

THE BOOK OF CIRCLES



A Compendium of Sorcerous Lore for

EXALTED



3 THE BOOK OF CIRCLES™

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SPECIAL THANKS:

Phil "The Big Dog In The Sky Is Peeing On Us All" Boulle, for proving that, although he may look normal, he isn't.
Jess "Shuttlecock" Heinig, for running me all over Atlanta to help with the world's most troubled upgrade ever.
Becky "I Used To Be A Manatee" Jollensen, for reaching out to help others with similarly terrible conditions.
Ethan "Escape From NIMH" Skemp, for helping me go over the wall.
And to all the other folks at White Wolf who made my year on-site a happy, productive, strange and occasionally frightening one.



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PRINTED IN THE U.S.A.



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INTRODUCTION



“Well, well,” said she, staunchly sharp, “you must be the father of magicians to force an entrance to my garden, for there are such safeguards on the place no other has ever come in before, unless with my connivance. Yes, you must be wiser than the night is black, and your powers extraordinary.”

“I do not deny it,” said Zhirek the magician.

—Tanith Lee, Death’s Master

The world of **Exalted** is one of fallen splendor, and none are more aware of this than sorcerers and savants. Where once a great civilization flourished, the savage and the ignorant now hold sway. Even the Dynasty is a pale shadow of the pre-Contagion Shogunate, and daimyos of old were themselves only aping the glories of the Solar Deliberative.

Once, there were thousands of sorcerers and countless spells and enchantments. Through sorcery, the world was tamed — disobedient spirits were chastised and crops made bounteous. The enemies of Creation knelt before the power of the Exalted, and the people were entertained and delighted by the countless prodigies that fell from the hands of the Chosen.

Now, Creation is less than it once was. The Contagion and the centuries of constant struggle that proceeded it destroyed many of the wonders, and what

was broken could no longer be replaced, for the Celestial Exalted were not there to forge new glories, and the skills of the Dragon-Blooded were barely adequate to maintain them.

THE SOLAR PURGE

Perhaps the greatest scourge of sorcerous knowledge was the Solar Purge. Originally, the purge was very specific, targeting only the Solar Exalted and texts of Solar Circle sorcery. However, as time went by, memories faded. The Lunars became increasingly hostile to the Old Realm, and the Sidereals slipped from sight and memory. Faith in the Immaculate Order grew, and the purge grew to include magic and knowledge of the Celestial Circle as well as that of the Solar Circle. Artifacts and enchantments that were the product of the Anathema were



closely watched, and wisely — many were revealed to be traps or autonomous weapons constructed by the Celestial Exalted as mechanisms of revenge in case of their betrayal.

By the time of the Contagion, much of the lore of the Celestials had been forgotten, destroyed or hidden away by various parties who found it useful to secretly possess such forbidden lore. Much of what remained was claimed by the Empress in her centuries-long campaign to gain sorcerous power. Outside of the Empress' libraries, most of what remains of powerful magic is long lost and forgotten, or else in the possession of Celestial Exalted.

SORCERY TODAY

In the modern era, only fragments of the golden age survive. The spells recorded in this book are a majority of those commonly remembered. While there are many spells kept secret by those who possess them or lost texts waiting to be rediscovered, all the magic that survives in Creation today is but a tiny fraction of what once was.

Chosen who wish to become sorcerers are confronted with two great burdens. One is the burden of learning, for sorcery is a demanding art. Even with the tremendous lifespan of an Exalt, a sorcerer will never learn all there is to know, and will forever struggle and

strive against the terrible difficulty of magical learning. To change Creation by Will and Essence is a terribly wearying task, and it is easy for even an Exalted magician to strain himself to the point of sickness or even death from exhaustion.

The second burden is the burden of knowledge, for any magician who pursues her studies seriously cannot help but realize how much has been lost and forgotten since the First Age. Even the simplest primers contain dozens of references to phenomenon once understood but now forgotten.

Yet for all the burdens and demands, sorcery is rewarding as well. It offers vast power, beyond the narrow confines of Charms. A Dragon-Blooded master sorcerer is more than a match for a Celestial with no magic, and a Celestial master sorcerer is second in power to no one. Further, a sorcerer, a truly talented one, can help to roll back the curtain of ignorance that has fallen over Creation and help to reclaim some of the mastery of the world that is the birthright of the Exalted.

How To Use This Book

This book contains a great deal of information on magic, ranging from spell descriptions to the theory of magic, from descriptions of Manses to a discussion of



the art and craft of creating enchanted items. It is divided into six chapters and two appendices.

Chapter One: History and Practice describes the history of magic from the legendary first magician to the modern day and details the process of magical research and learning. It also details a number of sorcerous artifacts of use or interest to theoretical magicians.

Chapter Two: The Terrestrial Circle details sorcery of the weakest and most common sort — Terrestrial Circle sorcery. This magic can be practiced by all Exalted and is taught in the Realm at the Heptagram and by private tutors.

Chapter Three: The Celestial Circle details the second circle of sorcery, the Celestial Circle. Too powerful for Dragon-Blooded to harness, this magic is the province of the Celestial Exalted alone.

Chapter Four: The Solar Circle details Solar Circle sorcery, the most powerful sort of sorcery. Once, this magic was available only to the Solar Exalted, but the Abyssal Exalted have recently

demonstrated the ability to practice this form of sorcery as well.

Chapter Five: Works of Wonder explains the process used to create artifacts, both in the setting and in mechanical terms. It also contains descriptions of a number of magical artifacts, varying in power from inconsequential to extraordinary.

Chapter Six: Demesne, Manse and Hearthstone details the formation of Demesnes and the conditions generally prevalent around them. It also examines Manses and their construction, explores the processes that cause Demesnes to come into existence and contains an extensive catalog of common Hearthstones.

Appendix: Warstriders provides statistics for Warstriders, powerful suits of armor used during the First Age to combat threats of huge size. Today, these relics are some of the most powerful weapons in the arsenal of the Realm, and a character attempting to challenge the Dynasty or the Wyld Hunt will surely cross swords with one.





CHAPTER ONE HISTORY AND PRACTICE

Exalted

A FORGOTTEN LEGEND

There is a story once taught to young magicians in the Old Realm, before the usurpation of the Dragon-Blooded and the murder of the Solar Exalted. Its truth or falsehood was unknown even then. After the murder of the Solar Exalted, it was suppressed by the Dragon-Blooded, who propagated their own legends.

Today, the story survives in its original form only in texts that escaped the pyres of the censors and in the minds of die Sidereals and Lunars whose knowledge of sorcery springs directly from First Age roots. Those whose knowledge springs from the Heptagram and die writings of the Dragon-Blooded learn a similar version, save that the protagonist is Hesiesh, and the spirits teach him at the behest of the Elemental Dragons that he might have the ability to overthrow the Anathema.

The story runs that, at the dawn of the First Age, when Exalted first walked the land, they were ignorant of sorcery and abstract magic. They had been trained hurriedly and in great secrecy by the gods. The young Exalts had fought their battles armed only with Charms and the weapons that the gods' and their allies among the Primordials issued to them.

In that age, the narrative asserts, there was not yet a shared understanding of how Charms worked. Thus, each Exalt had one or more powerful Charms that were uniquely her own. Each Exalt save one. Brigid was one of the Solar

Exalted but seemed unable to develop any powerful Charms. This greatly saddened her and made her the least among her peers, and so, the young Exalted set off to learn a Charm mighty enough that she could stand tall among her peers.

This search led her to more than a simple Charm. Her quest changed the face of Creation, bringing her power and distinction and increasing vastly the might of the Exalted. She became the Mother of All Spells and is recognized as the progenitor of all sorcery.

Yet when she set out, she had nothing, not even the well wishes of her peers. Most felt she was the product of a failed Exaltation and hoped that she would perish in the wilderness. Then, they hoped, when her spirit was reborn, it would not be so weak. Only her Lunar spouse saw her off on her journey. He made her a gift of his own arms and armor to protect her from peril.

Brigid first traveled to the East, journeying deep into the forest. The life around her gave her comfort, and the dense foliage hid her shame from her peers and from the gods. She walked on, uncertain of her purpose and unsure of the direction of her next step. Desolate, she reached a ring of stones, with a pool as clear as crystal at the center. She cried there, in shame and loneliness, for her heart was torn to be away from her spouse. When at last she slept, it was a sleep as deep as the death for which she longed.

She awoke in the last hour of the evening. Looking up at the sky, she saw a shooting star arc across the heavens and



smiled at the beauty of the Maidens' handiwork. Then she startled, for there was another being in the ring with her. She worried it was one of the Fair Folk or a servant of the Yozis, for there were many of both walking the world in those early days of the First Age, and Brigid had traveled far to the East.

But as Brigid blinked away her sleep and grabbed for her spouse's moonsilver daiklave, she realized it was nothing more than a forest spirit. The spirit was pretty in her long skirt and sat humbly with her legs folded beneath her.

The spirit bowed her head and greeted Brigid as the Mother of All Spells, a term that had no meaning, for, of course, there were no sorcerers. Brigid asked her, "What is this name you call me? You should leave me and tell no others you have seen me, for I am a disgrace among my kind, and they will think less of you and revile you if they know you did me honors."

But the spirit cast her eyes to the heavens, as if to indicate the Maidens, and said, "Nay, for my masters smile upon you. Though your journey is long, and shall take you to four cardinal directions and the summit of the Imperial Mountain, in the end, it shall give you knowledge of power far beyond your peers. It is your destiny, and though your travels will take you to the four corners of the Earth, you need not fear for your future as you have despaired of your past."

And she gave Brigid a robe of red silk, sewn with orichalcum thread, and fine even for the raiment of the Exalted. The forest spirit bid Brigid to put on the robe. Still unsure of her purpose but buoyed by the richness of the forest spirit's gift, Brigid turned north.

From the words of the spirit in the forest, Brigid knew this was the next step of the journey, and her quest, which had seemed so hopeless, now had a purpose. As the winds grew colder, she kept the spirits' words in mind and did not fear. She traveled on and eventually came to a circle of crystals, grand and beautiful. She stopped, certain that she would find great magic here.

Suddenly, in the center of the crystals, a shard of ice appeared. And it spun above the ground; slowly shaping itself into the most beautiful crystal sword Brigid had ever seen. And then, amazingly, it spoke to her: "I am for the Bearer of Magic. I am for the Mother of Sorcery. I am for you."

Brigid took the sword into her hand. She hefted it, felt its cold and its weight. Then, she sheathed it, for the first time eager to continue her journey. Brigid turned south and crossed the ocean on a borrowed ship.

The southern winds parched Brigid's skin, although but she paid them little attention. Soon, she was lean and weathered, for the heat of the South burned away her weakness and her fat. The heat of the desert burned away her shame and her disgrace as well, and she continued her journey until she reached a circular wall of swirling sand that rose up from the ground in the farthest South. She touched the wall, and a doorway appeared before her. Recalling the spirits' words and drawing courage from her successes so far, she stepped through. The walls of sand glowed golden in the light, as if covered in jewels of amber.

Brigid was drawn to the jewels and waited expectantly, certain that the magic of this place would speak to her. And

sure enough, with the sound of brazen bells, the largest of the amber jewels broke free from the wall. It sang to her: "I am for the Bearer of Magic, I am for the Mother of All Spells. I am for Brigid." Brigid took the jewel and placed it on her forehead, where it shone with glittering perfection.

Brigid then turned west and walked through the desert until she reached a shoreline. There, she found a boat of ebony and orichalcum pulled up on the shore, waiting for her. Filled with anticipation, she stepped inside the craft. Without a hand on rudder, sail or oars, the ship sailed across the ocean into the farthest West.

The journey was long, across rough waters, for the ship sailed without tacking or turning. Yet Brigid recalled the words of the spirit and felt no fear—this was her destiny. One morning, as she stood in the ship's bow and looked out across the waters, she spied an island before the ship's prow. All day, the ship sailed toward the island, and when evening came, she felt the keel gently scrape against the shingle.

A tall and handsome man met her on the shore as she waded from the surf. He was a tall, beautiful man with silver hair and ebony robes, and he greeted her as the Mother of Sorcery and Root of Spells. He took her to a palace of whale-ivory and asked of her journey, and she told him what she had seen and heard on her travels. He told her that she should never mourn the lack of power, for her gifts would earn her great honor and increase tenfold the power of the Exalted.

That night, after she had lain with him, Brigid asked the spirit-prince to tell her of her destiny. "What is this future that has been foretold for me?" she asked. "How can I, a pariah among the Exalted and a burden to my mate, rise to such grand position?" The silver-haired prince answered: "We have chosen to give this thing into your keeping, not to reward you, but as our gift to your people. Do you complain that you have been chosen as the vessel for such a gift?"

When she awakened the next morning, the prince was gone, and his palace had vanished as well. But lying there was a beautiful girdle of red silk, studded with diamonds and moonsilver. Brigid fastened the sash around her waist, and boarded the boat of ebony and orichalcum, and it carried her east, to the shores of the Blessed Isle.

Brigid reached the isle, but she was not yet done with her pilgrimage. Traveling by night and hiding herself from the vision of her fellow Exalts, she journeyed across the land to the foot of the Imperial Mountain. She climbed its slopes, and at the peak, she found a crystal the size of her fist and the shape of an egg. With her robe and girdle about her, her sword of ice and the straw-yellow gem upon her brow burning like a sun, Brigid touched the crystal. It cracked, and a brilliant bird flew out. The bird had iridescent feathers in every color of the rainbow, and as it rose into the sky, it grew larger and fainter, until it was just a rainbow — the first the world had ever seen. And in her mind, as if a door had been opened in a dark room, Brigid suddenly knew the rhyme and pattern of sorcery. She knew no magic, but she knew of its making.

Laughing, she turned, only to find the Unconquered Sun behind her.

Falling on her face, she begged the Sun's pardon for intruding so near to his abode. Unconquered Sun touched her shoulder and bid her to rise and said to her, "Blessed are you, child, for you carry great power within you. As I am your father, I give this to you and bid you, never forget from whence this power comes. Use it never in pride or hubris, for in those sins lies the root of all wickedness."

And Brigid pledged to him that this would be so and raced back to her spouse. He greeted her, and she had hardly kissed him when she went to the library, ordering the slaves to bring her paper and a pen. For five full seasons she wrote, and when she emerged, she bore with her two books — the first was *The White Treatise*, which taught the fundamentals of sorcery, and the second was *The Black Treatise*, which contained the first five spells ever to be created.

Brigid went among the Exalted, demonstrating her new knowledge and teaching others the craft that had been her gift. She gained great honor in so doing and brought great power to the Exalted, for with this sorcery, they could truly realize their power to shape and master the world the gods had given them.

Such is the power of magic, that it can enable even a disgraced child to grow strong or even to become revered above all Exalted. From sorcery stems the greatest powers of the Exalted, and Brigid is rightly called the Mother of All Spells for her magic, just as those who gave her magic promised she would be.

THE TRUTH

Sorcerous opinion about the veracity of the tale of Brigid (and the later version with Hesiesh) runs the gamut from utter disdain to devotion to a fanatic and literal reading. It is definitely true that there was a very powerful Exalted sorceress named Brigid early in history, just as it is true there was once a Terrestrial Exalted named Hesiesh.

During the First Age, opinions were split as to if Brigid's quest had really happened or if it was nothing more than exaggeration or her own campaign of self-promotion. For every detractor who called the myth nothing but a children's

THIS MYTH AMONG THE DRAGON-BLOODED

The story of the origin of sorcery is also told among the Dragon-Blooded, even today, differing only slightly. Rather than Brigid, the protagonist is Hesiesh, and rather than being dishonored, he is seeking a weapon to use against the Anathema. Rather than spirits, he encounters the Elemental Dragons, culminating with an encounter with the Elemental Dragon of Fire on the slopes of the Imperial Mountain, where the Dragon commands him to always use his magic with humility and honor.





story, there was another who was planning a pilgrimage to trace the path of the Mother of Spells. Likewise among the Dragon-Blooded, many of whom aren't entirely sure where the truth ends and the myths they themselves created begin.

