittany of Naxos	III-33
dream peppers	III-34
ephedrine	III-88
heroin	I-27, I-28, III-16, V-35, V-91
ketamine	V-47
marijuana	I-27, I-104, IV-40
MDMA	I-28, II-53, V-80, V-92
mescaline	III-34, III-63, V-47
nicotine	I-28, III-19, III-67
See also Ustrinaturgy	
peyote	IV-75, IV-76
psychedelics	I-28
psychoactive toad or frog	I-178
resistance to drugs	I-8
soy sauce	IV-32
tea	III-88-89
uppers	I-27, I-28
xanthan gum	III-107

FEATURES

came out of foster care (GMC)	IV-42
can't resist a mystery (GMC)	IV-42
can't sleep (GMC)	IV-42
casts rituals	I-44, I-176
coerces a meter	I-44
cooperative	IV-35
doesn't conform to society's sexual expectations (GMC)	IV-44
evaluates a meter	I-44
fuckin' rocks (GMC)	IV-42
has crippling debts (GMC)	IV-43
has scary problems (GMC)	IV-45
influence	I-49
is a scary problem (GMC)	IV-45
is a single parent (GMC)	IV-43
is clued in (GMC)	IV-45
is in a cult (GMC)	IV-45
is unusually old (GMC)	IV-44
loves romance (GMC)	IV-43
medical	I-44
obsessed with UFOs (GMC)	IV-44
performs Illusions (GMC)	IV-42
provides firearm attacks	I-44
provides initiative	I-45
provides wound threshold	I-45
resists shocks to a meter	I-45
sincere	IV-35
specific harm	I-48
specific information	I-47
specific protection	I-47
steals (GMC)	IV-44
substitutes for	I-42
tactical	IV-35
therapeutic	I-45
truly believes (GMC)	IV-44
unique	I-45
use gutter magick	I-45
vague harm	I-48
vague information	I-46
vague protection	I-47
versatility	I-49
was in the war (GMC)	IV-42
weaponized physique	IV-36
works out (GMC)	IV-43

GMCs

Alex Abel, Mastermind	I-55, II-57, II-85-89, II-90, II-126, III-67. See also New Inquisition, The
Bolus	IV-15-16
Cage, Chief of Security	II-87, II-90
Cameron Coleman	V-90
Clinton Qulne	III-78
Comte de Saint-Germain	III-28. See also Human Eternal, Old Mother Apocalypse, The Freak, Joys and Sorrows
Dame Benedicta, a Great Lady	III-29-30
Detective Ernesto "Nesto" Casavetes	V-95-96
Edward Escobar, Worn-Out Federele	III-38
Fool-Killer	IV-17-20
Gary the Demon	V-48
Geri, the Sword	II-73-74, II-76
Ice Cream Nan	IV-20-21
Kenmeer Livermaile	III-58
"Mad Doc" Arson	V-97
Mavra Piagetti	II-57, II-65, IV-87-89
Mira, the Seeker	II-73-74, II-75-76
Miriam Cruz, Agent of the Chapel of Mirrors	III-22-24
Moonglow	V-98-99
Taiyama Hiroto, the Spider	II-75
Tyrone LaCroix	V-91

GROUPS & ORGS

#OccupyTheTower	III-68
ə2I [Schwa Secundum Indogermanicum]	III-39
Abnormal Pathogen Research Group	III-11-12
Blue Line	III-16-18
Church of the Inscrutable Will	III-24-25
Cult of the Cruel Ones, The	V-92-95
Data Freedom Foundation (DFF)	III-31
FLEX ECHO	II-54, II-56, II-57-60 See also GNOMON
Florida School for Boys	III-40-41
Immortal Secretaries, The	II-97
Invisible Clergy	I-12-13, I-79, I-94, III-8, IV-80
Jesus Christ Advisory Board (JCAB)	III-52
Knights of the Road	III-56
Lighthouse	V-90, V-92
Mak Attax	II-56, II-78, II-91-94, II-126, III-60, IV-80, IV-83
Milk, The	II-56, II-95-96
New Alexandria Library	III-66-67
New Inquisition, The	II-55, II-56, II-57, II-85-90, II-92, III-67, IV-29, IV-88
Ordo Corpulentis	II-54, II-56, II-67-71, IV-6-7
Pazuzu's Circle	III-72-73
Reptilian Hunting Society	III-80
Sect of the Naked Goddess	II-56, II-72-76, III-83, IV-80, IV-81. See also Naked Goddess VHS tape; See also Pornomancy
Sleepers	II-55, II-56, II-77-84, II-98, III-85, IV-22
meetings	V-84-89
Sleepers box	V-85
Temptation Alley	III-89
Wikilluminati	III-106

IDENTITIES

Academic (GMC)	IV-36-37
Acrobat	I-50
Addict (GMC)	IV-37
adept identity	I-128
avatar identity	I-95
Alderwoman (GMC)	IV-37
Beat Cop (GMC)	I-53
Blues Musician	I-50
Bouncer (GMC)	IV-38
Burnt Out (GMC)	IV-38
Caring	I-50
Charger (GMC)	IV-38
Checker (GMC)	IV-38
Daysleeper (GMC, supernatural)	IV-39
Detective (GMC)	IV-39
Dog Trainer	I-50
Electrician	I-50
Freemason	I-50
Gym Rat	I-50
Hacker (GMC)	IV-39
Hot	I-51
Invisible Clergy Lore	III-16
Irritable	I-51
Jujutsu Instructor	I-51
Karate Instructor	I-51
Lifeguard	I-51
Mobbed Up (GMC)	IV-39-40
Muslim	I-52
Nature Lover	I-52
No-Touch Aikido (Mystic)	IV-46
Occultist	I-52
Open Chakra (Mystic)	IV-46
Palden Lhamo's Protection (Mystic)	IV-46
Petty Crook (GMC)	IV-40
Police Officer	I-52
Pony (GMC)	IV-40
Psych-Salad Survivor	II-87
Quest Visions (Mystic)	IV-46
Quiet	I-52
Receptionist	I-52
Rune-Maker (Mystic)	IV-47
Server (GMC)	IV-40
Sleeper	II-79
Social Worker	I-52
Statosight (Mystic)	IV-47
supernatural identities	I-46
Templar Heritage (Mystic)	IV-47
Trucker	I-52
Undead-ish (Mystic)	IV-47
Undertaker	I-53
Venom Thought Bomb (Mystic)	IV-47
Veteran	I-53
Weather Forecaster	I-53
Working Homeless (GMC)	IV-41
Wormworld (Mystic)	IV-48
X-Ray Heart (Mystic)	IV-48
X-Ray Technician	I-53
Yardbird	I-53
Yeti Ancestry (Mystic)	IV-48
Zennihilator (Mystic)	IV-48
Zookeeper	IV-36

LITERATURE

<i>American Elsewhere</i> by Robert Jackson Bennett	IV-65
<i>Babadook, The</i> by Jennifer Kent	IV-52
<i>Beasts of the Southern Wild</i> by Benh Zeitlin	IV-85
<i>Bible Repairman, The</i> by Tim Powers	IV-52
<i>Big “Book” of Rituals</i> , by Gary the Demon	V-39
<i>Big Machine</i> by Victor Lavalle	IV-29
<i>Black Hole</i> by Charles Burns	IV-32
<i>Clean Room</i> by Gail Simone	IV-29
<i>Intacto</i> by Juan Carlos Fresnadillo	IV-13
<i>John Dies at the End</i> by David Wong	IV-32
Kim Deitch	IV-65
<i>Limetown</i> by Zack Akers, Skip Bronkie, and Dave Yim	IV-13
<i>MIND MGMT</i> by Matt Kindt	IV-30
<i>Magic for Beginners</i> by Kelly Link	IV-86
<i>My Name is Dirk A.</i> by Dirk A.	II-78, II-79, II-81, V-12, V-84
<i>Ode</i> , Arthur O’Shaughnessy	title pages
<i>Prague Cemetery, The</i> by Umberto Eco	IV-24
<i>Seasons in the Offness</i> by Gloria Tenchner	I-17, I-55, I-77, I-91, I-125
<i>Snap Judgment: Spooked I-V</i> by Glynn Washington	IV-53
<i>Spellbound</i> by Karen Palmer	IV-66
<i>Spook</i> by Mary Roach	IV-53
<i>Tanis</i> by Nic Silver	IV-30
<i>Terribly Happy</i> by Henrik Ruben Genz	IV-33
<i>Uzumaki</i> by Junji Ito	IV-86
<i>Valley of the Black Pig, the</i> by w. b. Yeats	III-103

LOCATIONS

This word is used loosely.

333 Maple Lane	V-75
Bon Ton, The	III-19
Binge, The	V-81
Chamber of Clotted Nightmares	II-126–128
Chapel of Mirrors	III-21–23
Claim of the Clergy	IV-80
Drive-In, The	V-79–80
Epperstein Clinic	III-36–37
Goddess’ Basement	IV-81
House of Renunciation, The	II-115, II-123, II-124–126, III-50, V-70
Hunger Homes	IV-57–62
Karp’s Gulch	III-54
Library of Discord, The	II-129–130
Maiduguri Fish Market	V-76
Merchant’s Chamber	IV-81–82
Microtex Field	V-75
New Alexandria Library	III-66–67
otherspaces	II-19, II-119–123, IV-30, V-70
Binge, The	V-81
Spitstone	V-82
Oshkosh Camelot	V-75
Paragon Places	V-70–80
list of potential places	V-76
The Battlefield	V-74–75
The Castle	V-75
The Home	V-75
The Marketplace	V-75–76
The Wilderness	V-76
Smoking Lake Nature Reserve	V-76
Sometimes Bar, The	V-77–78
Spitstone	V-82
Statosphere	I-12, I-79, I-178, I-181, III-8
Tamer’s Mountain	IV-82–83
Usagi Shima	III-102
Warrior Cavern	IV-83
Wink, New Mexico	IV-65

MAGICK SCHOOLS

Agrimancy	farming, the land	AKA landbreakers, tamers, sodbusters	I-130, I-142-145
Amoromancy	love		III-12
Annihilomancy	destruction		III-12
Bibliomancy	books		III-15
Cameraturgy	photography	AKA lensers, imagicians, paparazzi	I-146-149
Cinemancy	film, movies		I-150-153
Cliomancy	history		III-26
Cryptomancy	lies, secrets	AKA cognoscenti, weasels, liars	III-28, V-7-10
Detritomancy	garbage	AKA garbologists, magpies, pack rats	V-11-14
Dipsomancy	alcohol		III-32, V-78
Entropomancy	entropy, randomness		III-36, V-15-18
Epidermancy	flesh, the body	AKA fleshworkers, skinnners, trauma cases	III-37, V-19-22
Fulminaturgy	firearms	AKA armigers, gunsels, sloppy seconds	I-154-157
Geomancy	land, structure		III-45
GNOMON	FLEX ECHO		II-57-59, II-61-66, IV-88
Herpemancy	snakes		III-48
Iconomancy	famous dead people		III-51
Infomancy	information		III-51
Irascimancy	anger		III-51
Katharomancy	cleaning	AKA neat freaks, sanitizers, Howards	V-23-26
Kleptomancy	theft		III-55
Mechanomancy	machines		III-62
Motumancy	rebellion, anarchy	AKA flag-burners, anarchs	I-158-161, II-74
Narco-Alchemy	drugs		III-65
Oneiromancy	dreams		III-69
Personomancy	masks, pretense		III-74
Plutomancy	acquisition, money		III-75, V-27-30
Plutophagy	literally eating valuable things		III-75
Pornomancy	sex		III-75, V-31-34
Refumancy	wealth redistribution		I-141
Sociomancy	fandom, pop culture	AKA fanboys/fngirls, groupies, otaku	I-162-165
Thanatomancy	murder		III-89
Thaumaturgy	traditional ritual magick		I-175, I-179, II-58
Urbanomancy	a city	AKA rats, slum junkies, Hawksmoors, ward heelers	III-102, V-35-38
Ustrinaturgy	smoking	AKA gaspers, chimneys, vape bros	IV-9-12
Vestimancy	clothing	AKA tailors, fig leaves, empty suits	I-166-169
Viaturgy	cars	AKA broken heroes, wheelers, ramblers	I-170-173
Videomancy	broadcast TV		III-104

