

# THE OFFICIAL MINISTRY INCANTATORY HANDBOOK, 22<sup>ND</sup> ED.

*Classified  
Reserved*

The following incantations, et al., are the sole intellectual and meta-physical property of The Ministry and may only be used by employees therein. Any unauthorized use of the following materials will be persecuted to the fullest extent of the law, at the discretion of The Ministry.

—Foreword, *The Official Ministry Incantatory Handbook* (2<sup>nd</sup> edition)

The Ministry's sundry agents employ a variety of methods to perform the necessary work to which they are charged. Regardless of factional representation within The Ministry, each full agent has been granted a license to use the spells within *The Official Ministry Incantatory Handbook* (22<sup>nd</sup> edition). Such spells are deemed Thaumata Ex Officio, or office magic.

Spells employed by The Ministry focus on exploiting the perceived loopholes, sub-clauses and prima facie arguments found in the rules and regulations that govern the universe. Such arguments are the spell burdens of the ministers and are perfect-bound volumes of low-grade paper.

## CORE SPELL (FREE)

### The Pen is Mightier than the Sword #item

Why kill the flesh with steel when you can kill the spirit with words? Optimally, one should endeavour to do both.

**Power 2:** The minister synergizes a bladed weapon, transforming it into a red-inked pen. Harsh words written with the pen may cause physical or social damage. Using an appropriate keyphrase, the minister may shift the item's state from blade to pen at will.

**Power 4:** The red-inked pen may cause metaphysical damage, in addition to the physical and social damage.

### ■ The Red-Inked Pen

The key to much of the Thaumata Ex Officio, and the hallmark of agents of the Ministry, is their magical focus-item, their red-inked pen. Nearly all office magics require one to be performed.

## CONTRACTS OF THE THAUMATA EX OFFICIO

### 1. Getting in the Zone #focus

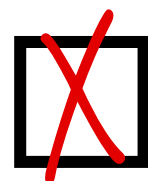
Putting a red-inked pen to paper, the minister focuses on their work, leaving the world behind.

**Power 3:** Giving 110%, The minister shifts from the current plane of reality to their personal outer dimensional cubicle. The minister may place two sacks worth of inventory in the cubicle, to be retrieved later. When the minister returns to reality, they do so in the exact same place they left.

### ■ 2. Casual Conversation

The minister writes the calm of contract law into the liquid of a serving vessel, making those who drink from it more amenable to light conversation.

**Power 2:** Anyone who drinks of the serving vessel is must pass a hard aura test or be forced to tell the truth and will have [-] on attacks for one hour.



### 3. Ink the Deal

Twirling their red-inked pen in their hands, the minister cuts to the chase, exploiting the loopholes of the regulation infinite to find the best quid pro quo negotiations at hand.

**Power 1:** During a negotiation, the minister peers into the sub-clauses of the regulations infinite to find what will move the needle on the current bid. The minister will learn what terms the target will accept for a deal to be struck.

**Power 3:** During a conversation, the minister exploits the loopholes of the regulation infinite and circles back to a previous point in a conversation with a single target to replay the conversation a second time. When the conversation is over, the target makes a moderate aura test to see if they remember both forks of the discussion.

### ■ 4. In Triplicate

#imbue #dangerous

The minister scrawls a series of frameworks in the air with their red-inked pen, creating gateways for the inter alia of the regulations infinite to enter our reality.

**Power 3:** The minister summons two copies of a non-living object onto the current plane of reality from alternate dimensions. Each of these copies are exactly the same as the original, with the exception of one difference—one object's difference is declared by the player, and the other by the Top Cat.

**Power 7:** The minister may summon two copies of a sapient being from alternate dimensions. Each of these copies are exactly the same as the original, with the exception of one difference—one object's difference is declared by the player, and the other by the Top Cat.

### 7. Respect the badge

#imbue

With their red-inked pen, the minister writes the secret terms of the regulations infinite onto a small card, creating a dramatis persona ex cathedra.

**Power 3:** The minister creates a small card that, when shown, denotes a position of authority over the reader. Readers who have a reasonable suspicion of the identity of the minister must pass a hard thought test to see through the ruse.

### 5. There's no "I" in Team

#imbue

Writing fantascientific legal frameworks on the necks of willing targets, the minister deftly weaves a pro tem consensus clause into their tripartite constructs, joining them all into a single, sound mind/being.

**Power 2:** The minister and another willing target merge their *ba/ka* into one metaphysical being, operating as a polybody, but with all actions requiring consensus among the merged *ba*. Any failure to reach absolute consensus, or the death of any one member of being will break the spell, causing 1d10 metaphysical damage. The being may cast any additional spell known by any member of the being, the incurred costs meted out be consensus across the members of the being. Spells cast will automatically be tagged as #dangerous.

**Power N:** The minister may similarly merge with N-1 willing targets.

### ■ 6. The Fine Print

The minister makes a few edits with their red-inked pen in the margins of a document, obfuscating the document's true intent.

**Power 2:** Readers of the document must pass a hard thought test to understand the document's content. On a failure, the reader will assume to know the contents of the document, the player dictating the reader's assumption of content. Owners of red-inked pens must pass an easy thought test, instead.

**Power 5:** The minister may make an addendum to the document in the margin which will remain invisible for one day, but will appear as if always there upon its reveal.

*Pyat yitham*