The general consensus among both Exalts of the Old Realm and Terrestrials at the beginning of the Age of Sorrows is that the tale should be taken as allegory. Most believe that Brigid or Hesiesh may indeed be the first sorcerer, but that the protagonist's legendary journeys are nothing more than illustrative anecdotes intended to describe the trials of magical research to a people unfamiliar with the process. Brigid may have recognized the ability to channel Essence into sorcery, and Hesiesh may have stolen that knowledge from the Anathema or gained it from the Dragons, but sorcery as modern Exalted know it is the result of at least a millennium of research.

Consider the tale. Brigid faced trials and was rewarded for her perseverance—it is both an educational story for aspiring magicians about the difficulty of the trade and a heartening fable for apprentices. It is also similar in some ways to the initiation of modern Lunar sorcerers, where the would-be spell-caster faces grueling natural ordeals to strengthen her resolve. Modern Lunar initiation is derived from practices that were old when the First Age was young, and it could be that Brigid's tale is somehow a corruption of an initiation ritual, perhaps one passed down from the Dragon Kings.

Certainly, the protagonist's actions have a clearly ritual character. Timing and movement are critical to the completion of her test. She interacts with spirits constantly throughout her journey. What remains unknown is if the story's ritual traits are a corruption or retelling of an actual sorcerous working of some sort or just mythic elements that were added by various storytellers over the tale's life. It is certain that the exact journey described doesn't produce any special results — there have been several well-documented efforts in the modern era dedicated to replicating the event, and there was at least one genuinely serious application of power during the First Age.

Despite the resistance to the tale as history, Brigid is a popular figure. There was a folklore tradition during the Old Realm that that Brigid was not Exalted at all, but mortal — that is, truly without Charm. The mortal interpretation of the myth claimed that the Exalted owed Brigid (and by extension all unExalted) a debt, for it was Brigid who brought magic and spells and, as a result, was indeed the Mother of all Exalted. Indeed, some versions of this tale seem to suggest that, at that time, no Exalted had Charms and that Brigid's disgrace actually stemmed from her belief in magic. This idea seems nonsensical, but it enjoyed a certain popularity among mortals in the latter stages of the Old Realm, when dissatisfaction with the Exalted was at its height.

Such popular reinterpretations aside, those who believe the legend of magic's entry to the world have found a great deal of support for the tale both in the words of the telling and

in historical records. They point to the dating of the tale to being consistent with the first known sorcerers. Those who have traced Brigid's travels claim that they are not only possible, but fairly likely given the maps of the time. Yet, there are ancient landmarks, still extant today, that match the descriptions of the earliest versions of the tale. Specifically, the Standing Stones of Cinnabar could be responsible for the circular vortex of sand Brigid encounters in the South, and the island described would seem to be one of the Isles of the Exiles in the far West,

THE LINEAGE OF MAGIC

The Book of Three Circles is the greatest magical text ever written. It describes every spell invented before the Contagion and most magical research techniques as well. Completed just a few centuries before the Usurpation of the Dragon-Blooded, its introduction is a product of the revisionism, self-aggrandizement and outright mythmaking that marked that era of Solar history. In its preface, it purports to trace the intellectual lineage of sorcery.

This is the history of magic.

Brigid first learned magic and used magic as the Unconquered Sun directed. Brigid taught for a thousand and thirty years, and first among her students was Thesis. And Thesis taught for a thousand and five years, and he taught many students. Thesis' foremost student was Sonah, who founded the first College of Sorcery, and she taught there for nine hundred years. Sonah's foremost student was Nanica. Nanica taught for seven hundred years, and her foremost student was Leelah, though Nanica taught many other worthy students.

Leelah taught for six hundred and five years, and her first student was Derja who founded the second College of Sorcery. And Derja taught for a thousand sixty and two years, and she taught Chone and many other worthy students. And Chone taught for six hundred and five years, and his first student was Halkus, who taught for a thousand eighty and seven years and whose first student was Kemal. And Halleus taught many other students. And Kemal taught for a thousand eighty and two years, and his first student was Hano. And Hano taught Salina, Devon and Silur, who each formed their own Colleges of Sorcery, which did not perish as those before them had.

THE COLLEGE OF SALINA

Salina formed her college based on four primary principles. The first principle was the study of the fashion in which Essence flowed through forest areas. The second principle was the study of the plants and animals in their natural habitat. The third principle was the study of the behavior of weather and wave. The final principle was the study of the interactions of sorcery in natural systems. Salina and her students believed that Essence flowed most freely through natural systems and that, since this was the case, studying magic inside the confines of any man-made structure was inefficient, at best.

The College of Salina was not a true school of sorcery, in the sense that it had no permanent buildings and libraries. Instead, the Salina group was an attempt by its founder to progress toward what she deemed true sorcery—Salina took sorcery into the wilderness. She and her students studied the plants and animals of nature to discover the fashions in which they used Essence. The group also studied spirits to learn their habits and the roots of their power, for since spirits embody that from which they spring, to study them is to study the concentrated essence of nature. In the last days of the Salina group, when they began to believe the signs indicated an incipient cataclysm of some sort, the sorcerers of the College of Salina bound many spells to spirits for safekeeping. Modern sorcerers who can find these spirits and show them the proper signs may then be educated in the lore of the college. The spells and fragments of knowledge are connected by a series of riddles, references and ecological clues that allow a magician who begins [learning the path of Salina from spirits to progress to the rank of master.

THE COLLEGE DEVONIAN

Devon was an inquisitive student who constantly asked questions and continuously sought for the reason behind actions. He reasoned that, since everything in the world seemed to follow arbitrary prohibitions and the various magical principles, sorcery and Essence themselves must be governed by similarly strict rules. Devon formulated his theories about the nature of magic into a series of questions and posted his questions in the great halls of both Sonah and

Derja's schools of sorcery. While the questions generated a great deal of debate and a number of followers among the students of the schools, the final result was Devon's general exclusion from mystic society. Unable to pursue his theory in the great schools, Devon's allies convinced by him to form his own school.

The College Devonian, established in the now-lost city of Sperimin, was one of the two last great schools of sorcery. It superseded Sonah and Derja's schools, both of which had come to focus largely on rote methodology and staff politics. Devon believed that the secret to sorcery could be unlocked through intensive and logical study and research. Under his guidance, the College Devonian dedicated itself to researching the rules that drive reality and the laws that allow the channeling of Essence. Potential students were tested thoroughly to determine their suitability and capability for the study of these laws. Accepted students were put through a strict battery of classes and exams before they were allowed to even glimpse the tomes that contained the laws of magic. Daric, of Dane's Laws of Magic, was generally considered to be Devon's greatest student.

THE SILURIAN SCHOOL

Salina and Devon both diverged wildly from mainstream sorcery, but Hano's third student, Silur, was a strict traditionalist. From her writings, this was clearly a reaction to Hano's older and more adventurous students, both of whom were politically active and busily demolishing the sense of intellectual community that sorcerers had felt since





the founding of Sonah's school. Though the older magicians found the teachings of the two old colleges to be incestuous and stifling, many others found them worthwhile, as Devon's exclusion from magical culture established.

Though Silur rejected the involuted politics of the older colleges, her magic focused on ritual and the traditions she felt were still critical to magic. She encouraged community between sorcerers, the conformity of sorcerous styles between individuals, and she instituted regular methods of magical notation (an act quickly copied by the College Devonian) and encouraged meticulous attention to detail. Silur's teaching made her popular among those who were not charismatic enough to prosper in the Devonian and Salinan schools. In the end, Silur and her followers formed their own academies, called Retreats, to spread the teachings of their magic.

Silur was the mistress of the last great school of sorcery, founded only seven centuries before the Usurpation. Unlike her colleague Devon, Silur believed that Essence was not governed by strict and logical rules, but was, instead, a chaotic force harnessed by ritual behavior. To her eyes, the College Devonian was simply another form of ritualistic magic, just one with a neurotic fixation on consistent behavior.

The Silurian School of Sorcery was dedicated to recognizing and cataloging the key components of known mystic rituals. Once those components were cataloged, the researchers of the Silurian School began to look for ways to recombine them into new forms. While the Silurians created a large number of new spells in this manner, they also made a number of terrible errors, including several that totally destroyed a Retreat's Manse.

One of the greatest strengths of the Silurian school was the speed at which new sorcerers could be trained. Unlike the five to ten years required to learn the magic of Salina or the College Devonian, sorcerers could be trained in the Silurian School in less than two years. However, magicians trained in this holistic fashion typically had little familiarity with the theoretical underpinnings of sorcery and were much less suited to develop new spells than members of other colleges.

LEARNING MAGIC

Whereas most Exalted must rely on Charms, sorcerers have access to the secrets of actual magic. Most Exalted draw on Essence to enhance their Abilities to superhuman levels, while sorcerers channel Essence to warp reality itself, and their powers are limited only by the magician's imagination and the time it takes to learn or create new spells. Sorcery is a dangerous and time-consuming path, but in the end, it offers power unsurpassed by even the mightiest Exalts.

ON BECOMING A SORCERER

During the First Age, there were well-established schools and colleges of magic, and Exalted who wished to become magicians had clear and easy pathways to follow. In the modern day, the only organized school of sorcery is the

Heptagram on the Blessed Isle, which trains Dragon-Blooded sorcerers for service to the Empress. Yet, this elite school specializes in training the young and the young alone, and those who wish to become magicians later in life must find tutors or teach themselves. For most Exalted in the modern era, finding training to become a magician is almost as difficult as the actual process of learning magic.

DRAGON-BLOODED SORCERERS

Sorcerous training at the Heptagram consists of five long years of intensive study followed by nine to fifteen months of painstaking research. Each of the first five years are divided into four seasons. Each season, the students are put through a strict regimen of courses, each intended to prepare them for some aspect of their future. Courses in the early seasons focus on seemingly mundane subjects, including ancient history and modern politics. Later courses build on these early subjects, focusing on sorcery's interactions with society. While the basics of herbalism and other sciences are drilled early on, it is not until late in their education that students begin to learn magic theory proper. These courses are followed by examination, failure of which leads to expulsion.

For the remaining season of the year, students are granted a brief break. During this "holiday," students are expected to conduct independent study, often in the form of public service, working as an intern for the Thousand Scales, or exploration and adventure. Students are quizzed or directed to write extensive essays on what they learned during these "vacations." It is not unusual for particular students to be singled out by the faculty for special attention. These students often have specific activities recommended to them for their breaks, which the faculty sees as useful or improving to the student. Which season the student is excused for depends on the year of study they're in. For example, freshmen students have the season of Water off to see their families, while fifth-year students typically have the season of Fire, during which they're expected to accompany a Realm military expedition of some sort.

At the height of each season, the Heptagram holds extracurricular activities in which the school's various dormitories, or houses, compete. These extracurricular activities most often take the form of sporting events. While students are not strictly required to involve themselves in such activities, to do so is a mark of honor. Often, the Dragon-Blooded face family pressure to compete and excel in these events. Rivalry between houses, as between individual students, is intense and has led to bloodshed.

Once formal coursework has been completed, would-be sorcerers face one final test. They must conceive of an original spell and successfully develop the theory behind its casting. If the examination committee agrees that the spell is sufficiently original and that the theory has been successfully developed, the student is taught the final secrets of sorcery. These new sorcerers are then given the opportunity

SORCERY, LINEAGE AND YOUR CHARACTER

Sorcerers are and were a tremendously insular lot. No person, Exalted or otherwise, can easily understand the challenge and exhilaration of channeling Essence directly to work magic. Yet, sorcerers have at least as much of a need for community as any other human, if not more so, as their tremendously academic calling benefits from the sharing of news and results.

As a result, lineage of teaching holds great meaning to most Exalted sorcerers. Even if they do not memorize their lineage back to the semi-mythical First Sorceress, they know who their mentor was and whom their mentor counts as master. Not only does this provide Essence-shapers with a sense of like-minded fellowship, it can serve a very practical purpose. The extended life spans of the Exalted mean that even if one's mentor has her life cut short, the teacher's teacher can be sought out for tutelage. Even if the sorcerer's grandmaster is unavailable, the wisdom and knowledge carried by other, older sorcerers, "uncles" or "great aunts," can prove greatly beneficial. Because of the lineal relationship, the older sorcerer is much more likely to share her knowledge than she would with a stranger.

Of course, this relationship cuts both ways. A young sorcerer should not be surprised by a visit from his great-grandmaster, nor should she be surprised when the older Chosen requests a favor. For some sorcerous families, these favors are as beneficial to the student as to the master, while in others, the young Exalt may just be another disposable pawn in the power games and personal disputes of the older magicians.

Today, of course, there are few lineages remaining. The Celestial Exalted who formed the core of the First Age's sorcerous community lost their lives or went into hiding. But among the Lunars, the Sidereals and even the Dragon-Blooded, sorcerers still venerate their masters and consider their magical lineage to be important. The Heptagram of the modern Realm is the direct intellectual descendant of the College Devonian, and though most Dragon-Blooded magicians are tutored in a classroom environment, there is still a system of mentoring and patronage that forms distinct "families" within the Terrestrial community.

Storytellers should encourage and work with the players of sorcerer characters to develop the characters' lineage. If a character starts the series as a sorcerer, the character's mentor should, at the very least, be identified in the prologue. If a character becomes a sorcerer during the course of play, the mentor is obvious, and the mentor's mentor may be as well. Also, keep in mind that sorcerers often have several students over their lifetimes. The great sorcerers can number their students in the hundreds. Even if a player does not detail his character's mentor tree back to the third and fourth generation, the Storyteller and player should think about who their siblings in magical training might be. Was there any sort of sibling rivalry or black sheep? Details such as these can make for a fuller character and a richer series.

to demonstrate their new rank in a public forum. What qualifies as "successful" and "original" vary depending of the sorcerer in question — this final test is often as much a political test as a test of ability.

The core faculty of the Heptagram rarely changes, although it is not uncommon for students to study under visiting lecturers. These visiting sorcerers are invited by the administration of the Heptagram based on their outstanding achievements in sorcery outside of the institution. When the core faculty does change, the new permanent faculty member is more often than not drawn from among recent graduates. These new instructors are selected for their abilities and their contributions to the art of sorcery, but they are still treated as junior faculty by their new peers.

SIDEREAL SORCERERS

Sidereal sorcerers of either faction train in the deepest secrecy. Despite their alliance with the Dragon-Blooded and the work they do as teachers at the Heptagram, even the members of the Bronze Faction keep their numbers and the true extent of their power hidden. They study in forgotten

catacombs and in secret rooms open to the stars. In these private chambers, the Sidereal learn rituals that have been passed down from master to student for generations.

Early in their education, students learn common Terrestrial Circle sorcery in the Silurian school. The apprentice learns how to care for the implements of sorcery and astrological magic, while memorizing the ritual motions and channelings required to perform magic. Yet this is only a prelude to their true training. At the same time, the young Sidereal learns the basics of the ritual astrology that forms the center of Sidereal magical practice.

The apprentice is taught to locate the herbs and prepare the chemical ingredients used in these rituals and to identify the messages that the Maidens write in the skies. Once a student has mastered her early lessons, she is included in simple astrological rituals as an assistant. The would-be sorcerer is expected to memorize all the words and movements of all the participants in these rituals. When the elder sorcerer believes the student is prepared, the aspirant is given a leading role in one of the rituals she has been memorizing. This time is a key one in the student's career. Not only does it mark the first level





of true acceptance, it is also the first true test in the student's education- The ritual does not involve true magic, but if it is not completed correctly, the student will not be allowed to progress further. Instead, she is consigned to a support level for several years. At one time, Sidereals who couldn't learn the rituals properly were ostracized or set to nonmagical tasks, but in the modern era, both factions of Sidereals are too small to reject anyone completely.