META & GAME TERMS

Ω	I-97
ability	I-8, I-30
Connect	I-8, I-31, I-41
Dodge	I-9, I-34, I-41, I-63
downbeat abilities	I-30, I-34
Fitness	I-8, I-32, I-41
Knowledge	I-8, I-31, I-41
Lie	I-9, I-34, I-41
Notice	I-8, I-32, I-41
Pursuit	I-9, I-35, I-41
Secrecy	I-9, I-36, I-41
Status	I-8, I-33, I-41
Struggle	I-9, I-36, I-41
upbeat ability	I-30
adept	I-9, I-13, I-49, I-127-192, I-175, 7.
	See also gutter magick; See also schools of magick
domain	I-133
effects and costs	I-133
laws of magick	I-128
minor effects	I-135-137
paradox	I-128, I-133
significant effects	I-138
Ω	I-131
antagonist phase	II-35, II-38-41
antagonists.	See also gamemaster characters (GMC)
inhuman	II-103-104
atmosphere	II-7
blackouts	I-27
blessing	I-182
blowback	II-40-41, II-42-43, II-105, II-118, II-125
bond	I-182
boon	I-182
campaign	II-35, II-45-47
	See also gamemaster (GM); See also mystery
acceptance	II-46
don't negate	II-45
House of Renunciation in	II-125
new PCs	II-37
pacing	II-42
starting	II-25. See also set the stage
termination	II-47
character	I-19-22, II-25-33
	See also player character;
	See also gamemaster characters (GMC)
creating	I-54, II-25
sheet	I-19, II-131
character phase	II-35, II-36
crit	I-15
curse	I-182
distractions	II-39
domain	I-133
failed notch	I-7, I-19, I-20, I-26, IV-33
feature	I-10, I-44
flip-flop	I-15, I-137, IV-36
focus shift	I-62
frenzy	I-20, I-26
fumble	I-14

game phases	II-35
antagonist phase	II-38-41
character phase	II-36
mediation phase	II-41-44
game session	II-35
gamemaster (GM)	I-5, II-5
acceptance	II-46
don't negate	II-45
unraveling mystery	II-6
gamemaster characters (GMC)	I-38, I-96, II-49-53, IV-36, V-84
adepts as	II-52-53
major	II-52
minor	II-50
significant	II-51
gaslighting	II-8
Golden Hour Treatment	I-75
gridiron	I-70-71
chase scene	I-71
compressed	I-70
grapple gridiron	I-69
open-ended	I-70
see it my way	I-72
trial	I-71
Helplessness	I-20, I-23, I-41, I-58
hunch roll	I-15
identity	I-10, I-42-53, II-27
	See also of course I can; See also feature
improving	I-46
new	I-46
Sleeper	II-79
initiative	I-45
Isolation	I-20, I-24, 41, 58
madness, ongoing	I-27
addictive behaviors	I-27
blackouts	I-27
delusions	I-28
flashbacks	I-27
paranoia	I-27
philia/obsession	I-28
phobia	I-27
ritual for	V-44
trauma bond	I-27
matched failure	I-14
matched success	I-15
mediation phase	II-35, II-41-44
milestones	I-7, II-17
mulligan	I-70
notch	I-21
notch, failed	I-21-25, I-27, IV-33
notch, hardened	I-7, I-8, I-9, I-19-20, I-21-25, I-30, IV-33
notch, open	I-7, I-8
objectives	I-5, I-6-7, I-139, II-9, II-13-23, II-42, II-118
closure	II-14-15, II-20
effects	II-21
examples	II-26
milestones	I-7, II-17
path	I-7, II-17-18
rituals as an objective	V-40-41
scale (local, weighty, cosmic)	I-6, II-15-16
shifting	II-22
taking the plunge	II-15

obsession I-9, I-28, II-27, II-30
 obstacles II-39, II-43-44
 sandbag groups II-55
 of course I can I-10, I-38, I-42
 open notch I-7, I-8
 opposition groups II-54-56
 panic I-20, I-26
 paralysis I-20, I-26
 passion I-9, II-30
 fear I-9
 noble I-9
 rage I-9
 path I-7, II-17-18
 percentile roll I-14
 player character I-6, II-5, II-25
 bringing in new II-37
 plot II-9
 proxies I-183
 range and duration I-134
 rank I-19
 relationships I-37-38, II-29, IV-48
 ending I-40
 result I-14-15
 crit I-15
 fumble I-14
 matched failure I-14
 matched success I-15
 simple failure I-14
 simple success I-15
 ritual I-13, I-44, I-175-184, IV-20
 casting minor rituals I-176
 casting significant rituals I-179
 charging rituals I-129
 making up I-181
 ritual effect categories
 blessing I-182, II-82
 bond I-182
 boon I-182
 curse I-182
 proxies I-183
 whammy I-182
 ritual games V-47-48
 rituals as an objective V-40-41
 rolling I-184
 The New Rules of Ritual Work V-39
 using and exploiting I-184
 using artifacts in I-90
 rolls *See also flip-flop; See also result*
 caster rolls II-110
 demon escape rolls II-109
 demon summoning rolls II-109
 hunch roll I-15
 percentile roll I-14
 riot rolls II-98
 rules I-14
 scale (local, weighty, cosmic) I-6, II-15-16, IV-30
 Self I-20, I-25, I-41, I-58
 shock gauge I-7, I-9, I-19, I-41
 shock gauge notches II-30
 shock meter I-7, I-45
 simple failure I-14
 simple success I-15

stress check I-7-8, I-19-20, I-26
 substitutes for I-38, I-44
 supernatural identities I-46
 symbolism I-97, I-128, III-103, IV-85
 trial I-71
 trigger warning I-15-16
 Unnatural I-20, I-22, I-41, I-59, II-26
 unnatural entities II-112
 ritual to rebuke V-43
 unnatural phenomena I-81-82, V-43
 exploiting I-85
 one-time II-21
 upbeat ability I-30
 Violence I-20, I-21, I-41, I-59
 ward II-21
 whammy I-182
 wounds I-63, I-75
 wound threshold I-45, I-63

OTHER KINDS OF "PEOPLE"

archetype I-12, I-80, I-93-94, I-97, III-6, V-51.
 See also ascension; See also avatar
 archetypal locations *See paragon places*
 exploiting I-124
 avatar I-13, I-95, V-51
 becoming I-96
 exploiting I-124
 charger I-11, III-6
 Charger (identity) IV-38
 checker I-11, III-7
 Checker (identity) IV-38
 demons I-175, II-106-111, III-7, IV-20, IV-50
 basic demons II-110
 controlling II-110
 demonic possession II-108-109
 revenants II-110-111
 summoning I-177, II-109
 duke III-35
 ghost III-45. *See demons*
 ritual to see V-43
 godwalker I-13, I-95-96
 Human Eternal III-50
 immortals III-51
 inhuman beings II-103-105
 Joys and Sorrows III-52-53
 lord III-59
 Neverwhen People III-65
 Old Mother Apocalypse III-69
 pony I-11-12, III-8
 Pony (identity) IV-40

RITUALS

All rituals are minor unless noted.

There are rituals to summon demons and many types of unnatural entities. See sections on each of these for details.

Belling the Cat	III-15
Blessings of Passion	I-177
Blood Cake	III-16
Breathe Underwater	III-19
Butter Knife (significant)	III-20
Call the Hunter, To	V-46
Cat-Leather Ring Rite, The	IV-22
Cause a Haunting, To	III-92
Channel Zero	V-42
Cloven Orange	III-26
Copy Pastes (type of ritual)	V-42
The FUBAR Ritual	V-43
Do You Want to See Ghosts?	V-43
How to Cut Off Your Own Head	V-43
The Uber to Hell	V-43
Cursed Story, The	V-41
Death Cars (unknown)	III-29-30
Devil's Dissertation, The	V-41
Devil's Game (significant)	III-32
Do You Want to See Ghosts?	V-43
Doll, The	III-33
Dryad Abidance (significant)	I-180
Elevator Trick, The (significant)	I-180
Feline Ghostbreaker (significant)	I-180
FUBAR Ritual, The	V-43
Finding the Book of Names	V-45
Fool-Killer ritual	IV-19
Gallery, The	V-45
Games Rituals (type of ritual)	V-47-48
Great Feast, The	II-68
Green Phone, The	I-177
Hell's Heart Bullet, The (significant)	I-180
Hitchhikers	V-46
How to Cut Off Your Own Head	V-43
I Have Become Phobedor	II-78
Ice Cream Nan (unknown)	IV-20
It Meets the Need (type of ritual)	V-44
The Hook-Up	V-44
The TV in the Alley	V-44
Finding the Book of Names	V-45
What to Do When Someone Is Buried Alive	V-45
Hook-Up, The	V-44
How to Cut Off Your Own Head	V-43
Liar's Guts	III-58
Maddening Invader	I-177
Mixing Up Mummy Brown	V-42
Neptune's Awakening	I-177
Oddities and Entities (type of ritual)	V-45
The Gallery	V-45
Hitchhikers	V-46
To Call the Hunter	V-46
Old Mirror	I-178
On	III-69
Pandora's Box	III-71
Pass-Out Game, The	I-178
Personal Ad (significant)	III-74

Professional Rumors (type of ritual)	V-41
The Cursed Story	V-41
The Devil's Dissertation	V-41
Channel Zero	V-42
Mixing Up Mummy Brown	V-42
Recall in Truth	I-178
Red Sauce	III-79
Rite of the Tamer's Mountain (unknown)	IV-82-83
Ritual Games (type of ritual)	V-47-48
Ritual of Darkness (unknown)	III-81
Ritual of Lesser Correspondence	II-93
Ritual of Light (unknown)	III-81
Ritual of Renunciation (unknown)	II-125
TV in the Alley, The	V-44
This Is a Bad Idea? (significant)	III-90
Trains (significant)	I-180
Uber to Hell, The	V-43
Unveil the Inner Eye	I-178
What to Do When Someone Is Buried Alive	V-45
Wicked Salt	I-179

OTHER MAGICKAL PRACTICES AND FORCES

Anagram Gematria	
collective unconscious	I-93-94, I-96, I-162, I-181
cosmology	I-79, IV-65
atheism	I-80
theism	I-80
electricity	I-73
entropy	III-36
See also Annihilomancy; See also Entropomancy	
erotic pastries	III-37
gutter magick	I-13-14, I-45, I-181-183
learning	I-181
love	I-37, I-39, I-110, III-58, IV-48
magick	I-11. See also ritual
laws of	I-128-129
starting and quitting	I-130-131
medicine	I-44, I-75
mesons	III-63
mystery	I-14, II-6-8, II-52, II-54.
open heart surgery	III-70
order	III-70
pigeon language	III-74
paradox	I-128, I-133
see a penny	I-89-90, V-88
space	I-83, I-134
tanning beds	III-88
therapy	I-76
time	I-83, I-134
temporal stuttering	I-83
time travel	II-46. See also Epperstein Clinic
vodou	III-104
yarn math	III-108

