Al-Fatihah Simple Spells

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| Cheat One's Mind (Al-Fatihah 3) |
| Detect Other Ahl-i-Batins I (Al-Fatihah 1) |
| Detect Other Ahl-i-Batins II (Al-Fatihah 2) |
| Detect Other Ahl-i-Batins III (Al-Fatihah 3) |
| Detect Other Ahl-i-Batins IV (Al-Fatihah 4) |
| Detect Other Ahl-i-Batins V (Al-Fatihah 5) |
| Dhikr (Al-Fatihah 1) |
| Enter Astral Umbra (Al-Fatihah 5) |
| Increase Intelligence (Al-Fatihah 5) |
| Increase Wits (Al-Fatihah 5) |
| Make Friendship (Al-Fatihah 4) |
| Make Friendship With Animals (Al-Fatihah 3) |
| Make Friendship With Hostile Animals (Al-Fatihah 4) |
| Mental Operation (Al-Fatihah 4) |
| Mental Operation Master (Al-Fatihah 5) |
| Net Of Minds (Al-Fatihah 5) |
| Pair Of Minds (Al-Fatihah 4) |
| Project Emotion (Al-Fatihah 2) |
| Project Thoughts (Al-Fatihah 3) |
| See Surface Thoughts (Al-Fatihah 2) |
| Speak Languages (Al-Fatihah 2) |

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| Cheat One's Mind (Al-Fatihah 3)  Can subtly enter a subject’s consciousnes,s plumbing recent memories, offering new vectors of thought (int he guise of the subject’s own stream of consciousness) and implanting compelling suggestions, ideas that the subject ponders and, possibly, acts upon. |
| Detect Other Ahl-i-Batins I (Al-Fatihah 1)  Senses the presence of others of his fellowship in several ours of distance. |
| Detect Other Ahl-i-Batins II (Al-Fatihah 2)  Senses the presence of others of his fellowship and freely communicates mind-to-mind with them if they are willing in a day’s travel of distance. |
| Detect Other Ahl-i-Batins III (Al-Fatihah 3)  Senses the presence of others of his fellowship and freely communicates mind-to-mind with them if they are willing. He may also share thougths and image sin a week’s travel of distance. |
| Detect Other Ahl-i-Batins IV (Al-Fatihah 4)  Senses the presence of others of his fellowship and freely communicates mind-to-mind with them if they are willing. He may also share thougths and images. He is of one mind, whenever he wishes, with all willing Ahl-i-Batin in a moth’s travel of distance. |
| Detect Other Ahl-i-Batins V (Al-Fatihah 5)  He shares a flawless psychic link, at will, with all willing Ahl-i-Batin everywhere. |
| Dhikr (Al-Fatihah 1)  Active: Uses a mantra or written amulett o fix the current scene in memory, including all details that do not immediately register int he conscious attention of the character. One common usage of this is to flip through a book, then mentally study the actual contents at some later time. For each success, the caster may memorize: 15 minutes of action or conversation, about 50 pages of text, an entire panoramic view (i.e., everything seen while turning in a circle), a long speech or piece of music, everything about a specific person, etc. Five successes are needed to fix an entire Scene in memory for later retrieval.  Passive: Used in meditation to examine one’s own memories, making it possible to pay attention to details that may have been missed at the time. A faintly overheard conversation cna be recalled or a page of dense writing that was originally only glanced at briefly can be read.  For each success in casting this spell, the Storyteller must give a complete answer to a question about whatever the player is trying to recall or suggest some forgotten detail relevant to the player character’s current situation. |
| Enter Astral Umbra (Al-Fatihah 5)  Psychic travel in the Astral Umbra. |
| Increase Intelligence (Al-Fatihah 5)  He can amplify Intelligence, even to superhuman levels (one dot per success). |
| Increase Wits (Al-Fatihah 5)  He can amplify Wits, even to superhuman levels (one dot per success). |
| Make Friendship (Al-Fatihah 4)  Cause others, even new acquaintances, to regard them as esteemed and valued companions. |
| Make Friendship With Animals (Al-Fatihah 3)  Wins the trust and allegiance of a normal beast. |
| Make Friendship With Hostile Animals (Al-Fatihah 4)  Wins the trust and allegiance of a normal creature trained to be hostile. |
| Mental Operation (Al-Fatihah 4)  He may create, destroy or alter madness or memories. Also, he can radically influence the concepts of inclusivity, generosity and compassion in an individual, group or idea in the immediate vicinity. |
| Mental Operation Master (Al-Fatihah 5)  He may create amazing vicissitudes of consciousness, completely changing a subject’s beliefs, memories or Nature. |
| Net Of Minds (Al-Fatihah 5)  He may create group consciousnesses out of many, allowing perfect communication without compromising individuality. |
| Pair Of Minds (Al-Fatihah 4)  He may mesh his own consciousness seamlessly into that of another. |
| Project Emotion (Al-Fatihah 2)  The mage is able to project emotions into the minds of others. |
| Project Thoughts (Al-Fatihah 3)  The mage is able to project his own thoughts into the minds of others, effecting telepathic contact. |
| See Surface Thoughts (Al-Fatihah 2)  The mage is able to sense the target’s surface thougts and feelings. |
| Speak Languages (Al-Fatihah 2) |

Allows to speak with those with whom they share no common language.