When the ritual test is passed, the student is allowed to participate in more advanced, less commonly performed rituals. The would-be sorcerer only participates in each such ritual once. Unbeknownst to the student, key features of these rituals are actively concealed. These features are those that transform the ceremony from mundane to magical. When they are not participating in the ceremonies, apprentices are instructed in ancient tales of legendary sorcerers. Once this period of instruction is complete, Sidereal students face a final test. They are informed of a special ritual that is to be completed and instructed to prepare themselves for the ceremony. When the established time arrives, they learn for the first time that they are responsible for the lead role in the ceremony. (If there are multiple students ready for this stage of their education, all of the students are included in this ritual, with roles assigned according to the each student's prior performance and demonstrated capabilities.)

The elder sorcerers, including the student's mentor, participate only as support during the ritual, instead observing and rating the initiate's performance. If, at the penultimate point in the ritual, a would-be sorcerer demonstrates sufficient ability and appropriate respect for the ritual and the Maidens, the elder sorcerers instruct the student in the final secrets of sorcery. The new sorcerer is sworn to secrecy and given his first assignment, typically the tending of a region far from his home. The size and importance of this first assignment is in direct proportion to the new sorcerer's demonstrated magical potential and political capabilities.

LUNAR SORCERERS

Lunar students, typically members of the No Moon Caste, study under independent masters, rather than as students of an institute of magic. As aspirants, these Exalted typically have to complete quests associated with Luna's phases to prove themselves. Lunar training is more primal, more instinctual, than the training of the Dragon-Blooded or the Sidereal.

Like all Lunars, would-be No Moons earn ritualistic scars and tattoos that fix their castes and forms. Other Chosen studying under a Lunar master are likely to be likewise marked — a distinction that may bring admiring respect in some circles and undying enmity in others.

For the student, three trials determine his success in this challenging endeavor. The first, the test of the Full Moon, is a test of survival. The student must demonstrate the ability to survive in the harshest conditions the master can find and to

complete tasks assigned by and resist temptations provided by spirits working at the master's behest. A student who fails this, the simplest of the three tasks, is either slain and sent into his next incarnation or fixed on to the Changing Moon Caste and marked so that no other Lunar sorcerer takes him as student.

If the first task is completed successfully, the student is instructed in the basic ways of sorcery. He is taught the history of his people and the basics of how to survive without killing. Once this instruction is complete, he faces his second trial, the test of the Changing Moon. This test is a test of versatility and cunning. The mentor names three creatures native to the region that the student is to locate and live among. For one month per species, the student is to become as one with each of these creatures, learning their secrets and befriending them as kin. At the end of the trial, the student faces a predator who poses a threat to each of his animal kin, which he must outwit or outright defeat. Failure of this trial typically leads to death, and if not, the Exalt is fixed into the Changing Moon Caste and sent back into Creation. Success leads to another round of education.

Prior to the third task, the student is instructed in the stories that other Lunars expect to hear during the times of relaxation and in how to recognize spirits and what the proper rituals of respect are for each. The third trial is the test of No Moons and is a test of wisdom. The mentor weaves a scenario, part real, part spiritual, part illusion, which appears to have no solution. The student must learn to ignore his senses and rely on his intuition to find success where only failure is apparent. If this trial is failed, there is no dishonor to the Exalted, but he will never learn the final secrets of the No Moon Caste. He is marked with the ritualistic scars that lock him into the Changing Moon Caste and sent away with a bit of benevolent cryptic wisdom.

Upon the successful completion of the third trial, the student is taught the greatest secrets of the No Moon Caste. He learns the Terrestrial Circle sorcery Charm and is taught the mysteries of the ritual markings that fix a Lunar's caste. When these final lessons are complete, the new sorcerer is himself responsible for making the final markings that fix him as a member of his caste. From that moment on, his fate is his own. Guided by the spirits and the needs of their people, such sorcerers typically find acceptance wherever they go among the Lunar.

Though spirits know little of sorcery, they are wise in the mysteries of Creation, and Lunar magicians in training encounter and learn from spirits in a number of different ways. In some cases, the student's mentor will summon a spirit for instruction, while, in other cases, the student is sent to the spirit to study or interact. In the latter case, hallucinogenic drugs are often used to help the student deal more easily with the spirit. In rare situations, the spirits will come in search of the sorcerer-to-be to impart wisdom and knowledge pertinent to the student's training — often legacies of the College of Salina. Indeed, a budding No Moon typically learns as much from spirits as he does from his Exalted tutor.

SOLAR SORCERERS

Many newly Exalted Solars wish to team sorcery, and those who wish to do so must learn the secrets of magic within a minimal support structure. Would-be sorcerers among the Solar Exalted can learn through any or all of the training methods by which other types of Exalted teach themselves sorcery. During her quest for knowledge, a Solar student might learn secrets from ancient tomes and an enlightened master, study plants and animals with a Lunar to understand the nature of Creation and practice ritual magic with a teacher from the Gold Faction of the Sidereals.

Yet, Solars may often be forced to learn sorcery without assistance, either because they cannot find a tutor, because they do not know they can learn magic from other types of Exalted or because they do not wish to become beholden to a tutor. Some Solars may do this through searching out lost tomes or troves of magical lore treasures. There are a few remnants of the old schools left, though these institutions are rarely more than crumbling ruins, with no more to do with magic than a few mythic names carved into stone beneath weathered and unrecognizable statues. Still, there are secrets to gleaned from the mysteries hidden within some of them. These tumbledown ruins might hold ancient tomes, insightful inscriptions or archaic but still functional equipment, or they may even, occasionally, serve as homes to ancient masters clinging desperately to the past.

Other Solars seek to learn from the world around them, rather than from the past. These Exalted seek the secrets of sorcery in the epiphanies that come from observing birds in flight or the arc of a rainbow. They learn endurance from the stones and from the tree that bends to the wind. To the open-minded student of sorcery, all experiences can provide insight.

Both such methods of learning without a tutor are insanely dangerous. Even the frames of the Exalted can be scarred or torn asunder by mischanneled Essence. Even those Exalted who escape without bodily harm must fear possession by raw Essence. Even if an Exalt somehow successfully casts a spell, the very power she channels may possess her, twisting her will to mirror its own primal urges.

It would seem that a young Solar would stand no chance of discovering the secret of sorcery on her own. After all, it took the intervention of powerful spirits to teach Brigid. Yet many young Solars do manage to discover the fundamentals of sorcery, and it would seem that there are other forces at work instructing them. As a rule, each Solar who wishes to learn sorcery finds herself involved in five quests. The specifics of the quests are different for each student, but can be generalized into five phases. The length and order of each phase varies for each individual, but every would-be sorcerer must pass through them all.

THE FIVE QUESTS

The five quests, unsurprisingly, correspond to the five positions of the sun, lending credence to speculations that the Unconquered Sun is patron of these neophyte sorcerers. The

Dawn quest centers on the Solar Exalted learning meekness. It is a truism among sorcerers that in order to control the forces of the universe, one must first be humble before them, for they are stronger than the mightiest Exalt, and those who stand before them rather than flowing with them will certainly break. The Dawn quest often includes manual labor, such as tending livestock, quarrying stone or farm labor.

During the Zenith quest, the student discovers or is discovered by a mentor. More often than not, this discovery occurs in the middle of a seemingly unrelated matter. This mentor may be an accomplished sorcerer but is more often a spirit, a mortal occultist or even a wise but otherwise ordinary mortal. For example, a young would-be magician in search of an old hermit whose help is requested by an imprisoned princess might learn that the hermit is actually a Gold Faction Sidereal eager for a student or might on the way encounter a spirit willing to offer advice and instruction. He might even befriend a field hand or a guide who possesses great wisdom.

The Twilight quest finds the would-be sorcerer on a quest in the wilderness. Sometimes, the student finds lost wisdom in the wilderness, often in the place he least expects. Other times, however, the wisdom of the Twilight quest comes from the journey itself.

In the Night quest, the student is confronted with her darkest fears. For some, these fears are as simple as facing a room full of dreaded snakes. For others, the fears take the form of the darkness in the student's own soul. The student must face the fears and overcome them. This tests the magician's ability to confront dangerous and terrifying situations and still react.

The Eclipse quest involves a choice, which is always life altering. The student must choose between friends and family, between the forces of light and darkness or between several of his fondest dreams. This choice tests the sorcerer's ability to act decisively, even when the stakes are high, and, also, his willingness to sacrifice one thing he loves for another — critical to a magician, for sorcery is ultimately a path of sacrifice.

After these five quests are complete, the magician typically finds he has the ability to perform sorcery. It may come to him in the form of instruction, or it may be that he simply

THE FIVE QUESTS IN PLAY

The Five Quests are simply an in-game reflection of the process of buying the Terrestrial Circle Sorcery Charm without a tutor. Generally, learning sorcery is a momentous event in a character's life and should be roleplayed out. Even if it occurs before the beginning of the game, the player and the Storyteller should work out how an untutored Solar sorcerer passed through his five quests. Keep in mind that the five quests cannot teach a sorcerer spells. These, the sorcerer must learn or research.





realizes he has always known how. This feeling, that sorcery is something intuitive that has been suppressed or forgotten, is common among all magicians, but it was extremely rare for it to emerge independently before the present period.

LEARNING CELESTIAL AND SOLAR SORCERY

Regardless of the method studied, the processes above only teach the sorcerer the Terrestrial Circle of magic, the simplest step on the road to magical power. This step is the easiest in the journey. To advance to the higher circles requires something more than pure study — both potential and inspiration. To master sorcery of the Celestial and Solar Circles, the sorcerer must be able to channel sufficient Essence, must have a great enough knowledge of technical sorcery and must gain greater understanding of the nature of magic. The first two are easy, in relative terms. Any man can study lore. Any Exalted of the proper type can expand his capability to tap Essence.

The last is difficult because no one knows from whence inspiration comes. For some, the insight comes from a newly found text, for others from their location. For still others, the muse evolves from the events around them. A sorcerer can go seeking for inspiration, but in the end, he who seeks the hardest finds the least. On the other hand, many sorcerers claim that when they stop their search, insight springs upon them, fully formed.

For such magicians, it is not a matter of finding inspiration in the last place they looked, it is a matter of inspiration finding them. Even more knowledge, even greater command of Essence and even more insight are needed to master Solar sorcery once Celestial sorcery is known. The sorcerers who are not frustrated by the search for the former have no illusions as to the difficulty of the quest for the latter.

Those sorcerers who master Solar sorcery often continue the search, continue to quest for something beyond that level of power, perhaps the power of the gods or of those who came before them. Even in the First Age, no sorcerers reached this lofty ideal, but this does not deter modern magicians from the hunt.

THE EFFECTS OF MAGIC

However magic is learned, there is no doubt that it is inherently different than the use of Charms. Once the sorcerer has cast his first spell, he can never go back. From that moment forward, he never perceives the world in the same way again. The colors become more real, the experiences more vivid. No two sorcerers perceive the world in the same way, but for all the joy added by the use of sorcery, there is pain as well.

With great power comes great responsibility, and with that responsibility comes the burden of command. Many sorcerers are constantly plagued by the world as it might have been. They are tormented by what might have occurred had they not cast that last spell or if they chosen to intervene in

a seemingly insignificant incident. Such sorcerers often grow weary long before their time. Crooked backs, unkempt white hair or wrinkles born of guilt mark them. Alternatively, they are paralyzed by what might be. In these cases, the spellcasters find themselves analyzing every possible action, every choice and every permutation before taking any action. While they frequently choose well, their colleagues often feel uncertain if they can be trusted to act in a timely manner.

Other sorcerers are tormented by the specter of death. they can look at nothing without seeing the touch of decay upon it. Infants are malnourished children, born to suffer and die, while older children already show signs of the stresses and pain they will endure as adults. An adult's march toward the grave is clearly visible to these magicians, and the truly old are patently decrepit corpses. Such a sorcerer cannot see a new building without his eyes fixing on marks of wear. Sorcerers tormented by this awareness are those most conscious of the losses the modern age suffers. In the Old Realm, people were healthier, longer lived—somehow more vibrant. During the First Age, structures were taller, walls broader, and architecture more ornate. With such awareness, how can the modern world look like anything but a dying and decaying shell of its former self? Regardless of the cause, such sorcerers typically keep their eyes shaded, as if the shadows can protect them from the decay they see.

For other sorcerers, the torment is more subtle. The magicians find themselves unable to look at anything in a superficial manner again. Every behavior, every material, every event must be analyzed. Such spell-casters often find themselves subconsciously analyzing the flow of the water in a waterfall, while those around them see its beauty. Relationships with others suffer, as the Essence-shapers are unable to take the words of their loved ones at face value. Subtle shifts of tone and peculiar choices of words torture the sorcerers with their possible true meanings. These distractions, especially when combined with the drive for ever-increasing knowledge, lead such sorcerers to distance themselves from others and possibly to paranoia.

LEARNING NEW SPELLS

Learning to cast spells and learning the spells themselves represents two very different tasks indeed. Typically the lore of the magician's first spell is incorporated into the training that leads to becoming a sorcerer, and they learn the spell's metaphysical structure intimately. It is a spell-caster's first spells after that which typically prove to be the most difficult. Inevitably, the sorcerer misses the point of some lecture or another and must discover his mentor's true lessons on his own. Fortunately, resources exist to ease this passage. Many sorcerers can go ask their masters exactly what has gone wrong. For those who cannot, there are tomes, both ancient and modern, that catalogue well-known spells. There are spirits entrusted with secrets by ancient sorcerers that will share knowledge with those who show themselves

UNEXALTED SORCERERS

Learning sorcery is impossible for the unExalted. Total technical mastery of the art is insufficient—the mortal simply lacks the Essence and the spiritual power to drive Exalted sorcery. That does not mean that there are no unExalted individuals who practice magic. Anyone can cast curses, change the weather, cure minor illnesses or divine the future. These are simply mechanical acts, such as forging a sword or writing a book, and many mortals apply themselves to these arts. Others make pacts with spirits, or even with demons, or use powerful occult drugs and preparations to make themselves briefly superhuman. With a lifetime of study, a good deal of luck and enough wealth to gather together the rare and exotic ingredients involved, a mortal sorcerer can be quite a formidable individual... to other mortals. Yet, for all her art, she would barely surpass a young Dragon-Blood. Even the Exalted could learn this limited magic, if they wished to, yet few do because even the simplest working of the Terrestrial Circle easily surpasses it.

worthy. There are other seekers who will exchange knowledge of desired rituals for the proper price. Some sorcerers claim that, with each new spell, the learning becomes easier. That is, of course, until the sorcerer finds himself in an intellectual rut. Then, learning each new spell becomes a trial in and of itself.

Sometimes, of course, the spell a sorcerer truly wishes to master does not exist or has been lost to the annals of time. When this occurs, the sorcerer must create the spell himself, relying on his intellect and knowledge of the arts. The creation of spells is a long and sometimes frustrating path, but when completed successfully, it can be potentially more rewarding than any other method of gaining spells.

CREATING MAGIC SPELLS

If the tales are to be believed, creating spells used to be significantly easier than it is today. Once, the weakest of the Exalted sorcerers knew dozens or hundreds of spells, while today, even the greatest of them is limited to the few scraps of knowledge that survived the passing of the First Age. Many secrets of why magic works have been lost, even if the knowledge of how magic works is still available to some. From historical records, creating new spells seems at one point to have been a simple matter of creativity, where, now, it is a painful process of experimentation, failure and danger.