SPELLS BY NAME

.45 Caliber Exorcism (Fulminaturgy, significant)	I-144
A Face in the Crowd (Sociomancy, minor)	I-164
A Round in the Air (Fulminaturgy, minor)	I-144
A Very Fancy Hat (Vestimancy, significant)	I-168
Account Summary (Plutomancy, minor)	V-28
Act of God (Agrimancy, significant)	I-172
Acting in Porn (Pornomancy, significant)	V-33
Ain't Got Time to Bleed (Cinemancy, significant)	I-160
Alley Cat Augury (Detritomancy, significant)	V-14
Almighty Dollar, The (Plutomancy, significant)	V-29
Alone in the Crowd (Urbanomancy, significant)	V-37
Always Have a Light (Ustrinaturgy, minor)	IV-10
Aura Portrait (Cameraturgy, significant)	I-156
Aura Snapshot (Cameraturgy, minor)	I-155
Aural Sex (Pornomancy, minor)	V-32
Babel Effect, The (Cryptomancy, significant)	V-10
Banana Peel Gag, The (Cinemancy, minor)	I-159
Bank Error in Your Favor (Plutomancy, minor)	V-28
Barn Raising (Agrimancy, minor)	I-170
Bathvoyance (Katharomancy, minor)	V-25
Blasphemous Rumors (Sociomancy, significant)	I-165
Body Horror (Epideromancy, significant)	V-22
Body Like Iron (Epideromancy, significant)	V-21
Body Like a Still Pond (Epideromancy, significant)	V-21
Body Melting (Epideromancy, significant)	V-22
Bogart and Bacall, Like (Ustrinaturgy, significant)	IV-11
Bounty's Rejection (Agrimancy, significant)	I-173
Break Your Mother's Back (Urbanomancy, minor)	V-37
Breaking the Predator's Fang (Agrimancy, minor)	I-170
Brother, Can You Spare a Dime? (Sociomancy, minor)	I-163
Browse a Relevant File (GNOMON, significant)	II-65
Browser History (Pornomancy, minor)	V-32
Bulletproof (Fulminaturgy, significant)	I-145
Bulletproof Chutzpah (Entropomancy, minor)	V-16
Bullseye Vision (Fulminaturgy, minor)	I-144
Cage for the Dead (Entropomancy, significant)	V-17
Call-Out Culture (Motumancy, significant)	I-148
Cammolevator (Vestimancy, minor)	I-167
Cancer Curse (Ustrinaturgy, significant)	IV-11
Chameleon (Epideromancy, significant)	V-22
Cloudshape (Ustrinaturgy, minor)	IV-10
Cold Read (Entropomancy, significant)	V-18
Community Organizer (Motumancy, significant)	I-149
Consult the Stars (Agrimancy, minor)	I-171
Correlate (GNOMON, minor)	II-63
Coughing Fit (Ustrinaturgy, minor)	IV-10
Crop Labyrinth (Agrimancy, significant)	I-173
Crosstown Traffic (Viaturgy, significant)	I-152
Crowd Source (Sociomancy, minor)	I-164
Cutting the Cord (Cryptomancy, significant)	V-10
Dead Inside (Pornomancy, significant)	V-34
Dead Man's Shoes (Vestimancy, minor)	I-167
Dead Presidents Speak (Plutomancy, significant)	V-29
Death Sticks (Ustrinaturgy, significant)	IV-11
Debt Collecting and Trading (Plutomancy, minor)	V-28
Deep Throat (Pornomancy, significant)	V-34
Devaluation (Plutomancy, significant)	V-29
Devil in Smoke, The (Ustrinaturgy, minor)	IV-10
Digital Shutout (GNOMON, minor)	II-63

Disinfecting Exorcism (Katharomancy, significant)	V-26
Does This Look Infected...? (Katharomancy, significant)	V-26
Does This Smell Like Chloroform? (Cinemancy, minor)	I-159
Domesticate (Agrimancy, significant)	I-173
Don't Hate Me Because I'm Hot (Pornomancy, minor)	V-32
Double or Nothing (Entropomancy, minor)	V-17
Dr. Cleangood (Katharomancy, minor)	V-25
Draw a Crowd (Motumancy, minor)	I-147
Dress For Success (Vestimancy, significant)	I-168
Dress The Part (Vestimancy, significant)	I-168
Dress for the Job You Want (Vestimancy, minor)	I-167
Dual-Purpose Cleaner (Katharomancy, minor)	V-24
Dumpster Diver (Detritomancy, significant)	V-14
Edit the World (Entropomancy, significant)	V-18
Empathy (Cameraturgy, significant)	I-156
Error Code (GNOMON, minor)	II-64
Evil Eye, The (Entropomancy, minor)	V-16
Ex Treatment, The (Cameraturgy, minor)	I-155
Eyes Get in Your Smoke (Ustrinaturgy, minor)	IV-10
Face Shift (Epideromancy, significant)	V-21
Face in the Crowd (Urbanomancy, minor)	V-37
Fake Geek Boi (Motumancy, significant)	I-149
Fanning the Flames (Pornomancy, minor)	V-32
Fear What I Fear (Katharomancy, minor)	V-25
Fertility (Agrimancy, minor)	I-171
Finance Charges (Plutomancy, significant)	V-30
Firm Of Purpose (Fulminaturgy, significant)	I-144
Five-Star Ride (Urbanomancy, minor)	V-36
Flash Bang (Pornomancy, minor)	V-33
Flesh is My Servant, The (Epideromancy, minor)	V-20
Fool's Gold (Cryptomancy, significant)	V-10
Forgetfulness (Detritomancy, minor)	V-13
Forgotten, The (Cryptomancy, minor)	V-9
Fortune's Fool (Entropomancy, minor)	V-16
Frozen Moments (Cameraturgy, minor)	I-155
Fungible Operative (GNOMON, significant)	II-66
Futility (Detritomancy, significant)	V-14
Garment Tag (Vestimancy, minor)	I-168
Germspotting (Katharomancy, minor)	V-24
Get Outta My Dreams (Viaturgy, minor)	I-150
Ghost Roads (Viaturgy, minor)	I-151
Gimlet Eye (Fulminaturgy, minor)	I-144
Glad Rags (Vestimancy, minor)	I-168
Glib Tongue (Cryptomancy, minor)	V-9
Good Instincts (Cryptomancy, minor)	V-9
Great Divorce, The (Cameraturgy, significant)	I-156
Greater Warping (Epideromancy, minor)	V-21
Green Light (Viaturgy, minor)	I-151
Gyges' Cloak (Vestimancy, significant)	I-169
Hashtag's Lingerin' Curse (Motumancy, minor)	I-148
Healing Power of Hairlessness (Katharomancy, significant)	V-26
Herd Mentality (Sociomancy, significant)	I-165
He's Right Behind Me, Isn't He? (Cinemancy, significant)	I-161
Hostile Payment (Plutomancy, significant)	V-29
How Did She Bend Like That? (Pornomancy, significant)	V-33
I Am the Highway (Viaturgy, significant)	I-152
I Do Not Know You (Pornomancy, minor)	V-33
I Don't Even Know These Creeps (Motumancy, minor)	I-147
I Don't Need This (Detritomancy, significant)	V-14
I Feel Lucky (Entropomancy, significant)	V-17
I Feel Safest of All (Viaturgy, minor)	I-150
I Know Your Price (Plutomancy, minor)	V-28

I Win (Entropomancy, significant) V-17
 Impotent with My Wi-Fi (GNOMON, minor) II-64
 I'll Just Hack In (Cinemancy, significant) I-160
 I'm the Guy with the Gun (Cinemancy, minor) I-159
 Jesus Built My Hot Rod (Viaturgy, significant) I-152
 Jiffy Print (Cameraturgy, minor) I-155
 Judge of Character (Cryptomancy, minor) V-9
 Killing Stare (Entropomancy, significant) V-17
 Label (Motumancy, minor) I-147
 Laziness (Detritomancy, minor) V-12
 Lifetime Piling Up (Viaturgy, minor) I-151
 Lost, The (Cryptomancy, significant) V-10
 Loup Garou Couture (Vestimancy, significant) I-169
 Luck of the Damned (Entropomancy, significant) V-17
 Madness of Crowds, The (Urbanomancy, significant) V-38
 Mao's Garden (Fulminaturgy, significant) I-145
 Medea's Shroud (Vestimancy, significant) I-169
 Mirror Lies, The (Epideromancy, minor) V-21
 Musical Montage (Cinemancy, significant) I-161
 My Turf (Urbanomancy, significant) V-37
 Napoleon of Notting Hill (Urbanomancy, significant) V-38
 Nicfit (Ustrinaturgy, minor) IV-10
 None of the Above (GNOMON, significant) II-65
 Not Today, Dirt (Katharomancy, minor) V-24
 Nothing to See Here (Sociomancy, minor) I-163
 Now I'm a Gun (Fulminaturgy, significant) I-145
 Obscuring Cloud (Ustrinaturgy, significant) IV-11
 Off the Grid (GNOMON, minor) II-64
 On a Roll (Entropomancy, significant) V-18
 Oracular Algorithm (GNOMON, minor) II-63
 Oracular Feast (Agrimancy, minor) I-171
 Out of the Shadows (Cryptomancy, significant) V-10
 Pariah (Sociomancy, minor) I-164
 Past Due For Maintenance (Detritomancy, minor) V-13
 Peek at the Top Card (Entropomancy, minor) V-16
 Persona Mavra (GNOMON, significant) II-64
 Persona Rasa (GNOMON, significant) II-64
 Photo ID (Cameraturgy, minor) I-155
 Photo Omen (Cameraturgy, significant) I-156
 Pierce the Veil (Entropomancy, minor) V-16
 Pleasure-Pain Line (Pornomancy, significant) V-34
 Plowshares to Swords (Motumancy, minor) I-147
 Posting in the Real World (Urbanomancy, minor) V-36
 Practical Marksman (Fulminaturgy, minor) I-144
 Preternatural Prowess (Epideromancy, significant) V-22
 Purchase History (Plutomancy, minor) V-28
 Put the Glasses on (Motumancy, minor) I-148
 Raise From Stones (Agrimancy, minor) I-171
 Ramble On (Viaturgy, significant) I-152
 Reality Bruise (GNOMON, significant) II-66
 Red Light (Viaturgy, minor) I-151
 Regeneration (Epideromancy, minor) V-20
 Relentless Will (Epideromancy, minor) V-21
 Retail Therapy (Plutomancy, significant) V-29
 Right Turn, Clyde (Cinemancy, significant) I-160
 Roll, On a (Entropomancy, significant) V-18
 Rolling Throne (Viaturgy, significant) I-153
 Sanitary Circle (Katharomancy, significant) V-26
 Search Your Feelings (Cryptomancy, minor) V-9
 Secondhand Cool (Ustrinaturgy, minor) IV-10
 Seeing is Believing (Cryptomancy, minor) V-9
 Serious Demeanor (Fulminaturgy, minor) I-143