The creation or rediscovery of a spell is one part inspiration and creativity, one part intellectual exercise and one part physical experimentation. While the theory of a new spell can be thought about, written on and refined ad infinitum, eventually, it must be tested. Ultimately, the





sorcerer must expose her theories to the actual investment of Essence and cast the spell she has carefully composed, checked and rechecked. If that first casting is successful, it leads to a feeling of elation. If the spell is unsuccessful, the lucky caster will merely be disappointed. On the other hand, the caster may suffer a distortion or mirror of the intended effect, maiming or even death.

Different sorcerers take different approaches to developing their spells. Some theorize in the safety of their libraries for months on end. Others experiment constantly in their labs, fiddling with this reaction and that until they discover the result they are looking for. Either way, sorcerers need both raw materials and a source of information.

MECHANICAL DETAILS

In game terms, the player describes the spell the character wants to research and create. The Storyteller then must determine the circle of sorcery that the spell best belongs in. The player should not be informed of the circle before research begins, though the Storyteller should let her make herself aware of the rules of magic.

Once the Storyteller has determined the proper circle, the sorcerer can begin study. If the sorcerer is incapable of casting spells of the circle that the proposed spell belongs in or if the spell is impossible based on the guidelines provided, it will take the spell-caster some time to determine this. After every three months of research, the researcher's player may make an Intelligence + Occult roll. If this roll is successful, the sorcerer realizes that the spell is beyond her capabilities at this time and can stop the research without further investment. If the roll is unsuccessful in any manner, another three months of research is required before she can check again. Note that this roll simply determines if the spell is outside the character's capabilities, it does not provide any information about the spell's circle.

If the spell is within the sorcerer's current capabilities, productive research can begin immediately. This research period is characterized by a number of months of intensive study followed by a period of experimentation. The circle of sorcery determines the length of these periods, as follows;

- **Terrestrial spells take a minimum of nine months of research.** Once the basic research is complete, the player may begin rolling for success. One Intelligence + Occult roll (difficulty 2) may be made every month afterward toward the goal of accumulating 5 total successes.

- **Celestial spells take a minimum of 18 months of research.** Once the basic research is complete, the player may begin rolling for success. One Intelligence + Occult roll (difficulty 3) may be made every month afterward toward the goal of accumulating 10 total successes.

- **Solar spells take a minimum of 36 months of research.** Once the basic research is complete, the player may begin rolling for success. One Intelligence + Occult roll

(difficulty 4) may be made every month afterward toward the goal of accumulating 20 total successes.

These difficulties and research times assume the sorcerer is attempting to re-create a spell that already exists. This includes attempting to rediscover spells described in ancient tomes and/or inspired by discussions with older or more experienced spell-casters. If the sorcerer is trying to create a spell whole cloth or to create a spell that has never been attempted, the basic research time is doubled and the difficulty is increased by one.

If any of these checks is a failure (not a botch), the sorcerer must backtrack and recheck the research. Basic research must be repeated, after which the attempt to accumulate successes can continue. The research period is equal to one-third of the length of the initial research period (three months for Terrestrial spells, six months for Celestial spells and 12 months for Solar spells). Fortunately, any previously accumulated successes remain accumulated. For example, if researcher on a Celestial spell had gathered 9 total successes before a basic failure, he doesn't have to start completely over. After a six-month review of his notes, the researcher's player can make another roll in hopes of accumulating one final success.

When a sorcerer botches any single spell creation roll, he doesn't just fail — he fails spectacularly and painfully. The Essence is so poorly channeled that the sorcerer must soak one health level for every 5 motes of Essence required for the basic casting of the spell. In addition, at the Storyteller's option, the sorcerer may suffer some sort of side effect based on the type of spell being researched. For example, if a sorcerer is attempting create a spell that will turn lead into gold, he might find that anything from his left hand to his entire left side has been transformed into gold instead. It is recommended that the severity of such side effects be based on the number of successes accumulated before the botch. The more successes accumulated before the botch, the smaller the side effects should be. Botching with no successes might lead to serious physical or spiritual damage to the character, while botching one success short of completion should likely have no side effects. Further, after a botch, the process doesn't just need to be started over. It needs to be completely reconceptualized. The sorcerer can not just try the same spell again, he has a mental block against it. He has to, instead, come up with a new spell. If the sorcerer's Occult score improves, he may try the same spell again, but he must start from scratch.

During the spell creation process, the sorcerer can take up to a week off each month without penalty to his research. This time can be spent traveling, relaxing, socializing or in any other manner he sees fit. While researching, however, the sorcerer must spend the majority of his waking hours focused on the spell to be created or magic theory in general.

THE LIMITS OF MAGIC

The Storyteller should use the following guidelines when determining what spell can and cannot be created by Characters remember, these are just guidelines. The Storyteller is free to adjust them as he sees fit for his series. General Guidelines:

- Dead is dead. There's no resurrection in the world of Exalted, although you could bind someone's ghost into an automaton or create some similar semblance of life.
- Time is a river, and it flows unceasingly through the world. There is no going back in time, and the closest thing to "going forward" would be to put yourself in stasis for ages.
- Sorcery is similarly awful at animating the dead and commanding ghosts — powerful necromancy is a magical discipline specific to Abyssals. Summoning a ghost is Celestial Circle sorcery, as is making a zombie. The Solar Circle lets you create a slightly better zombie.
- Celestial events are outside of sorcery's purview. You can't use sorcery to move the stars and planets, change the phase of the moon, make the sun rise in the middle of the night or speed or delay the coming of comets or eclipses. Though magicians can do this under certain circumstances, it is with the willing assent of the gods. A spell that transforms the heavens will not function if the god or gods governing the affected body or bodies do not wish for it to work.
- Likewise, sorcery can't foretell the future very well. Sensing at a distance is a Terrestrial or Celestial act, but sensing the future requires either astrology or the astrological magic of the Sidereals.
- Sorcery can't create a Demesne outright, though it can reshape the landscape. You can use a ritual to raise a Manse, but the magician has to actually have high Craft (Architecture) and Occult Abilities in order to direct the ritual. This spell is of the Celestial Circle and is always costly or difficult to actuate.
- Changing the world is possible. The conjuration of something from raw Essence is perfectly reasonable. Living things are harder than inanimate things, and such spells are Celestial Circle. Sentients are harder to make than mere living creatures, and spells to create sentient beings are Solar Circle.

Specific Guidelines:

- Terrestrial Circle spells can conjure a fair amount of "base" material. They can make a wall or a suit of armor. They can't conjure "noble" materials such as gold, silver, jewels, pepper or saffron.
- Celestial Circle spells can create a fair amount of noble material. They can make enough base material to provide 10 men with arms and armor or conjure up a tower with a ritual. They can make natural animals, but they are limited to animals no larger than an elephant.
- Solar Circle spells can make armor out of diamonds and swords out of solid flame. They can provide enough horses or swords and armor for a company of 100 men. With a ritual, they can conjure up a fabulous palace of ivory, jet and chalcedony, full of gold and jewels and with hot and cold running ambergris, or they can whip up enough weapons to equip an army. Through a ritual, they can create sentient life, even sentient life that wants to be the caster's fanatical guard or devoted love slave.

TOMES, ITEMS AND PLACES OF INTEREST

Despite the holocaust of the Contagion, a number of texts and objects still exist from the ancient times. In addition, there are some things that neither time nor Exalted can destroy. These artifacts can reveal lost spells, simplify research tasks and inspire the soul. The following are some objects and places known or rumored to exist in the Second Age. Other similar locations and items may exist, either yet to be discovered or actively hidden by their discoverer.

The locations that have survived to the modern era might as well be considered indestructible. If they have lasted this long, it will take more power than even the mightiest of modern sorcerers possess to destroy them.

BOOKS

The books below are of varying types — some are primers that offer aid for limited or basic subjects, while others carry detailed information but need to be translated and deciphered. The rare ones are extremely valuable — valuable enough to be worth many, many human lives to some sorcerers.

THE ART OF SORCERY

Author: Suman Tzung

Description: The Art of Sorcery is a text originally credited to the Silurian School of Sorcery. Though the text itself claims no specific author, historians attribute the book to Suman Tzung, who was known to be one of the lesser students of Silur. Historians claim that Tzung collated the tome against his



mistress's wishes, for Silur believed that ritual should be passed by the spoken word rather than by the written word. Tzung disagreed but compromised by creating his text in pictogram form. Further, he coded his picture language so that certain images were intentionally misleading.

The modern incarnation of the text is called *The Art of Sorcery*. Only a small number of the pictograms have been translated, so, at the current time, the text is little more than an inexplicable picture book. The modern incarnation is generally bundled with a notebook of known facts about the pictograms. There are only three known modern copies of the text.

Game Effects: Storyteller's discretion. The book probably contains spells.

THE BROKEN-WINGED CRANE

Author: Unknown

Description: This book is an instruction manual to damnation. It is said to exist only as an evil dream and that it will not actually be written for many eons yet to come, when it shall serve as the prayer book of ultimate darkness. Yet, through certain magics, the dream can be made half real, allowing a sorcerer to read from a shadow of the tome.

The possessor of this forbidden text gains great insight into the politics of the damned, but *The Broken-Winged Crane* is not a book of demonology, but of dark worship. Those who read it gain power not by commanding demons, but by striking pacts and alliances with princes of Malfeas. Within the Realm, even rumor of possession of this tome can doom a sorcerer to death. In recent history, gossip about the book has been used to eliminate political rivals in the Heptagram. Several shades of text have actually been discovered, and it seems as if each of the known copies of the text is subtly different. Most theorize that the book is the product of today's future and that, as each day passes, events occur that change the shape of that future, thus changing the shape of the book that shall eventually come to be written.

Game Effects: The wearer gains the ability to trade her soul for great power, becoming an Infernal Exalted of the most powerful sort. Such an act is an irredeemable blasphemy and forever damns the character.

DARIC'S LAWS OF MAGIC

Author: Daric

Description: Daric is considered to be the greatest student of Devon and of the College Devonian. He was the first sorcerer to recognize and record a unified theory of magic. Building up from the most basic truths, he painstakingly recorded a set of rules that can be applied, if researchers and historians are to be believed, to almost any Terrestrial Circle spell.

This text contains an extended series of postulates, theorems and corollaries about the nature of magic. The writing is dry and confusing to even the most enlightened

sorcerer. On the other hand, these details can be extremely useful to those struggling with the conception of a new spell. If one can follow the cryptic trail winding through the book, almost any research puzzle can be unwoven.

Savants suggest that the current Laws of Magic is but one volume of a three-volume set. Each book builds on the last and provides an extended theory of rules to enlighten the research with regards to one of the other circles of magic. While at least four copies of the first volume are known to exist in the modern era, no one admits to possessing volume two or three.

Game Effects: For the first volume, -2 months when performing preliminary research for a Terrestrial Circle spell. Others volumes should have commensurate effects for Celestial and Solar Circle sorcery.

OADENOL'S CODEX

Author: Oadenol

Description: This one-of-a-kind text is actually the notebook of the Sidereal master sorcerer Oadenol. The yellowed pages are filled with highly detailed diagrams and spider-fine script. When the book was first discovered in the City of the Mad, it was assumed to be the fanciful scribbles of a madman. The writing was incomprehensible and the drawings seemed pointless. However, as inventions and locations carefully noted in the tome were discovered, the book was reconsidered more carefully.

When read under the light of the full moon, the formerly unintelligible script was discovered to be lettering in an Old Realm dialect used during the era in which Oadenol is believed to have lived. Further research indicated that when the book was read during a solar eclipse, a completely different set of notes existed on the same pages. These notes are in the same script and dialect as the so-called full moon notes. Researchers have theorized other sets of notes exist, which can only be read under other specific stellar conditions. However, despite years of attempts, no researcher has discovered another stellar condition that yields a fresh set of notes.

Game Effects: A recipe book for experiments and probably magical devices as well. Obviously, either there is an easier way to read the book or else they were notes that Oadenol didn't expect to use very often, but thought needed protection from prying eyes.

THE WHITE TREATISE

Author: Brigid

Description: While it is unknown if this book was actually written by Brigid, it is an ancient text nonetheless. This book is a primer on basic sorcery — and an excellent one at that. Since the early First Age, it has served as a teaching text for young magicians and is read even today by second-year students at the Heptagram. Many copies of this book are in existence, and most

Dragon-Blooded sorcerers keep a copy in their personal libraries because it forms an excellent handbook.

Game Effects: Characters studying from this book can learn sorcery as if they had a tutor.

THE BLACK TREATISE

Author: Brigid

Description: The companion volume to The White Treatise is The Black Treatise, which contains the first five spells that Brigid invented. This book is as common as its companion volume and is just as often taken into the field, as it forms a valuable reference of spells that every sorcerer will be frequently using.

Game Effects: The book contains the spells Death of Obsidian Butterflies, Demon of the First Circle, Emerald Countermagic, Invulnerable Skin of Bronze and Stormwind Rider.

THE BOOK OF THREE CIRCLES

Author; Various

Description: The centerpiece of the Library of Sperimin, The Book of Three Circles was, in fact, three books, one for each circle of sorcery. By order of the Solar Deliberative, every spell invented in the Old Realm was to be recorded within The Book. It is unclear if the tomes were lost with the fall of Sperimin in the Contagion or if they were carried away or hidden.

The tomes were themselves wonders of their grand age. The three books had thousands of pages of spidersilk, and the binding of each was an automaton whose mind was bent to helping the reader find and reference particular spells. Each book had its own unique personality and helped collect and index the vast catalog of sorceries it and its sisters contained. For those who had been authorized to copy material from the text by the Deliberative, the spine of the book containing the spell would open, and hundreds of automaton spiders would surge forth and quickly weave a perfect copy of the pages.

Game Effects: If the books survived and were willing to allow themselves to be used (they were quite capable of defending themselves), they would be the largest storehouse of magical lore in Creation, containing practically every magical secret of the Old Realm.

ARTIFACTS

Most of the wonders of the First Age were destroyed in the Contagion or in the centuries of strife that came before and after it. Now, in the Second Age of Man, Exalted and mortal alike seek to seize and hold the last few remaining wonders, milking them for the power and luxury they bestow. Sorcerers are no different, and detailed below are a number of artifacts of use to magicians. For more information on enchanted devices, see the Wonders and Equipment chapter of the Exalted core rulebook and the Works of Wonder chapter of this book.



Exalted

ANASTACIA'S CHAINS AND CATCHES

(ARTIFACT ••••)

Description: The Sidereal sorcerer Anastacia was rumored to be one of the first great spirit binders. There were others before her and others after, but many advancements in spirit binding attributed to Anastacia have yet to be deciphered by modern sorcerers. In addition, Anastacia is reputed to have bound some of the most powerful spirits of her time in ornamental bracelets. Some of these spirits were bound to prevent their continued rampages against the world. Others were bound, many willingly, against some future catastrophe. Unfortunately, if there is a way to tell the nature of the spirit bound in one of Anastacia's bracelets, that secret has been lost to time.

Each of Anastacia's catches appears to be a tiny ornamental lock on a small bracelet with an equally fine key. The bracelet has a number of clasps around its circumference to which specially designed figures can be attached. According to the tales, these charms served to enhance the enchantments that bound the spirits within the chain itself. Unfortunately, over the millennia, many of the figures have been lost, weakening the wards on the bindings. Equally unfortunately, many of the keys have also been lost.

If the research on the few recovered catches support these theories, the enchantments seem to be unraveling slowly but measurably with time — a fact that has led to

much concern. The decaying bindings may indicate that malevolent spirits may soon be released on an ill-prepared world. On the other hand, the weakening bindings may be part of an elaborate time delay sorcery intended to release a powerful and benevolent spirit in an era of great need. But if this is the case, would the spirit remain benevolent after several millennia of imprisonment, even voluntarily, within a piece of jewelry?