Show Me How to Do That Again (Sociomancy, minor) I-164
 Simple Carelessness (Detritomancy, minor) V-12
 Slipping Through the Cracks (Detritomancy, significant) V-13
 Smoke Without Fire (Ustrinaturgy, significant) IV-11
 Smokeform (Ustrinaturgy, significant) IV-11
 So Last Season (Vestimancy, minor) I-168
 Social Magnet (Sociomancy, significant) I-165
 Soul Theft (Cameraturgy, significant) I-156
 Sowing Seeds (Cryptomancy, significant) V-10
 Spirit Photography (Cameraturgy, significant) I-156
 Stand Alone (Fulminaturgy, minor) I-143
 Stat on Stat (GNOMON, significant) II-66
 Steady Hand, Steady Heart (Fulminaturgy, minor) I-144
 Sterilization Upgrade Available (Katharomancy, significant) V-25
 Stock Wardrobe (Cinemancy, minor) I-159
 Stormtrooper Combat Training (Cinemancy, significant) I-160
 Streetwise (Urbanomancy, minor) V-37
 Summon Egregore (Sociomancy, significant) I-165
 Swan Maiden Wings (Vestimancy, significant) I-169
 Synchronicity (Pornomancy, significant) V-33
 Talking and Driving (Cinemancy, minor) I-160
 Tap the Source (Cryptomancy, significant) V-10
 Taste of Chaos (Entropomancy, minor) V-16
 Tax-Deductible Charity Case (Plutomancy, minor) V-28
 Team Takes One For Me, The (Sociomancy, minor) I-164
 Teflon Adept (Katharomancy, significant) V-25
 There Are Many Like It (Fulminaturgy, significant) I-144
 Thirsty Gardener (Pornomancy, significant) V-34
 This Too Shall Pass (Detritomancy, minor) V-13
 Tidying Up the Future (Katharomancy, significant) V-25
 Timeless Image (Cameraturgy, significant) I-157
 Timing Error (Cameraturgy, minor) I-155
 Tire Marks (Viaturgy, minor) I-151
 Toil (Agrimancy, significant) I-173
 Too Much Junk Food (Detritomancy, minor) V-12
 Trading Places (Sociomancy, significant) I-165
 Traffic Accident (Urbanomancy, significant) V-38
 Unburning (Ustrinaturgy, significant) IV-11
 Unchained (Viaturgy, significant) I-153
 Unplanned Outage (Detritomancy, minor) V-13
 Venn Point (GNOMON, minor) II-63
 Vermin's Eyes (Urbanomancy, minor) V-37
 Via Libris (Viaturgy, significant) I-153
 Vital Beast (Agrimancy, significant) I-173
 Wage Slave (Plutomancy, significant) V-30
 Walk a Mile in their Moccasins (Vestimancy, minor) I-168
 Warping (Epideromancy, minor) V-20
 Washing Away Failure (Katharomancy, minor) V-24
 We've Always Been at War... (Motumancy, significant) I-149
 What Could Go Wrong (Cinemancy, minor) I-159
 What the Dirt Saw (Agrimancy, minor) I-172
 What's Your Desire? (Pornomancy, minor) V-32
 What's the Point? (Detritomancy, significant) V-13
 Wholesome (Agrimancy, significant) I-173
 Winchester's Perfume (Fulminaturgy, significant) I-144
 Witchsight (Cryptomancy, minor) V-9
 Withering (Epideromancy, significant) V-22
 Wrong Turn (Urbanomancy, significant) V-38
 X-Ray Film (Cameraturgy, minor) I-155
 Your Body, Your Temple (Detritomancy, significant) V-13

SPELLS BY SCHOOL

AGRIMANCY SPELLS

Act of God (significant)	I-172
Barn Raising (minor)	I-170
Bounty's Rejection (significant)	I-173
Breaking the Predator's Fang (minor)	I-170
Consult the Stars (minor)	I-171
Crop Labyrinth (significant)	I-173
Domesticate (significant)	I-173
Fertility (minor)	I-171
Oracular Feast (minor)	I-171
Raise From Stones (minor)	I-171
Toil (significant)	I-173
Vital Beast (significant)	I-173
What the Dirt Saw (minor)	I-172
Wholesome (significant)	I-173

CAMERATURGY SPELLS

Aura Portrait (significant)	I-156
Aura Snapshot (minor)	I-155
Empathy (significant)	I-156
Ex Treatment, The (minor)	I-155
Frozen Moments (minor)	I-155
Great Divorce, The (significant)	I-156
Jiffy Print (minor)	I-155
Photo ID (minor)	I-155
Photo Omen (significant)	I-156
Soul Theft (significant)	I-156
Spirit Photography (significant)	I-156
Timeless Image (significant)	I-157
Timing Error (minor)	I-155
X-Ray Film (minor)	I-155

CINEMANCY SPELLS

Ain't Got Time to Bleed (significant)	I-160
Banana Peel Gag, The (minor)	I-159
Does This Smell Like Chloroform? (minor)	I-159
He's Right Behind Me, Isn't He? (significant)	I-161
I'll Just Hack In (significant)	I-160
I'm the Guy with the Gun (minor)	I-159
Musical Montage (significant)	I-161
Right Turn, Clyde (significant)	I-160
Stock Wardrobe (minor)	I-159
Stormtrooper Combat Training (significant)	I-160
Talking and Driving (minor)	I-160
What Could Go Wrong (minor)	I-159

CRYPTOMANCY SPELLS

Babel Effect, The (significant)	V-10
Cutting the Cord (significant)	V-10
Fool's Gold (significant)	V-10
Forgotten, The (minor)	V-9
Glib Tongue (minor)	V-9
Good Instincts (minor)	V-9
Judge of Character (minor)	V-9
Lost, The (significant)	V-10

Out of the Shadows (significant)	V-10
Search Your Feelings (minor)	V-9
Seeing is Believing (minor)	V-9
Sowing Seeds (significant)	V-10
Tap the Source (significant)	V-10
Witchsight (minor)	V-9

DETRITOMANCY SPELLS

Alley Cat Augury (significant)	V-14
Dumpster Diver (significant)	V-14
Forgetfulness (minor)	V-13
Futility (significant)	V-14
I Don't Need This (significant)	V-14
Laziness (minor)	V-12
Past Due For Maintenance (minor)	V-13
Simple Carelessness (minor)	V-12
Slipping Through the Cracks (significant)	V-13
This Too Shall Pass (minor)	V-13
Too Much Junk Food (minor)	V-12
Unplanned Outage (minor)	V-13
What's the Point? (significant)	V-13
Your Body, Your Temple (significant)	V-13

ENTROPOMANCY SPELLS

Bulletproof Chutzpah (minor)	V-16
Cage for the Dead (significant)	V-17
Cold Read (significant)	V-18
Double or Nothing (minor)	V-17
Edit the World (significant)	V-18
Evil Eye, The (minor)	V-16
Fortune's Fool (minor)	V-16
I Feel Lucky (significant)	V-17
I Win (significant)	V-17
Killing Stare (significant)	V-17
Luck of the Damned (significant)	V-17
On a Roll (significant)	V-18
Peek at the Top Card (minor)	V-16
Pierce the Veil (minor)	V-16
Roll, On a (significant)	V-18
Taste of Chaos (minor)	V-16

EPIDEROMANCY SPELLS

Body Horror (significant)	V-22
Body Like Iron (significant)	V-21
Body Like a Still Pond (significant)	V-21
Body Melting (significant)	V-22
Chameleon (significant)	V-22
Face Shift (significant)	V-21
Flesh is My Servant, The (minor)	V-20
Greater Warping (minor)	V-21
Mirror Lies, The (minor)	V-21
Preternatural Prowess (significant)	V-22
Regeneration (minor)	V-20
Relentless Will (minor)	V-21
Warping (minor)	V-20
Withering (significant)	V-22

FULMINATURGY SPELLS

.45 Caliber Exorcism (significant)	I-144
A Round in the Air (minor)	I-144
Bulletproof (significant)	I-145
Bullseye Vision (minor)	I-144
Firm Of Purpose (significant)	I-144
Gimlet Eye (minor)	I-144
Mao's Garden (significant)	I-145
Now I'm a Gun (significant)	I-145
Practical Marksman (minor)	I-144
Serious Demeanor (minor)	I-143
Stand Alone (minor)	I-143
Steady Hand, Steady Heart (minor)	I-144
There Are Many Like It (significant)	I-144
Winchester's Perfume (significant)	I-144

GNOMON SPELLS

Browse a Relevant File (significant)	II-65
Correlate (minor)	II-63
Digital Shutout (minor)	II-63
Error Code (minor)	II-64
Fungible Operative (significant)	II-66
Impotent with My Wi-Fi (minor)	II-64
None of the Above (significant)	II-65
Off the Grid (minor)	II-64
Oracular Algorithm (minor)	II-63
Persona Mavra (significant)	II-64
Persona Rasa (significant)	II-64
Reality Bruise (significant)	II-66
Stat on Stat (significant)	II-66
Venn Point (minor)	II-63

KATHAROMANCY SPELLS

Bathvoyance (minor)	V-25
Disinfecting Exorcism (significant)	V-26
Does This Look Infected...? (significant)	V-26
Dr. Cleangood (minor)	V-25
Dual-Purpose Cleaner (minor)	V-24
Fear What I Fear (minor)	V-25
Germspotting (minor)	V-24
Healing Power of Hairlessness (significant)	V-26
Not Today, Dirt (minor)	V-24
Sanitary Circle (significant)	V-26
Sterilization Upgrade Available (significant)	V-25
Teflon Adept (significant)	V-25
Tidying Up the Future (significant)	V-25
Washing Away Failure (minor)	V-24

MOTUMANCY SPELLS

Call-Out Culture (significant)	I-148
Community Organizer (significant)	I-149
Draw a Crowd (minor)	I-147
Fake Geek Boi (significant)	I-149
Hashtag's Lingerin' Curse (minor)	I-148
I Don't Even Know These Creeps (minor)	I-147
Label (minor)	I-147
Plowshares to Swords (minor)	I-147
Put the Glasses on (minor)	I-148
We've Always Been at War... (significant)	I-149

PLUTOMANCY SPELLS

Account Summary (minor)	V-28
Almighty Dollar, The (significant)	V-29
Bank Error in Your Favor (minor)	V-28
Dead Presidents Speak (significant)	V-29
Debt Collecting and Trading (minor)	V-28
Devaluation (significant)	V-29
Finance Charges (significant)	V-30
Hostile Payment (significant)	V-29
I Know Your Price (minor)	V-28
Purchase History (minor)	V-28
Retail Therapy (significant)	V-29
Tax-Deductible Charity Case (minor)	V-28
Wage Slave (significant)	V-30

PORNOMANCY SPELLS

Acting in Porn (significant)	V-33
Aural Sex (minor)	V-32
Browser History (minor)	V-32
Dead Inside (significant)	V-34
Deep Throat (significant)	V-34
Don't Hate Me Because I'm Hot (minor)	V-32
Fanning the Flames (minor)	V-32
Flash Bang (minor)	V-33
How Did She Bend Like That? (significant)	V-33
I Do Not Know You (minor)	V-33
Pleasure-Pain Line (significant)	V-34
Synchronicity (significant)	V-33
Thirsty Gardener (significant)	V-34
What's Your Desire? (minor)	V-32

SOCIOMANCY SPELLS

A Face in the Crowd (minor)	I-164
Blasphemous Rumors (significant)	I-165
Brother, Can You Spare a Dime? (minor)	I-163
Crowd Source (minor)	I-164
Herd Mentality (significant)	I-165
Nothing to See Here (minor)	I-163
Pariah (minor)	I-164
Show Me How to Do That Again (minor)	I-164
Social Magnet (significant)	I-165
Summon Egregore (significant)	I-165
Team Takes One For Me, The (minor)	I-164
Trading Places (significant)	I-165

URBANOMANCY SPELLS

Alone in the Crowd (significant)	V-37
Break Your Mother's Back (minor)	V-37
Face in the Crowd (minor)	V-37
Five-Star Ride (minor)	V-36
Madness of Crowds, The (significant)	V-38
My Turf (significant)	V-37
Napoleon of Notting Hill (significant)	V-38
Posting in the Real World (minor)	V-36
Streetwise (minor)	V-37
Traffic Accident (significant)	V-38
Vermin's Eyes (minor)	V-37
Wrong Turn (significant)	V-38

USTRINATURGY SPELLS

Always Have a Light (minor)	IV-10
Bogart and Bacall, Like (significant)	IV-11
Cancer Curse (significant)	IV-11
Cloudshape (minor)	IV-10
Coughing Fit (minor)	IV-10
Death Sticks (significant)	IV-11
Devil in Smoke, The (minor)	IV-10
Eyes Get in Your Smoke (minor)	IV-10
Nicfit (minor)	IV-10
Obscuring Cloud (significant)	IV-11
Secondhand Cool (minor)	IV-10
Smoke Without Fire (significant)	IV-11
Smokeform (significant)	IV-11
Unburning (significant)	IV-11

VESTIMANCY SPELLS

A Very Fancy Hat (significant)	I-168
Cammevlar (minor)	I-167
Dead Man's Shoes (minor)	I-167
Dress For Success (significant)	I-168
Dress The Part (significant)	I-168
Dress for the Job You Want (minor)	I-167
Garment Tag (minor)	I-168
Glad Rags (minor)	I-168
Gyges' Cloak (significant)	I-169
Loup Garou Couture (significant)	I-169
Medea's Shroud (significant)	I-169
So Last Season (minor)	I-168
Swan Maiden Wings (significant)	I-169
Walk a Mile in their Moccasins (minor)	I-168

VIATURGY SPELLS

Crosstown Traffic (significant)	I-152
Get Outta My Dreams (minor)	I-150
Ghost Roads (minor)	I-151
Green Light (minor)	I-151
I Am the Highway (significant)	I-152
I Feel Safest of All (minor)	I-150
Jesus Built My Hot Rod (significant)	I-152
Lifetime Piling Up (minor)	I-151
Ramble On (significant)	I-152
Red Light (minor)	I-151
Rolling Throne (significant)	I-153
Tire Marks (minor)	I-151
Unchained (significant)	I-153
Via Libris (significant)	I-153

UNNATURAL ENTITIES

In *Unknown Armies*, there are a number of truly terrifying and disturbing monsters categorized as “unnatural entities.” They’re not demons; they’re the other shreds of reality existing alongside humanity and usually entirely hidden from sight or knowledge. This list tells you where to find them.

Abandonment Tissues (Adult and Child)	III-9-10
Astral Parasites	I-171, III-14, III-63, III-107, V-85
Claws	III-25-26
Compensarians	III-27
Cruel Ones	V-92-95
Diametrics	II-115
Don’t Sleeps	III-33-34
Fiends	II-112-114
Gentleman, The	III-43-44
Grounding Lovers	III-45-46
Happy Cat Mask	III-47-48
Harbingers	II-111
Hoaxborn	IV-55
Honeypots	III-49-50
Hunger Homes	IV-57-62
Janedoes	IV-26-28
Kindly Dead	III-55
Kuchisake-onna	III-57
Legion Pigs	IV-50-52
Lonely Ones	III-58-59
Penis Thieves	III-73-74
Phasma	II-68-69
Revenants	II-110-111
Revengefuls	III-80
Stains	III-85-86
Surgical Teams	III-86
Taggers	III-87-88
Time Leeches	III-91
Trash Golems	III-93
Unfamiliar	III-101
Vote Thieves	IV-63-64
Wheezehounds	III-105
Whisperers	II-114-115
Zero Heron, The	III-109

UNNATURAL PHENOMENA

Also called unexplained phenomena

almost-seen, the	I-82
animal intelligence	
ASMR	III-13
audio miscue	I-82
aura sight	I-47, III-95
black tone	III-15-16
blight	I-83
chemtrails	III-24
conspiracies	III-95, III-97
chemtrails	III-24
feminist	III-108
Hairdresser Conspiracy	III-47
Legion Pig Conspiracy	IV-50
cryptids	III-98
dizziness	I-82
electronic voice phenomena	I-82, IV-53
Elvis	I-116, III-100
entombed animals	III-98
foo fighters	III-42
fortean	I-84
game, the	I-85
gargoyles	III-43
haunted house routine, the	I-82
Jesus in a taco (pareidolia)	III-97
labyrinth	I-85
lost languages	III-97
lost time	I-83
mysterious, remote deaths	III-98
out of place artifacts (OOPAs)	III-98
owls	I-82
pareidolia	III-97
Queen-Throat Parasitism	IV-22-23
relocation	I-83
someone dies	I-85
spatial distortion	I-83
spontaneous motion	I-82
spontaneous order	I-84
spooky feelings	III-98
stacked cattle	III-85
steam-engine apocalypses	V-73
stigmata	III-99
technology fail	I-83
temporal stuttering	I-83
unexplained noises	III-99
virgin births	III-98
weeping statues	III-100
weird weather	III-98
werewolves	III-98
wrong vomit, the	I-83

MASTER INDEX

SYMBOLS

03/03/03 Event III-19, III-92
 333 Maple Lane V-75
 centurion III-21, V-88
 æ21 [SCHWA SECUNDUM INDOGERMANICUM] III-39
 #OccupyTheTower III-68
 Ω I-97

A

abandonment tissues III-9–10
 Abel, Alex I-55, II-57, II-85–89, II-90, II-126, III-67
See also New Inquisition, The
 ability I-8, I-30
 Connect I-8, I-31, I-41
 Dodge I-9, I-34, I-41, I-63
 downbeat abilities I-30, I-34
 Fitness I-8, I-32, I-41
 Knowledge I-8, I-31, I-41
 Lie I-9, I-34, I-41
 Notice I-8, I-32, I-41
 Pursuit I-9, I-35, I-41
 Secrecy I-9, I-36, I-41
 Status I-8, I-33, I-41
 Struggle I-9, I-36, I-41
 upbeat ability I-30
 Abnormal Pathogen Research Group III-11–12
 academic IV-36, IV-37
 Addict (identity) IV-37
 addiction I-27, I-162, II-36
 adept I-9, I-13, I-49, I-127–192, I-175, V-7
See also gutter magick; *See also* schools of magick
 domain I-133
 effects and costs I-133
 laws of magick I-128
 minor effects I-135–137
 paradox I-128, I-133
 significant effects I-138
 Ω I-131
 adept identity I-128
 A Grammarian Gate III-9, *See* anagram gematria
 Agrimancy I-130, I-142–145
 aiming I-66
 alcohol I-27, I-28, III-12, III-16, III-19, III-28, III-88, IV-37
See also Dipsomancy
 Alderwoman IV-37
 Amoromancy III-12
 Amulet of Retribution II-90
 anagram gematria III-12
 Annihilomancy III-12
 antagonist phase II-35, II-38–41
 antagonists *See also* gamemaster characters (GMC)
 inhuman II-103–104

ANY RANDOM MAN = DAMN III-13
 archetype I-12, I-80, I-93–94, I-97, III-6, V-51
See also ascension; *See also* avatar
 See paragon places
 archetypal locations I-124
 exploiting *See* list of archetypes at Appendix A
 armor I-63
 Arson, “Mad Doc” V-97
 artifacts I-86, I-90
 artifact cults I-87
 constructed I-174
 exploiting I-87
 natural I-86
 ritual to find V-46
See list of artifacts at Appendix A
 Artist, The IV-68–70
 ascension I-12, I-79, I-93, I-96
 ASMR III-13
 assumption I-97
 astral parasites I-171, III-14, III-63, III-107, V-85
 atheism I-80
 atmosphere II-7
 aura sight I-47, III-95
 avatar I-13, I-95, V-51
 becoming I-96
 exploiting I-124
 avatar identity I-95

B

Basilisk Portrait I-89
 Battlefield, The V-74–75
 Big Book of Rituals, The V-39
 Bilbliomancy III-15
 Binge, The V-81
 blackouts I-27
 black tone III-15–16
 blessing I-182, II-21
 blowback II-40–41, II-42–43, II-105, II-118, II-125
 Blue Line III-16–18
 Bolus IV-15–16
 bond I-182
 Bon Ton, The III-19
 Book of Names V-45
 boon I-182
 booze and pills *See* alcohol; *See* drugs
 burned out I-26, I-30

C

- cabal II-25, II-29
- Cage, Chief of Security II-87, II-90
- Cameraturgy I-146-149
- campaign II-35, II-45-47
- See also* gamemaster (GM); *See also* mystery
- acceptance II-46
- don't negate II-45
- House of Renunciation in II-125
- new PCs II-37
- pacing II-42
- starting II-25, *See also* set the stage
- termination II-47
- cancer IV-12
- Captain, The I-98-100
- car crashes I-72-73
- Casavetes, Detective Ernesto "Nesto" V-95-96
- Castle, The V-75
- casts rituals (feature) I-44, I-176
- centurion III-21, V-88
- Chamber of Clotted Nightmares II-126-128
- Chapel of Mirrors III-21-23
- character I-19-22, II-25-33
- See also* player character;
- See also* gamemaster characters (GMC)
- creating I-54, II-25
- sheet I-19, II-131
- character phase II-35, II-36
- charger I-11, III-6
- Charger (identity) IV-38
- charges I-11, I-44, I-129
- charging rituals I-129
- major charges I-140
- chase scene I-71
- checker I-11, III-7
- Checker (identity) IV-38
- chemtrails III-24
- Chronicler, The III-24
- Church of the Inscrutable Will III-24-25
- Cinematicy I-150-153
- Claim of the Clergy IV-80
- claws III-25-26
- Cliomancy III-26
- Cloven Orange III-26
- cocaine I-28, I-101, III-85, IV-15, V-65, V-86
- coerces a meter (feature) I-44
- coercion I-38, I-44, I-57-58
- coffee I-27, II-78, III-19, III-28
- Coleman, Cameron V-90
- collective unconscious I-93-94, I-96, I-162, I-181
- Collector, The IV-71-72

- combat I-60, *See also* weapons
- aiming I-66
- armor I-63
- avoiding I-60
- combat round I-61
- damage I-63
- damage cap I-65
- disarms I-60, I-66
- dodging I-63
- knockdowns I-66
- moving I-63
- multiple shots I-67
- suppressive fire I-67
- compensarians III-27
- Comte de Saint-Germain III-28
- See also* Human Eternal, Old Mother Apocalypse, Freak, Joys and Sorrows
- Confessor, The III-28
- conflagration I-73
- conspiracies III-95, III-97
- chemtrails III-24
- feminist III-108
- Hairdresser Conspiracy III-47
- Legion Pig Conspiracy IV-50
- Corsican Rings I-88
- cosmology I-79, IV-65
- atheism I-80
- theism I-80
- crit I-15
- Cruz, Miriam III-22-24
- Cryptomancy III-28, V-7-10
- Cult of the Cruel Ones, The V-92-95
- curse I-182, II-21