Game Effects: Each catch contains a powerful spirit or demon of at least Essence 5. Some are hostile, some potentially benevolent. The only way the catch can be opened is through the use of the key or through the use of Adamant Countermagic directed at the enchantments of the Catch. If the catch is opened by means of a key, the being within it is bound to serve the opener for a year and a day.

THE CRUCIBLE OF TARIM (ARTIFACT •••••)

Description: Tarim was one of the first Exalted sorcerers to recognize the value of storing magical effects in liquid form. By pre-preparing a group of spells in drinkable form, he found he could support allies without being physically present. According to his writings, he also found a beneficial side effect to preparing spells in liquid form — when combining the ingredients in some sort of container, errors tended to be a bit more forgiving to the sorcerer. The container absorbed the effects of miscast spells, reducing the wear and tear on the spell-caster's body. Recognizing the value of this side effect,



Tamin dedicated a number of years to the creation of the ultimate in spell-preparation containers.

The Crucible of Tarim is the culmination of this research. Not only does it protect the sorcerer from the caustic effects of misapplied Essence, this great copper vessel is rumored to enhance the mystical research of anyone who uses it. Large enough to hold a young child within its depths, the vat features a mystifying array of wheels and spigots on its exterior. The pot can be opened for the introduction of ingredients, but when closed, a wheel on its lid seals it tightly. The spigots can then be used to release pressure or the contents of the pot in a controlled manner without opening it.

Rumors have it that the pot is resistant to the ravages of time and thus it is impossible to date when it might have been created, but rough dates can be applied based on the educational lineage of Tarim and comments in his writing. Rumors also state that Exalted and unExalted sorcerers alike can use the crucible to distill Essence and create liquid versions of spells when it is paired with an appropriate instruction book. Unfortunately, the location of the instruction book is unknown, so, for the time being, the crucible serves as little more than a conversation piece.

The Sidereal Exalted have several devices similar to this item, and the Empress was known to possess one as well, which is presumably still in her personal chambers.

Game Effects: To learn to operate a Crucible of Tarim, the character must either obtain the instructions or succeed at an extended Intelligence + Occult roll (difficulty 5). To fully plumb the crucible's secrets, the character must achieve at least 10 successes. Each roll takes one month of constant inquiry.

In order to use the crucible, the character casts a spell on it and then lets it distill down, a process that takes approximately one hour per mote of Essence used in casting the spell. During the distillation process, the crucible must be exposed to heat—coal or charcoal are best. Plain wood can be used, but doing so doubles the distillation period.

The distilled spell is then carefully decanted into a stoppered container. When the stopper is removed, the spell takes effect as directed by the person unstopping the flask and as if cast by the sorcerer at the time he began the distillation process. Unstopping such a bottle is a normal action taking place on the character's rolled initiative. Magic distilled with the crucible is thus very useful in magical duels, as there is no time required to shape the magic. If the container is broken or accidentally unstopped, the spell takes effect immediately, and so, while distillations are potentially very handy, few magicians are willing to carry powerful offensive spells on their persons.

The crucible cannot hold Solar Circle spells, and any attempt to use it to do so will cause it to rupture, doing an amount of lethal damage to the operator and anyone else standing nearby equal to the number of motes of Essence spent casting the spell. The Essence used to cast a distilled

spell is still committed until the distillate is released, and sorcerers are loathe to allow powerful spells out of their grasp, as there is no way to reclaim the distilled motes. Other than the available Essence of the magician, there is no limit on how much Essence can be distilled through the crucible, and several sorcerers can share use of the device, though the crucible can distill only one spell at a time.

MANTLE OF BRIGID (ARTIFACT N/A)

Description: The Mantle of Brigid is a millennia old silk cloth, threadbare and worn, that bears the image of a woman's form. Many believe the woman in the image is Brigid, the Magic Bearer. Is it really the cloak that she was given in the East, or is it an elaborate forgery, a hoax perpetrated by some clever sorcerer-artist? Modern researchers have completed thousands of days of intense research on the mantle. In fact, it may be the single most studied artifact known to the Exalted. Yet, the controversy over its validity rages.

The mantle is a seven-foot long, six-foot wide section of the finest scarlet silk, faded and worn with centuries of use and embroidered with hair-fine orichalcum thread. The image upon it is that of the silhouette of a woman. Believers in the mantle claim that the image could have only been made by the constant flow of Essence out of the wearer and through the cloth over the course of years. Investigators claim that the weave of the silk is consistent with the weave of cloth fragments attributed to the era in which Brigid lived. Critics claim that the image is faked or the result of water damage and that there is no way to accurately match cloth weaves for cloth of that age. In addition, disbelievers state that even the finest silk could not have survived since the time of Brigid. Believers say that this just further supports their claims.

Currently owned by the Empress, the so-called Mantle of Brigid was her personal possession and a regular part of her wardrobe, at least when working magic. She certainly had good reason to protect the mantle, if its history is to be believed. According to the tales, the artifact has survived earthquakes, fires and floods. Believers claim that the cloak will extend its resilience to its wearer and that the truly worthy wearer will gain, in addition, some small share of Brigid's access to Essence. These claims have not been put to the test in the modern era.

Game Effects: The mantle, if it truly works, is an item of great power. It increases the Essence of any being wearing it by 5. Refigure the character's Personal and Peripheral Essence accordingly. These "extra" motes are available only when the character is wearing the mantle. Keep track of how many motes the character spends—they are subtracted from the character's personal stores of power first.

If the mantle is removed after the magician has spent more Essence than her personal stores and not yet regenerated it, she takes an amount of bashing damage equal to the difference. This damage can be soaked only with the





character's Stamina and cannot be reduced by armor, Charms, sorcery or any other effects.

Also, the mantle increases the wearer's ability to work magic. Characters who cannot perform sorcery such as mortals become able to work Terrestrial Circle sorcery. Characters such as Dragon-Blooded, who can only perform Terrestrial Circle sorcery, become able to perform Celestial Circle sorcery. Characters such as Lunar and Sidereal Exalted, who can cast only Terrestrial and Celestial spells, gain access to all three circles of magic. This beneficial effect is lost on Abyssal and Solar Exalted, both of whom already have access to all three circles of magic.

Note that the mantle only give the characters the ability to use these spells and Charms — they must still learn them as usual.

SPIRIT RING (ARTIFACT ●●●)

Description: According to legend, one of the favorite punishments for one sorcerer to inflict on another was imprisonment within a ring or other piece of jewelry. The secrets of the imprisonment have yet to be rediscovered, but from time to time, one of these items turns up. Fame (or infamy) almost inevitably follows the discoverer of such an item. Great events, great heroism and sometimes great betrayals occur around them. Rumors abound of personality changes but, also, of incredible feats of sorcery.

At its most basic, any spirit ring exchanges wisdom for favors. Whether these favors are for violence, defense of a people, seduction or the destruction of the ring itself, depends on the nature of the ring and the soul trapped within. Tales of the devices suggest that each is unique except for the fact that the beings bound in the rings seem only able to communicate with sorcerers and then only with sorcerers who are actively wearing the ring.

The desires of the ring vary wildly. For every tale of a spirit ring wearer striking vengeance across the ages on the family of one who wronged the sorcerer bound in the ring, there is another where the ringbearer romances a mate who physically resembles the lost true love of the bound spirit. At least one tale describes a ring that granted wisdom to wearer after wearer, asking nothing in return for generations. In the end, the spirit asked the ring's bearer to defend a small village from a band of barbarians. When asked why such effort should be wasted on such an insignificant town, the ring replied that the town represented all that was left of the bound spirit's kin.

Despite the preponderance of stories to the contrary, there are rumors that spirit rings can only be created with the conscious agreement of the being to be bound. At first, one might wonder why a sorcerer would agree to such an imprisonment, but when one considers the desires of die captive souls, perhaps the longevity promised by the rings also promises hope. Certainly, the tales of bound spirits asking for the rings to be destroyed after some monumental event



support the theory that the rings held sorcerers waiting to complete some task.

Game Effects: The spirit ring has an individual inside it, with all the personality quirks to be expected of someone who has been trapped in stasis for centuries. Spirit rings occupants can “sleep” to prevent madness but are forced into wakefulness when on someone’s finger.

Even if Exalted, God-Blooded or otherwise magical, the individual in the ring is nothing more than a disembodied voice in the head of the wearer, who must be wearing the ring and know at least Terrestrial Circle sorcery to perceive the ring’s voice. It possesses only the Intelligence, Perception, Wits, Manipulation and Charisma Attributes, which the Storyteller should rate as appropriate for the trapped individual. The ring knows whatever the original individual did, including an academic knowledge of Abilities, Charms and spells sufficient to advise or tutor a character or to perform theoretical work if the character is willing to act as its secretary and hands.

Spirit rings can hear and see into the area around them as well as a normal human. Most are very durable and require the same effort to break as a Hearthstone.

THE SWORD OF ICE (ARTIFACT N/A)

Description: This legendary blade is said to be tied not only to the past but also to the future. Brigid, the First Sorcerer, reputedly bore this sword, cool to the touch and constructed of purest crystal, until the day of her death. Extreme in both its beauty and its power, the weapon seemed to grow in its abilities even as Brigid expanded hers. The sword served not only as a form of offense, it also served the Mother of Spells as advisor and confidant. It is unclear if the power of speech was inherent to the sword, was the result of some spirit bound to the blade or was some reflection of Brigid’s own power and personality, but no matter which, it was her most trusted friend and ally. Upon her death, the weapon is said to have melted into water on the spot and soaked into the ground around its fallen mistress’s body.

True believers in Brigid take the legend one step further. They assert that the sword will re-form when Brigid’s true heir appears in the land to claim it. This true heir will take up Brigid’s sword of ice and, after dispatching her foes, lead Exalted and unExalted alike into a new era of magic. In this new era of magic, feats of sorcery beyond even Brigid herself will be performed, and the face of the world will be changed forever. If this tale is accurate, clearly no true heir has yet claimed the blade. But the believers claim that the signs are there, in the stars, on the sea and in the deep places of the earth: The time of the heir is coming.

Game Effects: If the Sword of Ice does exist, it would be an item of world-shattering power, on par with the Eye of Autocthon. Its powers are left up to the Storyteller to determine.

LOCATIONS

THE CITY OF THE MAD

Description: Con men sell maps to it, but few of those who have found the city’s location in the Far Southeast speak of its location. Those who seek it are hesitant to share their theories. With its crumbling spires reaching up like the twisted claw of some long dead beast, the City of the Mad is a forgotten and decimated ruin populated by madmen and shunned by the cattle-herding clans who claim the lands around it. This once glorious city of a previous age is rumored to be the home of Sonah’s school — the first College of Magic. If this is true, then the city is a treasure trove of knowledge for those brave and wily enough to locate it.

Dozens of madmen roam the ruins of the city, each claiming to be one of the great sorcerers of lore. They speak of great feats of magic they have performed but then claim they have forgotten the secrets in the intervening years. And yet, those who have returned from the city claim there is something in the eyes of its inhabitants. These men may well be the sorcerers they claim to be, possibly driven mad by the relentless march of time. Certainly, none of the natives of the regions around the city will brave the place. The barbarians hesitate even to speak of it and will not lead seekers toward it unless given good reason. Perhaps this is because they have seen the things that the so-called madmen of the city hide from more casual visitors.

Populated by madmen or not, those who return from the city (and many do not) inevitably come back bearing wisdom. This knowledge may not be the secrets they sought, but it is almost always insight that they need. Sometimes, a sorcerer returns from the city with a fragment of an ancient document or a bit of statue, but more often than not, this wisdom comes from the ramblings of a madman who loiters about while the sorcerer digs in vain for a lost store of scrolls. These small pieces of proof are enough to convince many that the school is out there, somewhere. And, for the sorcerer lucky enough to find the school, the ancient secrets of sorcery are there as well.

Game Effects: If the City of the Mad truly exists, then it would seem to be inhabited by immortals — mad ones. This is more proof, if any was needed, of the generally held assertion that immortality is a curse and not a blessing. The city is clearly protected or perhaps cursed in some fashion — those who have gone there to excavate it wholesale or conquer it have always come to terrible ends. Though explorers seem able to spend extended periods in the city, even they eventually succumb to the curse or die in terrible accidents.

THE FLOATING PALACE

Description: Known by no other name than the Floating Palace, this legendary flying fortress crashed to the ground just a few centuries ago. Created as a redoubt by the mortal sorcerer





Bagrash Köl when he controlled the Eye of Autocthon, this massive stone structure floated above the landscape for decades. An intricately designed maze of mystic traps and clever puzzles, the lower levels of the palace frustrated many a would-be invader, allowing the sorcerer-king to conduct his research in relative peace. Bagrash Köl was destroyed, apparently by a mishap utilizing the power of the Eye. After its creator's death, the Floating Palace crashed to the earth.

The palace's ruins are believed to be in the farthest Northwest, as far north as the farthest outposts of the Haslanti city-states, but none of the handful of survivors could describe the location. If an ambitious sorcerer could locate the Floating Palace, it is possible that some of the artifacts within it have survived the intervening six centuries. It is quite possible they would not be the first to try, however. If Köl and the Eye were onboard the palace when his mishap occurred, then Manosque Viridian must have been there to seize the Eye shortly before his ill-fated campaign for the throne of the Realm.

Treasures aside, if a sorcerer could repair and relaunch the fallen palace, his reputation would be greatly enhanced. Not only his reputation, but also his power, as the fortress would prove to be an optimal base of operations for any sorcerer. And if he could master the secrets of the palace's creation, his place in history would be assured. What sorcerer, what Exalted, what political leader wouldn't do anything for their own nigh-impenetrable flying fortress?

For more information on Bagrash Köl and the Eye of Autocthon, see the **Exalted Storyteller's Companion**.

Game Effects: It is unknown what treasures remain inside—Bagrash Köl had certainly collected or created quite a trove of artifacts before his demise. The greatest value of the fortress, however, would lie in its value as a near-unassailable aerie that an enterprising sorcerer could use as a place of refuge or as a mobile base of operations for brigandage or conquest. However, even if the palace somehow managed to survive its crash landing and the intervening years largely intact, how it could be made to fly again is unknown. It is possible the palace itself contains the magic that causes it to fly, but it's much more likely that it was made to levitate by the power of the Eye. A new owner would either need to use the Eye of Autocthon itself to make the structure fly again or else devise or discover some sort of Solar Circle effect capable of lifting such a vast structure and maintaining it aloft.

THE STANDING STONES OF CINNABAR /

THE PYRAMID OF THE SUN /

THE PLAIN OF PICTURES

Description: Although located at vast distances from one another, there are clear signs that these three landmarks were designed and built by the same individual. Each shows an understanding of the movements of the Sun and the Maidens far beyond what is possessed today. The runes depicted at each location are nearly identical, despite the difference in scale and the ravages of time. It is believed they may have been erected

by the Dragon Kings, certainly they share much in common with the alien architecture of Rathess.

The Standing Stones of Cinnabar are located in the Far South. Normally cloaked in an eternally swirling vortex of sand, the stones are revealed when the wind blows in the right direction. Although researchers have not translated all the tunes on the monoliths, when the alignment of the stones is compared to the night sky, it is clear that the runes communicate information about the movement of the Maidens. Given enough study, which is difficult given the mercurial nature of the stones' defense, a sorcerer can gain understanding of astrology.