D

- damage I-44
- damage cap I-65
- Dame Benedicta III-29-30
- Data Freedom Foundation III-31
- Daysleeper IV-39
- death
- mysterious, remote deaths III-98
- Death Cars III-31-32
- delusions I-28
- Demagogue, The III-32, V-51-53
- demons I-175, II-106-111, III-7, IV-20, IV-50
- basic demons II-110
- controlling II-110
- demonic possession II-108-109
- revenants II-110-111
- summoning I-177, II-109
- Detritomancy V-11-14
- diametrics II-115
- Dipsomancy III-32, V-78
- disarms I-60, I-66
- Disciple, The V-53-55
- distractions II-39
- dittany of Naxos III-33
- Dodge I-9, I-34, I-41, I-63

dodging I-63
domain I-133
don't sleeps III-33-34
downbeat abilities I-30, I-34
downers I-27, I-28
dream peppers III-34
Drive-In, The V-79-80
drowning I-73
drugs I-28, *See also* narco-alchemy;
See also Addict (identity); *See also* addiction
resistance to I-8
See list of drugs at Appendix B
duke III-35
duration I-134

E

electricity I-73
Elvis I-116, III-100
Entropomancy III-36, V-15-18
entropy III-36
See also Annihilomancy; *See also* Entropomancy
ephedrine III-88
Epideromancy III-37, V-19-22
Epperstein Clinic III-36-37
erotic pastries III-37
Escobar, Edward III-38
evaluates a meter (feature) I-44
events
03/03/03 Event III-19, III-92
Honecker's Hoedown III-48-49
The Whisper War II-80
Executioner, The III-39
Explorer, The I-101-102

F

failed notch I-7, I-19, I-20, I-26, IV-33
falling objects I-73
favorite I-39
fear I-9
feature I-10, I-44
See list of features at Appendix B
fiends II-112-114
Fig Vine III-40
Firebrand, The I-102-104
flashbacks I-27
FLEX ECHO II-54, II-56, II-57-60, *See also* GNOMON
flip-flop I-15, I-137, IV-36
Florida School for Boys III-40-41
Flying Woman, The III-41
focus shift I-62
foo fighters III-42
Fool-Killer IV-17-20
Fool, The I-104-105, III-42
Freak, The III-42
frenzy I-20, I-26
full auto I-67
Fulminaturgy I-154-157
fumble I-14

G

gamemaster characters (GMC) I-38, I-96, II-49-53, IV-36, V-84
adepts as II-52-53
major II-52
minor II-50
significant II-51
See list of GMCs at Appendix C
gamemaster (GM) I-5, II-5
acceptance II-46
don't negate II-45
unraveling mystery II-6
game phases II-35
antagonist phase II-38-41
character phase II-36
mediation phase II-41-44
game rituals V-47-48
game session II-35
gargoyles III-43
Gary the Demon V-48
gaslighting II-8
Gentleman, The III-43-44
Geomancy III-45
Geri II-73-74, II-76
getting sick I-74
ghost III-45, *See* demons
ritual to see V-43
Ghost, Sex III-45, *See* Sex Ghost
Glorious Pumpkin I-86
GNOMON II-57-59, II-61-66, IV-88
Goddess' Basement IV-81
godwalker I-13, I-95-96
Golden Hour Treatment I-75
Grandma's Diary I-88
Grappa di Veronica III-45, V-88
grappling I-68-69
gridiron I-70-71
chase scene I-71
compressed I-70
grapple gridiron I-69
open-ended I-70
see it my way I-72
trial I-71
grounding lovers III-45-46
groups See list of groups and organizations at Appendix C
Guide, The I-106-107
guns I-44, I-69, IV-40 *See also* Fulminaturgy
multiple shots I-67
guru I-39
gutter magick I-13-14, I-45, I-181-183
learning I-181

H

Hacker, The	I-107–108
Hairdresser Conspiracy	III-47
Happy Cat Mask	III-47–48
harbingers	II-111
hardened notch	See notch
Healer, The	III-48, V-55–56
Helplessness	I-20, I-23, I-41, I-58
heroin	I-27, I-28, III-16, V-35, V-91
Herpemancy	III-48
Hiroto, Taiyama	II-75
Hoaxborn	IV-55
Home, The	V-75
Honecker's Hoedown	III-48–49
honeypots	III-49–50
hospital	I-75
House of Renunciation	II-115, II-123, II-124–126, III-50, V-70
Human Eternal	III-50
hunch roll	I-15
Hunger Homes	IV-57–62
Hunter, The	III-50

I

Ice Cream Nan	IV-20–21
Iconomancy	III-51
identity	I-10, I-42–53, II-27
	See also of course I can; See also feature
improving	I-46
new	I-46
	See list of identities at Appendix C
immortals	III-51, See also Joys and Sorrows
Immortal Secretaries, The	II-97
influence	I-49
Infomancy	III-51
inhuman beings	II-103–105
initiative	I-45
insomnia	IV-42
Invisible Clergy	I-12–13, I-79, I-94, III-8, IV-80
Invisible Clergy Lore	III-16
Irascimancy	III-51
Isolation	I-20, I-24, I-41, I-58

J

janedoes	IV-26–28
Jesus Christ Advisory Board	III-52
Joys and Sorrows	III-52–53
Judge, The	III-53
Just What I Needed	I-88

K

Karp's Gulch	III-54
Katharomancy	V-23–26
ketamine	V-47
kindly dead	III-55
Kleptomancy	III-55
Knights of the Road	III-56
Knob	I-88
knockdowns	I-66
Kuchisake-onna	III-57

L

LaCroix, Tyrone	V-91
Legion Pigs	IV-50–52
Library of Discord, The	II-129–130
Lighthouse	V-90, V-92
Listening Shears	V-49
literature	See list of literature at Appendix D
Livermaile, Kenmeer	III-58
location	II-117–118, V-70
paragon places	V-70–80
	See list of locations at Appendix D
lonely ones	III-58–59
lord	III-59
lost languages	III-97
love	I-37, I-39, I-110, III-58, IV-48
Loyal Laborer, The	III-59
Lucky Flick	I-87, V-88

M

madness, ongoing	I-27
addictive behaviors	I-27
blackouts	I-27
delusions	I-28
flashbacks	I-27
paranoia	I-27
philia/obsession	I-28
phobia	I-27
trauma bond	I-27
Magic Bullet	I-87
magick	I-11, See also ritual
laws of	I-128–129
starting and quitting	I-130–131
	See list of magick schools at Appendix E
	See list of magickal practices and forces at Appendix H
Maiduguri Fish Market	V-76
Mak Attax	II-56, II-78, II-91–94, II-126, III-60, IV-80, IV-83
marijuana	I-27, I-104, IV-40
Marketplace, The	V-75–76
Martyr, The	III-60, V-57–58
Masterless Man, The	III-61, V-59–60
matched failure	I-14
matched success	I-15
MDMA	I-28, II-53, V-80, V-92
Mechanomancy	III-62
mediation phase	II-35, II-41–44
medical (feature)	I-44

medicine I-44, I-75
 mentor I-40
 Merchant's Chamber IV-81-82
 Merchant, The III-62
 mescaline III-34, III-63, V-47
 mesons III-63
 Messenger, The I-108-109, III-63
 Microtex Field V-75
 milestones I-7, II-17
 Milk, The II-56, II-95-96
 Minerva's Eyes I-88
 Mira II-73-74, II-75-76
 Moonglow V-98-99
 Moorcock Hypothesis III-63
 Mother, The I-110, III-62
 Motumancy I-158-161, II-74
 mulligan I-70
 Muse/Patron, The IV-73-74
 MVP, The III-62, V-61-62
 My Name is Dirk A. II-78, II-79, II-81, V-12, V-84
 mystery I-14, II-6-8, II-52, II-54
 Mystic Hermaphrodite III-62 *See* Sexual Rebis

N

Naked Goddess, The I-111-112, II-54
See also Sect of the Naked Goddess
 Naked Goddess VHS tape II-72, II-75, II-76, III-83, V-31, V-55, V-88
 narco-alchemy III-65
 Necessary Servant, The III-65
 Neverwhen People III-65
 New Alexandria Library III-66-67
 New Inquisition, The II-55, II-56, II-57, II-85-90, II-92, III-67, IV-29, IV-88
 nicotine I-28, III-19, III-67, *See also* Ustrinaturgy
 Nightingale Watch I-89
 noble I-9
 notch I-21
 notch, failed I-21-25, I-27, IV-33
 notch, hardened I-7, I-8, I-9, I-19-20, I-21-25, I-30, IV-33
 notch, open I-7, I-8

O

objectives I-5, I-6-7, I-139, II-9, II-13-23, II-42, II-118
 closure II-14-15, II-20
 effects II-21
 examples II-26
 milestones I-7, II-17
 path I-7, II-17-18
 rituals as an objective V-40-41
 scale (local, weighty, cosmic) I-6, II-15-16
 shifting II-22
 taking the plunge II-15
 obsession I-9, I-28, II-27, II-30
 obstacles II-39, II-43-44
 sandbag groups II-55
 of course I can I-10, I-38, I-42
 Old Mother Apocalypse III-69
 Oneiromancy III-69

open heart surgery III-70
 open notch I-7, I-8
 Opportunist, The I-113
 opposition groups II-54-56
 Optimist's Card I-87
 order III-70
 Ordo Corpulentis II-54, II-56, II-67-71, IV-6-7
 Oshkosh Camelot V-75
 otherspaces II-19, II-119-123, IV-30, V-70
 Outsider, The III-70

P

panic I-20, I-26
 paradox I-128, I-133
 paragon places V-70-80
 list of potential places V-76
 paralysis I-20, I-26
 paranoia I-27
 pareidolia III-97
 passion I-9, II-30
 path I-7, II-17-18
 Pazuzu's Circle III-72-73
 Peacemaker III-73
 penis thieves III-73-74
 pennies *See* see a penny
 percentile roll I-14
 Personomancy III-74
 peyote IV-75, IV-76
 Phasma II-68-69
 phobia I-27
 ritual for V-44
 Piagetti, Mavra II-57, II-65, IV-87-89
 pigeon language III-74
 Pilgrim, The III-75, V-63-64
 places *See* location
 player character I-6, II-5, II-25
 bringing in new II-37
 plot II-9
 Plutomancy III-75, V-27-30
 Plutophagy III-75
 pointblanking I-68
 pony I-11-12, III-8
 Pony (identity) IV-40
 Pornomancy III-75, V-31-34
 protégé I-40
 provides firearm attacks (feature) I-44
 provides initiative (feature) I-45
 provides wound threshold (feature) I-45
 proxies I-183
 psychedelics I-28
 Psych-Salad Survivor II-87

Q

Queen-Throat Parasitism IV-22-23
 queller's wand III-77, V-88
 Qulne, Clinton III-78

R

- rage I-9
- range and duration I-134
- rank I-19
- Rebel III-79
- Rebis, Sexual *See* Sexual Rebis
- Red Sauce III-79
- Refumancy I-141
- relationships I-37–38, II-29, IV-48
 - ending I-40
- Reptilian Hunting Society III-80
- resists shocks to a meter (feature) I-45
- responsibility I-40
- result I-14–15
 - crit I-15
 - fumble I-14
 - matched failure I-14
 - matched success I-15
 - simple failure I-14
 - simple success I-15
- revenants II-110–111
 - Phasma II-68–69
- revengefuls III-80
- riots II-98–101
- ritual I-13, I-44, I-175–184, IV-20
 - casting minor rituals I-176
 - casting significant rituals I-179
 - charging rituals I-129
 - making up I-181
 - ritual effect categories:
 - blissing I-182
 - bond I-182
 - boon I-182
 - curse I-182
 - proxies I-183
 - whammy I-182
 - ritual games V-47–48
 - rituals as an objective V-40–41
 - rolling I-184
 - The New Rules of Ritual Work V-39
 - using and exploiting I-184
 - using artifacts in I-90
- See* list of rituals at Appendix H
- Ritual of Darkness III-81
- Ritual of Light III-81
- rolls *See also* flip-flop; *See also* result
 - caster rolls II-110
 - demon escape rolls II-109
 - demon summoning rolls II-109
 - hunch roll I-15
 - percentile roll I-14
 - riot rolls II-98
 - rubies, Gribkov III-82
 - rules I-14

S

- Salesman, The V-65–66
- Savage, The III-83
- scale (local, weighty, cosmic) I-6, II-15–16, III-96, IV-30
- Scholar, The III-83
- schools of magick I-131, I-133
 - See* list of magick schools at Appendix E
- Seasons in the Offness I-17, I-55, I-77, I-91, I-125
- Sect of the Naked Goddess II-56, II-72–76, III-83, IV-80, IV-81
 - See also* Naked Goddess VHS tape; *See also* Pornomancy
- see a penny I-89–90, V-88
- Seeker, The *See* Mira
- Self I-20, I-25, I-41, I-58
- set the stage II-6, II-25
- Sex Ghost III-83, *See* Ghost, Sex
- Sexual Rebis III-40, III-42, III-79, III-84, *See also* Freak, The
- Shaman, The IV-75–77
- Shield Against Assassins (major artifact) II-89
- shock gauge I-7, I-9, I-19, I-41
- shock gauge notches II-30
- shock meter I-7, I-45
- sick, getting I-74
- simple failure I-14
- simple success I-15
- Sleepers II-55, II-56, II-77–84, II-98, III-85, IV-22
 - identity II-79
 - meetings V-84–89
 - Sleepers box V-85
- Smoking Lake Nature Reserve V-76
- smothering I-73
- Sociomancy I-162–165
- Solid Citizen, The I-114–115
- Sometimes Bar, The V-77–78, *See also* Joys and Sorrows
- soy sauce IV-32
- space I-83, I-134
- specific harm I-48
- specific information I-47
- specific protection I-47
- spells *See* list of spells alphabetically at Appendix I
See list of spells by school at Appendix K
- Spider, The *See* Hiroto, Taiyama
- Spitstone V-82
- stacked cattle III-85
- stains III-85–86
- Star, The I-116–117
- Statosphere I-12, I-79, I-178, I-181, III-8
- steam-engine apocalypses V-73
- stigmata III-99
- stress check I-7–8, I-19–20, I-26
- substitutes for I-38, I-44
- supernatural identities I-46
- suppressive fire I-67
- surgical teams III-86
- Survivor, The I-117–118
- Sword, The *See* Geri
- symbolism I-97, I-128, III-96, III-103, IV-85

T

taggers	III-87–88
Tamer's Mountain	IV-82–83
Tamer, The	IV-78
tanning beds	III-88
tea	II-78, III-88–89, IV-73, V-82
Temptation Alley	III-89
Thanatomancy	III-89
Thaumaturgy	I-175, I-179, II-58
theism	I-80
therapeutic (feature)	I-45
therapy	I-76
time	I-83, I-134, III-96
temporal stuttering	I-83
time travel	II-46, See also Epperstein Clinic
time leeches	III-91
Tim's Birthday Present	V-49
trash golems	III-93
trauma bond	I-27
trial	I-71
Trickster, The	III-93
trigger warning	I-15–16
True King, The	I-119–120, III-94
turn	See combat round
Two-Faced Man, The	III-93, V-67–68

U

unexplained noises	III-99
unexplained phenomena	III-95–96
unfamiliar	III-101
unique (feature)	I-45
Unnatural	I-20, I-22, I-41, I-59, II-26
unnatural entities	II-112
ritual to rebuke	V-43
See list of unnatural entities at Appendix N	
unnatural phenomena	I-81–82, V-43
exploiting	I-85
one-time	II-21
See list of unnatural phenomena at Appendix N	
Unsung Champion, The	I-121–122
upbeat ability	I-30
uppers	I-27, I-28
Urbanomancy	III-102, V-35–38
Usagi Shima	III-102
use gutter magick (feature)	I-45
Ustrinaturgy	IV-9–12

V

vague harm	I-48
vague information	I-46
vague protection	I-47
Valley of the Black Pig	III-103
versatility (feature)	I-49
Vestimancy	I-166–169

Viaturgy	I-170–173
Videomancy	III-104
Violence	I-20, I-21, I-41, I-59
vodou	III-104
Vote Thieves	IV-63–64

W

Wainwright's Second Banner	V-49
ward	II-21
Warrior Cavern	IV-83
Warrior, The	I-123, III-105
weapons	I-61
aiming	I-66
damage cap	I-65
disarms	I-60, I-66
edged weapons	I-69
fists and feet	I-64
full auto	I-67
guns	I-65
melee weapons	I-64
multiple shots	I-63
nonlethal weapons	I-65
ranges	I-65
suppressive fire	I-63
weeping statues	III-100
whammy	I-182
wheezehounds	III-105
whisperers	II-114–115
Whisper War, The	II-80
Wikilluminati, The	III-106
Wilderness, The	V-76
Wink, New Mexico	IV-65
wounds	I-63, I-75
wound threshold	I-45, I-63

X

xanthan gum	III-107
-------------	---------

Y

yarn math	III-108
-----------	---------

Z

Zennihilator	IV-48
Zero Heron	III-109

FISTS AND FEET (BOOK ONE: PLAY, PAGE 64)

The attacker inflicts wounds equal to the sum of the two d10s used in percentile roll.

Fumble: Something screwy happens, the attacker takes up to 5 wounds.

Matched Failure: The attacker takes -10% on next roll or gives opponent +10% on their attack.

Crit: The opponent is unconscious or dead.

MELEE WEAPONS (BOOK ONE: PLAY, PAGE 64)

The attacker inflicts wounds equal to the sum of the two d10s used in percentile roll.

- *Does it cleave?* +3 wounds, and the attacker inflicts 1 wound on a miss.
- *Is it big?* +3 wounds.
- *Heavy?* +3 wounds.

Fumble: The attacker hits themselves, and takes 20 wounds.

Matched Failure: The attacker is disarmed.

Matched Success: The attacker inflicts wounds equal to the percentile roll.

Crit: The opponent dies.

GUNS (BOOK ONE: PLAY, PAGE 65)

The attacker inflicts wounds equal to the percentile die roll up to and including the damage cap for gun.

Fumble: The attacker's gun jams and must be cleared.

Crit: The attacker inflicts maximum wounds (equal to the damage cap).

FULLY AUTOMATIC MAYHEM (BOOK ONE: PLAY, PAGE 67)

Without full auto, the attacker can shoot two people by splitting attack % in half, rounded down.

With full auto, the attacker can hit two people with one roll, removing the damage cap, and get a +10% bonus with 3-round burst or +20% by emptying the clip.

Fumble: The attacker and everyone else on their side rolls 1d10 and the one with the lowest roll takes 3d10 wounds. If there is a tie for the lowest, all tied take the damage.

Matched Failure: The attacker's gun jams.

Failure: The attacker misses.

Success: The attacker inflicts normal firearm damage (no cap) with 3-round burst, +5 wounds with long burst, +10 wounds with emptied clip. The GM divides wounds between multiple targets.

Matched Success: The attacker inflicts wounds equal to the gun's damage cap unless the roll is higher, in which case use the higher one; the GM divides wounds between multiple targets.

Crit: The attacker inflicts 100 wounds on one target and none to any others.

SUPPRESSIVE FIRE (BOOK ONE: PLAY, PAGE 67)

Without a Uses Firearms identity this is all the attacker can effectively do, and it uses Struggle.

The attacker uses up to at least three bullets to fire wildly at a group.

Fumble: The attacker shoots themselves or an ally. Each of them rolls 1d10, lowest takes 2d10 wounds.

Matched Failure: The attacker's gun jams.

Success or Failure: The opponents find it hard to close in on the attacker, get out from cover to attack, or remain standing if they're out in the open. Violence (2-4) stress check to try.

Matched Success: A random opponent takes 1d10 wounds plus suppression.

Crit: The attacker makes a center mass shot for 3d10 wounds plus suppression.

TACTICAL OPTIONS (BOOK ONE: PLAY, PAGES 66-68)

- If the attacker spends a round aiming it adds +10% to an attack, or +20% if they spend two rounds.
- The attacker uses Fitness to pick up heavy things and throw them at people. This inflicts wounds like a punch.
- If the attacker picks somebody up and throws them to the ground with a Struggle -20% attack, it inflicts wounds like a punch and the opponent loses their next action getting up.
- If the attacker shoots a limb they take a -20% penalty but ignore armor; the opponent drops what they're holding or their movement is halved. A headshot is -30% and the opponent is unconscious.
- If the opponent is unconscious or disabled or restrained, the attacker may use a weapon to kill them automatically. Without a weapon, the attacker rolls Struggle: success kills, failure inflicts wounds equal to their roll. Matched failure or fumble means the attacker only thinks the opponent's dead. Doing this is a Violence (7-8) stress check, seeing it is a Violence (3-4) stress check.

DISARMING (BOOK ONE: PLAY, PAGE 66)

The attacker rolls Struggle to get rid of a weapon in somebody's possession.

Success: The attacker gets rid of the weapon, but if it's pointy or edged, they take a wound.

Matched Success: The attacker has the opponent's weapon in their hands.

Crit: The attacker has the opponent's weapon and inflicts wounds like a punch to the opponent in the process.

DODGING (BOOK ONE: PLAY, PAGE 66)

If the defender's Dodge ability or identity is *less than* the attacker's stat, -10% on the attacker's roll.

If the defender's Dodge ability or identity is *equal to or greater than* the attacker's stat, -20% on the attacker's roll.

ARMOR (BOOK ONE: PLAY, PAGE 63)

- Bulletproof turns all gun damage into melee damage.
- Helmets work like bulletproof but only once. They reduce crashes and falls by 10 wounds.
- Thick jackets or protective gear keep melee weapons from doing more damage on matched successes.

BEING HURT (BOOK ONE: PLAY, PAGES 63-64)

All damage is in the form of wounds. The GM is responsible for tracking wounds. Every character has a wound threshold (defaults to 50).

- **At 50% of a character's wound threshold** (default of 25): they are sore and exhausted and have joint pain, headaches, etc.
- **At 75% of a character's wound threshold** (default of 38): they are badly beat up, in terrible pain, suffer loss of vision, broken bones, lacerations, etc.
- **At 90% of a character's wound threshold** (default of 45): they are unconscious.
- **When a character's wounds reach their wound threshold** (default of 50): they are dead.

VIOLENCE

CONNECT

STRUGGLE

Coercing Violence: Threaten somebody with hurt and make them feel as if they're in danger. Uses **Struggle**.

Defend against shocks with **Fitness**

Linked relationship: Mentor

SAMPLE VIOLENCE CHECKS

Rank	Example
1-3	Be attacked with a weapon.
1-3	Witness an act of torture.
2-4	Get shot at random. Be tortured briefly.
3-5	Kill someone in a fight.
4-6	Be present at a massive battle, with hundreds of deaths on both sides.
5-7	Perform an act of torture.
7-8	Deliberately kill a helpless target.
8-9	Get tortured for an hour or longer.
9-10	Witness a brutal mass execution.
9-10	Watch as someone you love is tortured to death.

ISOLATION

STATUS

PURSUIT

Coercing Isolation: Convince them you can make them an outcast if they don't do what you want. Uses **Status**.