Far to the west, the Pyramid of the Sun emerges proudly from the sea. Ancient glyphs and runes cover the steps of the pyramid — the same type of glyphs that appear on the Standing Stones of Cinnabar and the Plain of Pictures. When the sun rises and sets over the pyramid, great dragons seem to writhe up and down the steps, climbing into the sky in the morning and descending into the sea at night. If a sorcerer can find the pyramid and survive the maddening solitude of the Western Ocean, it is said to be the key to the secrets of Solar Circle magic. It is rumored that there are secret chambers within the pyramid that reveal themselves to seekers during eclipses. No one is known to have entered these chambers, but surely, whatever they protect was of great significance to those who built the pyramid. It is also rumored that the Pyramid of the Sun floats about in the Western Ocean in a fashion similar to the stronghold of the Lintha pirates, changing its local with the ocean breeze.

To the far north, the Plain of Pictures is hidden beneath the drifting snows. Although not all of the images are yet documented, it is clear that each corresponds to a glyph or rune that can be found on both the Standing Stones of Cinnabar and the Pyramid of the Sun. Not only do the images correspond to the glyphs, but they are also exact replicas at an immense scale. In fact, it took an Exalted sorcerer viewing the images from a Cloud Trapeze to realize that the discolorations were images at all. One of the many mysteries of the plain is why the pictures were made so far to the north. It is believed that, in the time before man, Creation was significantly warmer, and the North may simply have been windy, rather than snow-covered, and this seems to lend credence to the idea that the monuments with built by the Dragon Kings in the time before man. Sorcerers who have meditated in the exact center of individual images claim to have received visions and enlightenment that have let! directly to the creation of new spells.

The location of these three ancient sites has led some sorcerers to theorize the existence of a fourth site, somewhere in the forests of the East. Many have hypothesized what form this site might take, but no two "experts" agree. Most of those who believe this believe it is located somewhere in Rathess, though this has never been confirmed. It also seems possible that the site might have been destroyed, but if it has been, how and why are unknown.

Game Effects: Studying any of the three locales reduces by 2 the difficulties of any Occult rolls for astrology made while on site. Also, study of the sites can count as primary research to a Celestial or Solar Circle spell once (ever) per site. For each week the character spends studying one of the sites, it is the equivalent of two months of preliminary research. A character can study a given site for no longer than a number of weeks equal to his Intelligence.

UNDERWATER GROTTO OF LAKE VOSTOK

Description: The Underwater Grotto of Lake Vostok is rumored to a repository for a number of lost scrolls. According to the tale, one of the Anathema (in some stories a Dragon-Blooded, although the modern Dragon-Blooded deny the tie) foresaw the Usurpation and gathered together as many scrolls of ancient knowledge as he could lay his hands upon. Relying upon prophetic visions, the Essence-workers sought a place to store the scrolls where they would be safe from both the chaos and the ages. According to the stories, after journeying near and far, the sorcerer followed the cryptic maze of images from his dreams until he reached the shores of Lake Vostok in the Northeast. Invoking a spell, the sorcerer parted the waters and walked into the depths of the body of water. The stories are unclear after that, but the generally accepted series of events that followed date that the sorcerer placed the scrolls in a hidden chamber beneath the lake and then expended the last of his Essence to seal the chamber against the waves. What all storytellers agree upon is that the waters crashed in upon the sorcerer and that neither spell-caster nor scrolls were ever seen again.

If the grotto exists and if a searching sorcerer can identify its location, the trial of acquiring the scrolls is just beginning. All researchers who believe in the grotto agree that the sorcerer who collected the scrolls would not leave them with such a simple protection as a large body of water. It is believed that the scrolls are locked with mystic boxes and that, in addition to the spells holding back the waters, there are spells designed to hold back other intrusions.

It is also believed that these protective spells are tied to the spell holding back the waters, so that if one set of spells is broken, all will dissipate. To further complicate matters, Lake Vostok is known to be home to a large aquatic behemoth. While no one doubts the existence of the beast, the specifics of the creature vary. It is known to be big, fast and very protective of the lake. It also seems to be intelligent. Fishermen are left in peace, while treasure hunters are harried and hunted. Their boats are overturned, and the most persistent seekers eaten. All who believe in the grotto agree, however, that the dangers are worth the risk, if the hunter can survive the hunt. So far, no one has.

Game Effects: Depending on how much the stories have grown in the telling, the Vostok grotto has anything from a large collection of the Dragon-Blood's lab notes to hundreds of spells and artifacts. It is definitely guarded by a behemoth and a great deal of ice-cold water. If the trove is truly as valuable as alleged, it is probably also guarded by bound demons, traps and wards.





CHAPTER TWO THE TERRESTIAL CIRCLE

Exalted

Terrestrial Circle sorcery is the most common form of magic practiced in Creation (discounting, of course, the mummery and curses of mortal sorcerers, who are legion and amount to little beside the Exalted). It is practiced by many of members of the Dynasty as well as by outcastes, lesser families and isolated communities of Terrestrials such as those who rule the city-state of Lookshy in the Scavenger lands. There was never a campaign to suppress or destroy this magic, and so, it has survived despite the Contagion and stife since the end of the First Age. Any character that robs the library of a Dragon-Blooded magician is sure to carry away a number of such spells. Most of these spells are of limited consequence, but they are by no means trivial.

Terrestrial magic also forms the bulk of every other Exalted sorcerer's repertoire of magic. Though they are not as earth-shakingly powerful as spells of the Celestial and Solar circles, those spells tax the sorcerer less than more powerful magics and can be cast quickly enough to have some relevance in a combat.

ASSASSIN'S FATAL TOUCH

Cost: 20 motes

To perform this spell, the caster must first either touch the target of the ritual or obtain some object the target has had close contact with. Clothing, jewelry or scraps of discarded food all work for this purpose. The caster then performs a dark and terrible ritual requiring at least 15 minutes. This ritual transforms the caster into the walking nemesis of the target.

The next time the caster evens so much as brushes a fingertip of his fingers across the target or touches one lock of his hair, the target will take 5 levels of lethal damage + 1 level of damage for every success the caster's player rolls on a reflexive Intelligence + Medicine roll. Mortal targets receive no roll to resist this doom, and armor does not protect them. They fall over mysteriously incapacitated or dead two turns after the caster touches them. In all cases, this death or injury is instant and painless. No one examining the body will be able to determine the cause of death, and dying targets will not know who killed them. Targets who survive the damage produced by spell also fall unconscious for (6 - Stamina) turns two turns after being touched. The only limit on this spell is that the touch that administers it must be quite light. Attempting to combine this spell with any form of physical attack upon the target causes the spell to fail. The damage from this spell can only be delivered using a relatively light, non-hostile touch — it is a spell of assassins.

Exalted targets, Fair Folk, spirits and similar magical beings all have a far better chance of avoiding the spell's effects. The player of any such being targeted by this spell should roll a number of dice equal to his character's permanent Essence. Even a single success on this roll completely negates all effects of this spell. Also, even if this roll fails, such characters may also subtract their innate lethal soak from the damage done by the spell. Unlike mortals, who lack any ties to magical forces, Exalted and similar beings who survive this



spell may realize whose touch harmed them. Make a Perception + Occult roll to do so. This spell has no effect on the undead, Deathlords or Abyssal Exalted.

Casters who wish to avoid suspicion may attempt conceal the fact that they touched the target. If the caster's player succeeds at a Dexterity + Stealth roll opposed by the observer's Perception + Awareness, she can make her character's contact with the target appear to be accidental. If she succeeds in this roll at difficulty 3, she can completely conceal the fact that she touched the target at all. This spell remains in effect until the caster has touched the target or for the next full day, whichever comes first. A sorcerer cannot be the nemesis of more than one individual at a time. If the caster performs this spell a second time before having touched her first target, the first spell is canceled, and the first target is no longer in danger from the caster's touch.

BECOMING THE WOOD FRIEND

Cost: 14 motes

Until the caster next sleeps, this spell puts her in unconscious unity with the entire plant kingdom. The caster can run at top speed through a dense forest and fight without penalty in the midst of a thornyicket. She will be able to avoid the plants with ease, and the plants themselves will avoid tripping her or even snagging her clothing. Although this spell does not protect the caster from mud, sharp rocks or dangerous animals that may be concealed by thick grass or dense forests, plants of all sorts will provide no hindrance. She may travel through forest or scrub of any thickness as if it were open terrain, for the purposes of her speed of travel and fatigue rolls. Also, the caster will not leave noticeable tracks or other traces when traveling through a meadow, forest or any other region that is thickly covered in vegetation, raising the difficulty of attempts to track her by +2 in such environments.

The caster is especially at home in trees. She gains a number of dice equal to her Permanent Essence on all Athletics rolls involving climbing, jumping or balancing on living trees. However, while under the effect of this spell, the caster's player must make a successful Willpower roll for her character to seriously harm, a large amount of vegetation. Harvesting fruit or herbs counts as serious harm. However, cutting live wood or setting a forest or grass fire to hinder pursuers does. Performing such an act also instantly ends the spell. It cannot be recast for three days after the sorcerer performs such an act.

BLOOD LASH

Cost: 10 motes and 1 health level

With this spell the sorcerer twists together her vital fluids and pain to form a powerful melee weapon. To cast Blood Lash, the sorcerer must be bleeding (have taken lethal damage without healing) and must pay not only the motes of Essence necessary, but also a health level of lethal damage. This damage represents the blood loss necessary to manifest

the physical aspect of the spell. Such damage is a cost payment and does not trigger reflexive charms.

The blood lash appears as a liquid vermilion whip anchored to the casting sorcerer's wounds. It wraps around her body and limbs to protrude from the palm of her weapon hand and cannot be taken away from her. The sorcerer uses her Dexterity + Melee pool to attack and deals a base lethal damage with the lash equal to her Strength + her permanent Essence + the number of health levels of lethal damage she is currently suffering from. The wielder of the lash may attack foes up to a range in yards equal to her permanent Essence.

For Example: Rosh the Triumphant is fighting for his life (and the lives of a small village's inhabitants) against a tyrant lizard. He has taken three health levels of bashing damage and four levels, of lethal damage. If he were to cast Blood Lash, he would take an additional lethal health level, for a total of five. His Strength and Essence Traits are both 3, making his damage with the blood lash equal to 11L (5 health levels of lethal damage -t 3 Strength + 3 Essence).

Blood lashes have a speed equal to the sorcerer's Occult score and an accuracy and defense of +1 each. A blood lash lasts for one scene or until dispelled. Concentration is required to maintain the spell, so no other spells may be cast while the lash is being wielded. This spell is usually used as a last-ditch defense.

BURNING EYES OF THE OFFENDER

Cost: 10 motes

This spell causes its victims to be unable to look directly at the caster, blasting them with the power and glory of the Exalted. When it is cast, with but a single word and gesture, all those within 100 yards of the caster must avert their eyes from him. If they do attempt to look at him, their eyes burn with pain, and they begin to weep uncontrollably. The effect remains in force for 10 minutes, during which time all attacks at the sorcerer from those within the area of effect suffer a difficulty penalty equal to the sorcerer's permanent Essence rating. Those outside the area may attack with missile weapons with no penalty. Watching the sorcerer in a mirror or other reflective surface, will allow melee attacks at a penalty of only half the sorcerer's permanent Essence rating. This latter penalty can be negated by a Charm or other magical ability that allows a character to aim attacks through reflections. Characters can also fight the sorcerer with their eyes closed. Characters fighting blind suffer the normal -2 success penalty on all attack rolls unless they have some magical method of negating the need for vision.

CALLING THE STALWART SERVITOR

Cost: 10 motes

Casting this spell summons a powerful being capable of performing numerous difficult physical tasks. This entity is a roughly humanoid creature that appears to have been crudely shaped from soft clay. Standing approximately five feet tall, it is also nearly five feet wide and two feet thick. Capable of easily lifting up to 10 tons, this being can carry heavy loads, lift great

objects, rip thick iron gates from their hinges and even uproot large trees. Able to move at up to 10 yards per turn, the servitor can also be ordered to dig deep holes, build crude but sturdy structures and perform any other relatively simple manual task. However, this creature cannot be ordered to attack any other being and instantly vanishes if it is struck by any attack. If not dispelled, the servitor remains for a number of hours equal to the summoner's Essence.

CIRRUS SKIFF

Cost: 15 motes

The sorcerer calls up a small cloud to act as conveyance. The result is a small white puffy cloud, just large enough for the caster, and perhaps one other person, to ride upon. The cloud descends from the sky and hovers near the spell-caster like a faithful puppy until the caster steps onto it. The cloud then rises into the air and obeys the sorcerer's mental commands. The cloud platform is slow moving but is unimpeded by height.

A cirrus skiff will carry the sorcerer and 100 pounds per point of permanent Essence at a speed no greater than three miles per hour per point of the sorcerer's permanent Essence. The platforms are extremely stable and can hover in place indefinitely. As a result, there is no penalty for the use of Archery or other Abilities requiring a steady base when standing on the cloudy platform. The cloud platform will serve the sorcerer eagerly for the duration of one scene or until he steps off, whichever comes first. It will then dart off into the sky once more. Cirrus skiffs always leave and arrive much more rapidly than they are able to carry passengers.

COIN OF DISTANT VISION

Cost: 10 motes

The caster performs a ritual lasting half an hour. At the end of this time, he holds a small black ceramic coin in the palm of his hand. This coin is inscribed with various arcane sigils and is mystically linked to the sorcerer.

By merely concentrating for a moment, the spell-caster can perceive events occurring near this coin. He can see and hear these events as clearly as if he were standing at the exact location of the coin. If the coin is in a pouch, pocket or any container that is open on at least one side, the caster can clearly see event occurring both inside and the outside of this container. However, if the coin was placed in a closed strongbox, the caster would only be able to see the interior of this container. The caster also possesses an instinctive knowledge of the approximate distance and location of the coin and can easily find it merely by traveling in the correct direction and concentrating periodically to determine if it has moved.

The magical sight and hearing imparted by this coin are identical to the caster's normal senses and can benefit normally from all sensory Charms. However, the caster cannot have more than one coin enchanted at a time. If the caster wishes to create a second coin, he must first break his link with the first one. Doing so requires the caster to concentrate for a turn and to spend 5 motes of Essence. In that instant, the coin crumbles to dust. While the caster is observing distant events

with this spell, he can neither see nor hear events occurring around his body. However, his sense of touch is unimpaired, and he will instantly notice if he is shaken or injured.

COMMANDING PRESENCE OF FIRE

Cost: 10 motes

By invoking the spirit of flame, the sorcerer causes a giant flaming image of himself to appear. By speaking through the raging inferno, the caster vastly increases the effect of his commands. First, the volume of his voice is greatly increased, so that he can be heard over a noisy battlefield with ease. The image itself stands dozens of feet tall and can be seen at great distances. In addition, any Presence rolls made while using the Commanding Presence of Fire have their dice pools increased by the value of the caster's Occult score. Commanding Presence of Fire lasts for at least one turn but no longer than one scene and may be voluntarily ended by the spell-caster at any time after the first turn. To extend the spell beyond one turn, the spell-caster's player must make a successful reflexive Stamina roll at the beginning of each additional turn. If the roll fails, the spell ends automatically. If the roll is botched, the sorcerer takes one automatic health level of bashing damage, and the spell flickers out. This damage is an activation cost and cannot be used with Charms that activate based on the character taking damage.

COMMANDING THE BEASTS

Cost: 10 motes

The caster can generate a single overwhelming emotion in a number of nearby wild or domestic animals equal to twice her permanent Essence. This emotion affects these animals for the next full scene. With a Charisma + Ride or Survival roll at difficulty 4, the owner of a horse or other domesticated animal may attempt to help it resist the effects of this unnatural emotion. However, if this roll fails the animal is subject to the full extent of the spell.

The exact results of this spell depend upon the specified emotion. Fear causes most animals to flee at their top speed. Terrified animals will only attack if cornered, but then, they will normally fight to the death. Animals who feel overwhelming rage will attack anyone nearby. Typically, horses will throw and attempt to trample their riders, guard dogs will attack the nearest person and even small pampered pets will lash out at any nearby living thing. Calmed animals will ignore anyone who does not obviously threaten them or give them food and animals who are commanded to feel loyalty and love will obey any commands issued by the caster. Wild or untrained animals can only obey extremely simple and obvious commands.

The caster can choose which animals she will have the spell affect and can choose to affect any animal within Essence x 10 yards. This spell will not affect highly magical or sentient animals of any sort, nor will it affect familiars. However ordinary animals, even highly trained ones, will ignore their prior training when targeted with this spell.





CORRUPTED WORDS

Cost: 10 motes

When this spell is cast upon a victim, he promptly becomes incapable of discussing a particular topic. Whenever he attempts to speak about it, he vomits up white maggots and is unable to form coherent words. This spell requires eye contact between sorcerer and victim. Once it has been cast, the target will be unable to speak a single word about the subject in question (he is, however, capable of writing or miming). The spell affects the victim's intent—thus circumlocutions or trying to use different languages won't prevent a sudden efflux of maggots. The only way for the target to manage comprehensible speech is to stay well away from the defined topic, which may be as specific as "Lady Emilia's indiscretions" or as wide as "the current war." This spell lasts until broken with counter magic.

CURSE OF SLAVISH HUMILITY

Cost: 10 motes

While not in itself an overwhelmingly dangerous spell, this sorcery causes the target to grovel and abase himself in humble self-denial, either to the sorcerer or to a target indicated by the sorcerer. Although this spell will in no way prevent the victim from attacking the sorcerer, should he choose to do so, it will oblige him to do so in a browbeaten, groveling manner. ("Forgive me, my lord, for inflicting this blow upon your radiant brow....") While this will not affect a combat, it can be devastating in a social situation. Alternatively, a sorcerer can simply use it to flatter his ego and to impress captives with his dominance over them.

The target's player may attempt to have his character resist the spell by rolling his Charisma + Occult against the sorcerer's Essence. If the roll fails, then the target is bound to behave in a sniveling, groveling, obsequious manner for the remainder of the scene, weighed down with a sense of his own inferiority.

CURTAIN OF QUARTZ

Cost: 10 motes

This elemental earth spell creates a shimmering globe of minute crystals that float in the air around the casting sorcerer. Each crystal hovers in place and reflects light away from the sorcerer. The spell lasts for an entire scene, during which the reflected light causes an environmental penalty in a three-yard radius around the sorcerer. All sorcery effects that require visual contact with a target, Ability rolls and attacks all suffer a penalty of -3 successes. The casting sorcerer suffers no penalty. Non-visual targeting means, such as scent, are not hindered by the curtain.

DANCE OF THE SMOKE COBRAS

Cost: 15 motes

When this spell is cast, deep cracks form in the ground at five points around the designated target, each crack about 3 yards away from her. Dark gray smoke, flecked with emerald green, boils out of the cracks and takes the form of five giant, blood-eyed cobras. These snakes strike at the target, hissing and writhing, venom dripping from their

long fangs and searing the ground where it touches. They remain in coherent existence for as many turns as the caster has points of permanent Essence. Should the serpents manage to bite their victim, their fangs prove to be entirely solid, and the victim is afflicted with a deadly poison that causes his blood to boil in his veins and his lungs to turn to liquid. This poison is magical and has its full effect on the Exalted, spirits, elemental and the walking dead. However, the bites of the cobras are harmless to characters protected from poison by Charms or to automata or other beings made of metal, stone or other unliving substances.

The cobras assault the target in a melee attack on the caster's initiative, with a dice pool equal to the Perception of the caster. They inflict raw damage of 5L per bite, plus extra successes. Smoke cobras are immune to bashing damage and have a lethal soak equal to the caster's Essence. They do not dodge or attempt to evade attacks, and a single health level of lethal damage will destroy them.

The cobras will only attack the spell's designated target and will ignore all others within the circle. If the target leaves the circle, then the cobras will attempt to strike at him for as long as he is within reach (within 3 yards of the edge of the circle) and will keep on trying to do so for as long as they exist. When the spell ends, the cobras vanish into smoke, sucked down into the cracks in the ground with a wailing scream.

DISGUISE OF THE NEW FACE

Cost: 20 motes

This spell provides the subject with a perfect disguise. To perform this spell, the caster must have a fragment of hair or skin, a drop of blood or some other portion of the body of the person being imitated. The caster then performs a ritual lasting 5 minutes where she transforms the subject into an exact physical duplicate of the donor of the skin, hair or blood. While none of the subject's Attributes except Appearance change, she is now an exact duplicate of the person being imitated. Even the character's voice and accent change. However, careful observation and practice are necessary to imitate the duplicated person's mannerisms and pattern of speech—use due disguise rules in the Drama chapter of the Exalted main rulebook, but assume the character will never be spotted from observation rather than interaction.

This spell does not grant the subject knowledge of any additional languages or other Abilities possessed by the person being imitated. Also, this spell cannot duplicate any Wyld mutations or other non-human features. This spell can only be used to duplicate the appearance of human or Dragon-Blooded targets. Fair folk, spirits and other Exalted cannot be so duplicated. Sorcerers can cast this spell on themselves as easily as they can cast it on another.

If this spell is used without a piece of someone else's body, it can alter the target's appearance in a dramatic, but less exact fashion. It can be used to change her skin and hair color, face shape or even her apparent age or gender. However, the caster cannot use it to precisely imitate someone else and cannot completely control the target's final appearance.



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Vain, aging mortals sometimes ask members of the Dynasty to perform this spell on them, giving the mortal the appearance of someone in the prime of life. Although this spell allows subjects to appear younger and more attractive, it neither increases their health and vitality, nor lengthens their life spans. They merely spend their last years looking young. While this spell can remove disfiguring scars, it cannot restore missing or crippled limbs. This spell can also change the subject's apparent gender, but it will not allow the individual to become a fertile member of the other gender.

Players who use this spell to increase their character's Appearance must spend all of their present and future experience points on this change until the cost of raising the character's Appearance to its new level has been paid off. towering a character's Appearance or changing the character's form to that of someone with the same number of dots in Appearance has no cost. Also, characters using this spell to temporarily imitate someone with a higher Appearance should not pay any experience point cost.

This spell permanently changes the user's appearance. Once cast, it cannot be dispelled or reversed — unless the sorcerer kept a hair, skin or blood sample from prior to the spell's implementation, which makes it a simple matter of casting the spell again. Without a detailed portrait or statue to work from, returning anyone to her original appearance without a sample will be quite difficult. If the caster knows what the subject used to look like, a successful Perception + Occult roll allows the caster to approximate the individual's

prior appearance. If the roll succeeds at difficulty 3, then the resemblance will be almost perfect. Having a well-done portrait of the individual or knowing the subject's former face intimately reduces the difficulty of this roll by 2. However, even if the caster succeeds completely, individuals who know the subject well may sometimes notice small discrepancies.

While this spell can be useful as both a way of hiding from pursuit and of imitating another, both such tasks can be fraught with risk. Mortals changed by this spell could easily face the prospect of living the rest of their life wearing another's face. Also, unless the person being duplicated is safely dead, and the subject knows her habits and tastes quite well, problems can occur whole pretending to be someone else.

DRAGON OF SMOKE/SERPENT OF FLAME

Cost: 20 motes

By invoking this spell, the sorcerer creates a guidepost that will direct his travels by day and by night. During the daylight hours, the guidepost is composed of an inky black smoke. When the spell-caster is surrounded by darkness, the guidepost is composed of a heatless white flame that provides sufficient light for the caster to see as if by natural daylight. At all times, the guidepost takes on the form of a serpentine being that winds through the air in front of the wanderer while he is moving and that loops around him while he's motionless. When summoned, the serpent takes on the form most appropriate to the current conditions, shifting between smoke and flame as needed.



The spell can be used to guide the caster in one of two ways, to guide the spell-caster to a well-known destination or to guide him to a destination with certain properties set by the sorcerer, such as a readily available supply of fresh water.

If the spell-caster knows the desired location well, the spell is invoked normally and without a roll. However, if the sorcerer is merely seeking a location with a certain set of properties, a *Wits+Occult* roll is required for the serpent to lead the way. The difficulty of this roll is based on the relative availability of a location with the properties indicated. Common properties are difficulty 1, locations with uncommon properties are difficulty 2, highly uncommon properties are difficulty 3, rare properties are difficulty 4 and very rare properties are difficulty 5. Locations with unique properties cannot be found through the use of this spell. If the roll fails, the serpent will merely loop around the caster without giving any indication as to which way to go. Once invoked, the spell lasts for one full day, until the desired location is reached or until the sorcerer wills the serpent to dissipate — whichever comes first. The serpent has no special abilities beyond those of light and guidance. The spell can not be directed to find specific locations unknown to the caster or magically hidden locations.

DRONING SUGGESTION

Cost: 10 motes

When the sorcerer casts this spell, all victims within 10 yards begin to hear a low, droning hum. It is a minor noise and is easily drowned out or covered up by a single voice speaking (though this does not affect the spell), but all those who hear it slowly fall into a light trance state. While in such a state, they are extremely susceptible to any reasonably phrased suggestion and can be lulled into quiescence or whipped into a roaring mob. Reasonable suggestions should be plausible and logical, though they may be based on faulty premises and may well involve a few minutes of verbal preparation as the sorcerer lays the groundwork. They might include such things as “Pay no attention to us, we’re visitors” or “Luchom is a witch, and you should burn his house.”

Players of listeners must make *Willpower* rolls with a difficulty of 1, +1 for each turn of exposure resist the effect. If the roll succeeds, then, on the next turn, their *Willpower* returns to its normal level. Blocking the ears completely — with wax or mud — will protect the listener, but only if it renders him completely deaf for the duration of the blockage. The spell lasts for only as many turns as the sorcerer has points of permanent *Essence*.

Once it has lapsed, the victims will be aware of what has taken place, but their reaction will depend on the plausibility of the sorcerer’s suggestions, in retrospect. It would be quite natural to believe that one has let visitors through a casually monitored guardpost, but it would be harder to justify precisely why one burned down half the town on a stranger’s suggestion. Fortunately for sorcerers who use this spell, many people would rather not believe that they could have been manipulated.

EMPATHIC WIND

Cost: 15 motes

A sorcerer may communicate her impressions of any scene to a distant compatriot by means of this spell. The casting sorcerer concentrates on her senses, committing them to memory, and imbues the wind with those same impressions. She then commands the wind to carry this message to a target up to 50 miles away per point of permanent *Essence* she possesses. Within a minute, the recipient sees, feels, hears, smells and even tastes everything that the casting sorcerer experienced. This effect lasts for one turn. The wind will circle around barriers and push itself through cracks and holes to reach the intended target. Only a perfectly sealed chamber can keep the wind out.

Make a *Perception + Awareness* pool roll for the casting sorcerer when casting this spell. The number of successes on that roll determines how many senses are included in the wind. If the number of successes exceeds five, then the casting sorcerer’s emotions at the time are also included in the message.

The recipient of the Empathic Wind not only senses what the casting sorcerer senses, but knows implicitly who sent the message.

THE EYE AND THE MOUTH

Cost: 15 motes

This useful (if somewhat gruesome) spell conjures up a floating eye of golden light that can read any living or dead human language (though it does not translate codes) and a floating mouth of golden light that will speak a translation. Once the eye is directed toward the piece of text to be translated, the mouth will begin to dictate the translation. While the mouth will pause in its translation if the sorcerer wishes, it will never repeat text that it has already translated. The eye and the mouth fade and vanish after 10 minutes, making them impractical tools for translating entire volumes of text.

EYE OF ALLIANCE

Cost: 10+ motes

Through the casting of this spell, the sorcerer links two or more individuals, possibly including herself. In a vibrant display of spiritual energy, each of the beings to be linked exchanges a fraction of themselves, creating small glowing gems. The gems remain in existence for year and a day. During that period, any time one of the beings in the link feels that he is in danger, all of the gems throb, alerting the others. No information about the location of the threatened individual or the nature of the threat is passed on via the gems.

The cost of this spell is 5 motes of *Essence* for every being to be linked. One mote of the *Essence* used to cast the spell remains committed for each of the gems created through this spell. This *Essence* returns to the caster when

the gems dissolve in a year and a day or if the gems are broken before then.

FLIGHT OF SEPARATION

Cost: 10 motes

This spell turns the sorcerer into a flock of birds, which separate and fly for a short way before rejoining to form his original body. The birds rise on a sudden gust of wind and can travel up to 300 yards. These birds are somewhat better defended than the average flock, having the sorcerer's health levels and level of armor (even if this is not visible), and fly at a speed of 20 miles per hour. If the flock takes damage, it is reflected by a number of the birds being slain and will manifest as wounds on the sorcerer's body when he reforms. However, the speed of the birds may take them out of the range of attackers.

The birds may vary in color, according to the temperament and nature of the sorcerer — it has been noted, for example, that Abyssal Exalted tend to manifest with this spell as a murder of raitons. The birds are equal in number to 10 times the sorcerer's permanent Essence (thus providing some indication as to his power). While under the influence of this spell, other spells and Charms may not be used.

FLIGHT OF THE BRILLIANT RAPTOR

Cost: 10 motes

The sorcerer who calls the brilliant raptor conjures a force of pure elemental flame. Torn briefly from its elemental home, the roughly man-sized flaming bird screeches with anger and

speed toward the spell-caster's intended target. Leaving streaks of flame in its arcing path, the raptor plunges through the victim before exploding in a display of pyrotechnics 10 feet in radius. The sorcerer makes a reflexive Wits + Occult roll to target the attack. This attack can be dodged but not parried. If struck, the victim must soak lethal damage equal to the sorcerer's Perception + Occult score, plus extra successes, plus a number of automatic successes equal to the sorcerer's Essence score. In addition, anyone caught in the pyrotechnics, including the original victim, must make a reflexive Stamina + Resistance roll or suffer a penalty equal to the sorcerer's permanent Essence rating for the next two turns.

FLORAL FERRY

Cost: 15 motes

This spell causes a small, seaworthy craft to grow out of any nearby plant in just a few moments. The ferry is as light as the petals of a large flower, easily carried by one or two characters. It can appear as any remotely boat-shaped part or parts of a plant that the casting sorcerer wishes — a wide blossom, a folded leaf or even a piece of fruit. The ferry can carry up to a ton of cargo and travel a distance of up to 10 miles for each point of permanent Essence the casting sorcerer possesses. It will sail smoothly in all but the most tempestuous of conditions and protect its contents from inclement weather. The casting sorcerer states the ferry's destination when it is placed in the water, and the craft will sail in a straight line toward that place. If the ferry encounters

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a significant obstacle, it will stop until that obstacle is removed. The spell lasts until the chosen destination is reached or the casting sorcerer dispels the craft. The ferry responds only to the directions of the casting sorcerer, and any attempts by passengers to redirect it will fail. The ferry has the soak value and health levels of a yacht.

FLYING GUILLOTINE

Cost: 10 motes

This spell conjures up a spinning chain of steel razors that slices through the air to fasten itself around the neck of a target, in an attempt to separate his head from his body. The only requisite for the spell is that the target should be within 500 yards of the sorcerer and within his line of sight—while the target may attempt to dodge or parry, the guillotine is also capable of altering its course in order to perform the assigned decapitation. It snakes through the air in a glittering flow of sharp metal, curving and slicing its way toward the victim's neck.