Defend against shocks with **Connect**

Linked relationship: Favorite

SAMPLE ISOLATION CHECKS

Rank	Example
1-2	Spend a day without seeing anyone you know.
2-3	Spend five hours in a sensory-deprivation tank.
2-4	Spend five days without talking to another human being.
3-5	Be institutionalized against your will by someone you love and trust.
4-6	Spend a week in solitary confinement.
5-7	See someone you thought you knew intimately behaving in a fashion completely contrary to her normal behavior.
6-8	Spend a month in a country where no one speaks your language and where you can't make yourself understood no matter how hard you try.
8-9	Be deeply, painfully, and violently betrayed by someone you love.
9-10	Be treated like a stranger by your closest friends for a week or more.
9-10	Spend a month in a sensory-deprivation tank.

HELPLESSNESS

FITNESS

DODGE

Coercing Helplessness: Make them believe you can disempower them. Roll **Connect** or an equivalent identity.

Defend against shocks with **Status**

Linked relationship: Protégé

SAMPLE HELPLESSNESS CHECKS

Rank	Example
1-2	Unintentionally humiliate yourself in public.
1-3	Get fired from a job you love.
2-4	Fail at something when it's <i>imperative</i> that you succeed.
3-5	Get dumped into a pit of maggots.
4-6	Spend a month in jail.
5-7	Watch a recording of your spouse committing adultery.
7-8	Be placed in a situation where you have to either saw off one of your limbs or die.
7-9	Watch someone you love die.
8-10	Watch someone you love die because you tried to save them and failed.
9-10	Be possessed, yet conscious, as your body commits unspeakable acts against your will.

UNNATURAL

NOTICE

SECRECY

Coercing the Unnatural: Persuade them to think the world isn't what they thought it was. Uses **Secrecy**.

Defend against shocks with **Knowledge**

Linked relationship: Guru

SAMPLE UNNATURAL CHECKS

Rank	Example
1-2	Experience a preternaturally strong <i>déjà vu</i> .
2-3	See a creature or machine that cannot logically exist.
2-4	Realize that a vision you had of the future has come true.
3-5	Observe someone move impossibly — vanish from sight, go through a wall, or open a door to a basement that wasn't there a minute ago.
4-6	Be successfully attacked with magick.
5-7	Watch someone you know killed by magick, without any visible or rational cause.
6-8	Have a conversation with a loved one you know to be dead.
6-8	See an animal with human features.
8-10	Witness the dead rise.
9-10	Realize that the reason you and your husband of ten years have never had children is that he's not really a human being.

SELF

KNOWLEDGE

LIE

Coercing Self: Cause them to feel they're not acting true to their nature if they don't do what you say. Use this to plead for your life. Uses **Knowledge**.

Defend against shocks with **Notice**

Linked relationship: Responsibility

SAMPLE SELF CHECKS

Rank	Example
1-2	Break a minor promise.
2-4	Be confronted with proof that your self-image is incorrect. "I'm very responsible; I'm sure I've called you back every time I said I would." "Actually, you've blown me off so many times I started keeping track in my journal. Lessee, November 19, December 3... again on December 17... January 9...."
2-4	Secretly gratify an urge that is unacceptable to your upbringing and background. Spit on a cross if Christian, date a person of another race if raised by bigots, have a same-sex affair if you come from a homophobic background, etc.
3-5	Lie to conceal some aspect of your personality from a close friend or loved one who trusts you implicitly.
4-6	Decide not to act on an impulse from your noble passion because it's too dangerous.
5-7	Deliberately deceive someone you love in a way that is certain to cause them terrible pain if they find out.
6-7	Discover that you have inadvertently committed an act of cannibalism.
7-10	Deliberately act completely contrary to your noble passion.
9-10	Kill someone you love.
9-10	Deliberately destroy everything you've risked your life to support.

COERCION

COERCION CHECKLIST (BOOK ONE: PLAY, PAGES 57-59)

1. The coercer establishes a credible threat against the target.
2. Roll the relevant identity, relationship, or ability. If it fails, the target doesn't believe the coercer is serious. The coercer can carry out their threat and inflict consequences on the target, but they're unfazed until the coercer succeeds.
3. If the roll succeeds, the target has a choice. They either acquiesce and keep their shock gauge intact, or they don't and take a stress check.
4. The rank of the stress check depends on what the coercer rolls.

Success: Yields a rank 1 check.

Matched Success or Crit: Yields a rank 2 check.

- Add +1 for each of the coercer's passions in play.
- Add +1 for each of the target's passions in play.

THE GRIDIRON

GRIDIRON CHECKLIST (BOOK ONE: PLAY, PAGES 70-72)

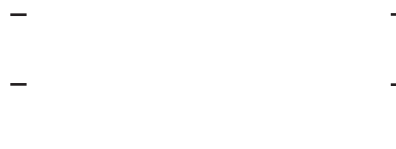
1. Is the conflict compressed or open-ended?
2. What's at stake for each side?
3. What abilities are in play?
4. Where does the conflict token start on the gridiron?
5. **Roll the dice!**
 - Fumble:** Move one step in the opposite direction.
 - Matched Failure:** No change, but the character takes 1d10 wounds or -10% on their next roll.
 - Failure:** No change.
 - Success and Matched Success:** Move one step closer.
 - Crit:** Move two steps closer to their end zone.
6. Repeat, taking turns, until there's a winner or final outcome.



GRAPPLING (BOOK ONE: PLAY, PAGES 68-69)

Use the gridiron, probably with Struggle. Each character starts in the middle space; they move one step toward their end zone with a success, two with a crit, or backwards one step with a fumble.

- **While the attacker has advantage**, they can do 1d10 wounds to the defender or disarm them.
- **While the defender has advantage**, they can choose to switch roles and become the attacker, moving both back to the balance step (in the middle).
- **If the attacker reaches their end zone**, they can put the defender in restraints, kill them, etc.
- **If the defender reaches their end zone**, they get free and deal damage like a punch on the way out.
- **If either party is holding an edged or pointy weapon**, they can deal 1d10 wounds to their opponent each round until they're disarmed.
- **If either party is holding a gun**, they can attack with it if they have advantage or are in their end zone.



OBJECTIVES

OBJECTIVES CHECKLIST (BOOK TWO: RUN, PAGES 13-23)

1. What is the scale?
 - Local.
 - Weighty.
 - Cosmic.
2. What is the path?
 - Milestones 1, 2, 3, etc.
3. What does closure look like?

OBJECTIVE EXAMPLES (BOOK TWO: RUN, PAGE 15-16)

Local: "We're going to invent our own school of magick!"

Weighty: "Our cult is going to be active in four cities with at least 2,000 members."

Cosmic: "The next president of the USA is going to be a Buddhist."

Name: _____
Cabal: _____
Current Objective: _____

Distinguishing Characteristics: _____

RAGE

NOBLE

FEAR

____ % Favorite
(Status)

____ % Guru
(Notice)

____ % Mentor
(Connect)

____ % Responsibility
(Knowledge)

____ % Protégé
(Fitness)

HELPLESSNESS

FITNESS 60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60 DODGE

FAILURES

Defend with Status
Attack with Connect

ISOLATION

STATUS 60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60 PURSUIT

Defend with Connect
Attack with Status

SELF

KNOWLEDGE 60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60 LIE

Defend with Notice
Attack with Knowledge

UNNATURAL

NOTICE 60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60 SECRECY

Defend with Knowledge
Attack with Secrecy

VIOLENCE

CONNECT 60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60 STRUGGLE

Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a _____, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can

%

Substitutes for Ability:

Feature:

Feature:

WOUND
THRESHOLD

00823

a. Percentage

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ST-0-LZ3

1. Supernatural
Ability

2a. ☐ Vague ☐ Specific

2b. ☐ Harm ☐ Information ☐ Protection

3. ☐ Influence ☐ Versatility

4. Notes

Form **SUPERNATURAL 3** permission granted to photocopy for personal use

Name: _____
Cabal: _____
Current Objective: _____

Distinguishing Characteristics: _____

RAGE

NOBLE

FEAR

_____ % Favorite (Status)

_____ % Guru (Notice)

_____ % Mentor (Connect)

_____ % Responsibility (Knowledge)

_____ % Protégé (Fitness)

HELPLESSNESS

FITNESS

60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60

DODGE

FAILURES

Defend with Status
Attack with Connect

ISOLATION

STATUS

60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60

PURSUIT

Defend with Connect
Attack with Status

SELF

KNOWLEDGE

60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60

LIE

Defend with Notice
Attack with Knowledge

UNNATURAL

NOTICE

60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60

SECRECY

Defend with Knowledge
Attack with Secrecy

VIOLENCE

CONNECT

60 55 50 45 40 35 30 25 20

20 25 30 35 40 45 50 55 60

STRUGGLE

Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a _____, of course I can _____ %

Substitutes for Ability: _____

Feature: _____

Feature: _____

I'm a _____, of course I can _____ %

Substitutes for Ability: _____

Feature: _____

Feature: _____

I'm a _____, of course I can _____ %

Substitutes for Ability: _____

Feature: _____

Feature: _____

I'm a _____, of course I can _____ %

Substitutes for Ability: _____

Feature: _____

Feature: _____

WOUND THRESHOLD

56070	1a. Adept School	1b. Percentage
For Official Use Only GR3-GST-0Z	4a. Spell Name:	4b. Cost:
	4c. Effect	
	2. Taboos	
3. Domain	5a. Spell Name:	5b. Cost:
	5c. Effect	
	6a. Spell Name:	6b. Cost:
6c. Effect		
7a. Minor Charges		
7b. Significant Charges		
7c. Major Charges		

Form ADEPT ATL-G 4MS permission granted to photocopy for personal use

Name: _____
Cabal: _____
Current Objective: _____

Distinguishing Characteristics: _____

RAGE

NOBLE

FEAR

____ % Favorite
(Status)

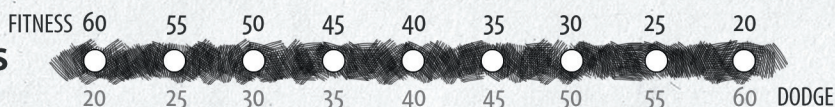
____ % Guru
(Notice)

____ % Mentor
(Connect)

____ % Responsibility
(Knowledge)

____ % Protégé
(Fitness)

HELPLESSNESS



FAILURES

Defend with Status
Attack with Connect

ISOLATION



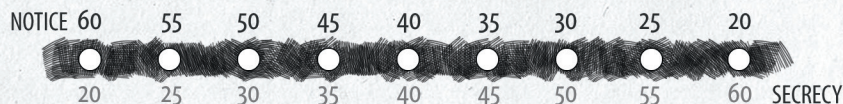
Defend with Connect
Attack with Status

SELF



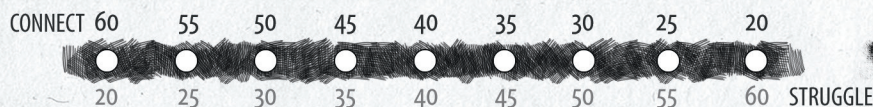
Defend with Notice
Attack with Knowledge

UNNATURAL



Defend with Knowledge
Attack with Secrecy

VIOLENCE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a _____, of course I can _____
%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can _____
%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can _____
%

Substitutes for Ability:

Feature:

Feature:

I'm a _____, of course I can _____
%

Substitutes for Ability:

Feature:

Feature:

WOUND THRESHOLD

00386

1a. Archetype

1b. Percentage

2. Taboos

4. Channels
1%–50%:

51%–70%:

3. Symbols

71%–90%:

91%+:

5. Notes

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Form AVATAR G M5

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