When the sorcerer releases the spell, his player makes a reflexive Perception + Occult roll and adds a number of automatic successes equal to the Exalt's permanent Essence. The target may attempt to dodge or parry this attack as though it were a thrown weapon that had scored the above number of successes. The guillotine has a raw lethal damage of 18L, plus the extra successes on the attack roll by the sorcerer's player. Once the guillotine has made its attack, and either succeeded or failed, it vanishes.

FOOD FROM THE AERIAL TABLE

Cost: 10+ motes

Through the use of this spell, the sorcerer provides nourishing, if bland, food for his followers, friends and allies. As the spell-caster begins to invoke this spell, the air swirls around him. With each additional turn, the swirling air is filled with more and more pale pink flakes, looking not unlike flower blossoms. The longer the casting lasts, the larger the radius of the swirling air and the more the flakes conceal the caster from view. At the end of the casting, the flakes settle to the ground, where they can be collected with ease. The amount of food created by the spell depends on the time and Essence invested by the sorcerer.

The basic casting of the spell takes one turn and 10 motes of Essence, and it produces five servings of food. For every 10 servings of food desired, the sorcerer must invest one additional turn and five additional motes of Essence. If the spell is interrupted after the initial turn, all food created thus far remains, but the caster must pay the entire intended Essence cost. The food lasts one day per dot of Occult possessed by the spell-caster, after which it crumbles to ash.

FUGUE OF TRUTH

Cost: 10 motes

This simple-sounding ritual is actually a demanding meditative practice that allows a sorcerer to pierce illusions, resist glamours and avoid enchantment. In addition, obscure purposes and hidden intents are revealed to the casting sorcerer.

The ritual requires that the casting sorcerer mediate alone in a lightless, soundless place for an hour while she focuses Essence around her. Once the ritual is complete, the casting sorcerer is in a trance similar in effect to being stunned (see p. 235 of *Exalted*). All maneuvers such as attacking and dodging or any use of Athletics are performed at —2 to their pool rolls. However, the sorcerer may add +4 dice to any Perception rolls involving magical deceptions. The sorcerer may add +3 dice to Perception rolls involving non-magical lies or bluffs and +2 dice to determine the purpose of enchanted or First Age artifacts.

The player of a sorcerer in the Fugue of Truth who is targeted by mind-affecting spells or effects may roll a reflexive Perception + Resistance roll, with a difficulty equal to the permanent Essence of the character trying to affect the sorcerer, to resist the spell or effect. This is addition to any other methods the casting sorcerer may have of avoiding the influence of the spell or effect.

The Fugue ends if the casting sorcerer botches any roll, is wounded or voluntarily leaves her altered state.

THE HORSE THAT TRAVELS EARTH AND WATER

Cost: 10 motes

This useful spell summons a mighty stallion for the sorcerer to ride. The stallion appears amid violent gusts of wind, tossing and stamping, eager to be off. It exists only for a single hour, but during that hour, it can gallop constantly at a normal horse's maximum speed, without needing to rest. It is also capable of riding on the surface of water as easily as on the surface of land, and with the same velocity. The stallion can carry a second rider, if necessary, without reducing its speed. If ordered to carry a single rider who is someone other than the sorcerer, the stallion will take the rider to a destination specified by the sorcerer (assuming it is within one hour's ride of the current location) but will not allow the new rider to direct it and will abandon the new rider if she should dismount or fall off.

The stallion should be treated as a trained warhorse of maximum characteristics for its type. Its color and manner will depend on the whim of the sorcerer, although it will be unhesitatingly loyal to its summoner while it exists.

MOUND OF THE FIVE WINDS

Cost: 15 motes

When this spell is cast, the winds blow from the north, west, south, east and center simultaneously and sculpt a huge wolfhound from the air. The resulting beast is of near-human intelligence and, for eight hours, will faithfully serve the sorcerer who has called it into being. While the hound can act as a bodyguard or watchdog, its primary function is to hunt or track targets for the sorcerer. It is capable of scenting prey from 100 miles away, in any direction, and will unerringly follow the most direct route (avoiding natural obstacles where sensible) toward its assigned target. The sorcerer must possess some object that can be used to give the hound its

target's scent. The hound can hunt alone or with others of its sorcerous kind, or it can lead the sorcerer (or an assigned deputy) toward the prey. If the hound fights, it does so with the statistics of a war dog (see p. 316 of the **Exalted** rulebook) and will fight intelligently. When the eight hours are up, the hound vanishes in a gust of wind.

IMPERVIOUS SPHERE OF WATER

Cost: 15 motes

The sorcerer causes pure magical water to surround herself and those in her immediate vicinity by means of this spell. The sphere acts as a protective shield that turns aside all forms of attacks and hazardous conditions outside of it. The sphere remains active as long as the sorcerer concentrates, and the water is as breathable as air to her and those with her. While attacks and other influences outside the sphere are held at bay, people inside the sphere are similarly unable to attack or affect what is outside of it. In addition, while the water inside the sphere is breathable, it is still water and inhibits movement. People inside the sphere act as if they are swimming and can only perform such actions as this would allow.

The Impervious Sphere of Water acts like a wall with bashing and lethal soak values equal to 20. The sphere has 25 health levels and must be destroyed before any damage or other effects can reach the occupants. Like all objects, attacks against the sphere do not roll for damage. The sphere is 10 feet in radius and can be summoned even in the most arid of conditions — the water is conjured from nothing by the magic, not drawn to the caster.

The casting sorcerer may perform no other action while concentrating on maintaining the Impervious Sphere of Water. Once the sorcerer releases the spell, her concentration is broken or the spell is countered, the water falls to the ground (giving the spell additional use when water is scarce).

INCANTATION OF EFFECTIVE RESTORATION

Cost: 15 motes

A boon for both treasure hunters and scholars of ancient lore, this spell permanently removes the ravages of the past from inanimate objects and repairs any damage they may have suffered. In addition to transforming the rotting fragments of a book into a pristine, legible tome and a rusted hunk of metal into a perfectly preserved suit of armor, this spell can also completely repair broken magical items. The ruined fragments of enchanted artifacts of jade, orichalcum or moonsilver can be transformed into fully functional wonders.

There are only two limitations on this spell. Regardless of the item's condition, the caster must possess more than half of the remains. When the spell is cast, all additional remains crumble to ash. It is impossible to divide an item into two halves and then use the spell to repair each portion separately. Also, the magician must be able to lift the item in question. Larger items cannot be repaired by this spell. Each casting of this spell only repairs a single item, such as one weapon, one book or one suit of armor. Anything repaired by this spell is as good as when it was new. The results of this spell are permanent.

INTERNAL FLAME

Cost: 15 motes

This spell causes molten metal to flow through the bones of the victim, causing excruciating pain at best, and death at worst. With a word and a gesture, the sorcerer attempts to transmute the victim's bone marrow to boiling metal, allowing her body to burn from the inside out. The spell manifests in waves of red and gray flame that wash over the victim and seep into her body, entering through the eyes and mouth. The sorcerer's player makes a reflexive Willpower + Occult roll, which the target's player opposes with a reflexive Stamina roll.

If the sorcerer wins the contest, the target takes raw damage of 5L, plus extra successes based on the Willpower + Occult roll. This damage occurs at the rate of three levels a turn until the full amount has been achieved. The damage ignores armor, but Charms that increase the character's lethal soak apply their benefits. The agony renders the target incapable of any deliberate or conscious action, including speech. Even if the target resists the effects of the spell, she nevertheless endures racking pains throughout her body for the next turn, resulting in a -2 dice penalty to all rolls for the next turn.

LESSER GOLEM

Cost: 20 motes

During the casting of the Lesser Golem, the sorcerer scrawls the nines of life, earth and one other element in the ground before him. To cast this spell, the Exalt must have at least the equivalent of a fistful of the elements to be included in the golem. If the spell is completed unhindered, an elemental creature rises from the ground before the caster and serves as his personal warrior for the duration of a single scene. At the end of the scene, the golem disperses, crumbling or otherwise dissolving into its component elements.

The golem has the Physical, Mental and Social Attributes of the spell-caster. However, the creature can use only the Physical Attributes actively. Mental and Social Attributes are treated as one dot each unless the golem must make some sort of resistance roll. The golem also possesses all Abilities associated with the Dawn Caste (Melee, Thrown, etc.) at the same number of dice as the caster has in these Abilities. The golem has a number of -0 health levels equal to the caster's health at the time of casting. In addition, the creature receives bonuses based on the additional element invoked in its creation. (Other types of golems may exist, exemplifying other characteristics of the composite elements.)

- **Magma Golem (Fire)** — Drawing on speed of flame, magma elementals have double the caster's Dexterity and double his movement rate.
- **Shadow Golem (Air)** — Drawing on the unhindered nature of the air, shadow golems gain the caster's Night Caste Abilities and his normal movement rate.
- **Mud Golem (Water)** — Drawing on the motherly properties of water, the mud golem serves primarily as a defensive being. Mud golems move at the caster's normal





rate but gain a two die bonus on any actions that will directly lead to the defense of the caster. Mud golems are the only golems that will act defensively rather than attack blindly.

- **Forest Golem (Wood)** — Drawing on the persistence of the ancient oaks, forest golems have double the caster's Strength and Stamina but half his movement rate.

If left to their own devices, golems will blindly attack anyone who appears to threaten the spell-caster. However, at any time during the combat, the spell-caster may take an action to direct the golem. This direction is telepathic in nature, the caster need only concentrate to control the golem. This is not true telepathy nor is it two-way. The caster gains no knowledge from the golem during this period of control.

Lesser golems are destroyed if they are reduced to 0 health levels, and these constructs cannot be healed in anyway. There is no limit to the number of lesser golems that a sorcerer may create at any one time, but they disperse at the end of one scene.

LIGHTNING SPIDER

Cost: 10+ motes

When this elemental fire spell is cast, eight legs of crackling electricity suddenly radiate from the body of the sorcerer, supporting her weight. These legs enable the sorcerer to climb over obstacles and up the sides of walls or cliffs at the caster's normal movement rate.

The legs are insubstantial between the sorcerer and the surface being climbed and attempts to dislodge them

always fail. They attach to even the most slippery and sheer surfaces, and most loose objects pass right through them. Living creatures touched by the legs may feel a tingling shock like static electricity that causes their hair to stand up but are otherwise unharmed. Spider legs that come in contact with living creatures readjust themselves to find purchase on a solid surface.

The casting sorcerer not only sprouts legs like a spider but for an additional Essence cost, may produce an electric spider-thread. This thread is 10-yards long and made of solidified lightning. It can be grasped or tied to objects and may carry 100 pounds per point of Essence spent in addition to the initial cost of the spell. The caster may not spend more Essence in this manner than her permanent Essence trait.

MAGICIAN'S PLEASANT PATH

Cost: 20 motes

This spell allows the caster and her companions to travel in relative ease over even the harshest terrain. This spell affects the caster and a number of additional travelers equal to twice the caster's permanent Essence. Pack animals and mounted horses each count as a single traveler. All travelers must remain within 30 yards of the caster, or they lose all benefits from this spell. Affected travelers will find that, for them, the local terrain is more level and easier to traverse. Also, every subject of the spell is protected from the elements. Wind, rain, snow and other extreme weather conditions flow around the travelers and do not bother them



as long as they travel with the caster. In addition, the road in front of them is magically cleared of all snow, sand and similar small debris. This spell even creates temporary bridges over rivers and streams that are no more than (the caster's Essence x 10) yards wide. These bridges appear to be natural structures but only appear when the travelers approach the river and vanish as soon as they have crossed.

As a result, both mounted and walking travelers can easily trek up to 30 miles per day. At the end of such a journey, both travelers and their mounts (if any) will be tired but not exhausted. Mounted travelers on high-quality horses can travel up to 100 miles in one day if the rider pushes himself and his mount to the absolute limits their endurance. Both mount and rider must rest for many hours after such a journey. This spell does not protect travelers from extremes of temperature, storms, road blocks or bandits. The spell lasts until the sun next crosses the horizon.

MALEDICTION OF THE DISTORTED COMPASS

Cost: 15 motes

A victim of this spell is literally unable to find her way to anywhere. Even if she is left inside a small house, with nameplates on all the doors, some accidental misunderstanding will prevent her from finding the room, that she is looking for. Maps are misread, north is thought to be south, directions are mangled, and the sufferer could take five days to cross a small town. The only way that the target can actually reach a destination is to be led by someone else — and preferably someone who doesn't get out of her line of sight. All journeys become vastly more difficult and can be relied upon to take much, much longer.

This spell must be delivered at close range, with the sorcerer making eye contact with his target. The victim's player should roll her character's Willpower against a difficulty equal to the sorcerer's Essence: If the roll fails, the victim is struck with the malediction. If the target succeeds in her roll, then the spell fades away, merely causing her a moment's disorientation (-1 on all actions for the next turn). The spell may be lifted by the will of the sorcerer who cast it, or it will end on the sunrise of the following day.

MANIFESTATIONS OF VIGOROUS DESIGN

Cost: 5 motes (committed)

This spell allows a sorcerer to invest Essence into simple objects and animate them. Animated objects react to simple commands, fulfilling them to the best of their ability. The nature of an object dictates what can be commanded to do. A broom can be commanded to sweep, a table to walk behind its owner, a toy soldier to march, or a ball to bounce.

The casting sorcerer commits 5 motes of Essence to any simple object no larger than 10 pounds per point of permanent Essence she possesses. She may then issue a one-word command to the object appropriate to its nature. For example, a piece of chalk can "write," and a box can "open" or "close"; alternately, an object with legs can "walk" or "follow," or a

round object could "roll." The Storyteller should exercise discretion on what commands an item can follow.

Objects cannot levitate or otherwise defy logic. Weapons targeted by this spell do not lift into the air to fight, nor do shields hover to protect. These objects can and will slide or roll along the ground and can attack targets that way. Manifestations are considered to have Physical Attributes equal to one • per 10 pounds of weight, rounding up, and relevant Abilities equal to the casting sorcerer's permanent Essence.

Manifested objects will continue with their commanded tasks until the casting sorcerer removes her committed Essence.

MIRROR OF BENDING LIGHT

Cost: 10 motes

With the aid of this spell, the sorcerer can achieve a temporary invisibility, as the light itself bends around him and those close to him, concealing them from sight. The spell can conceal up to four other people, all of whom must remain as close as possible to the sorcerer while it is in effect. This sorcery lasts for up to one hour. It does not make the sorcerer transparent to the eye, but instead, conceals him with illusions of his current surroundings. Thus, in an empty corridor, all that would be seen would be walls and floor; in a crowd, a viewer would have the vague impression of a mass of people, similar to those on either side; or, in a forest, the viewer would merely see trees and greenery.

When the spell is cast, the sorcerer's player should make a Willpower + Occult roll and note the number of successes. Viewers' players must score more successes than that total on a Perception + Awareness roll in order to notice anything odd about the area shielded by the mirror. This roll is reflexive, performed automatically when the shielded area enters their line of vision, but only once again when someone launches an attack out of or otherwise draws attention to the cloaked area. If the roll succeeds, the character perceives the mirror as a shimmering shielded area. If anybody within the area of the mirror is wounded, the mirror promptly vanishes. The mirror has no physical or magical shielding properties, other than that of confusing vision. The spell also fails to conceal sound or odor and does not prevent those within from leaving tracks.

MISTS OF EVENTIDE

Cost: 15 motes

With this spell, the sorcerer summons forth opalescent mists that spread across a circle of 10 yards diameter. The mists bring sleep with them, causing all those within their grasp to sleep as though drugged until the sun has set and risen again. If a victim is forcibly woken before that time, he is capable of thought and movement but reacts as if he were under the influence of a narcotic, with all of his Attributes being halved (round up where appropriate). The center of the circle of mists must be a point within 50 yards of the sorcerer and within his line of sight. Players may have their characters resist the spell by rolling their Stamina + Essence





against a difficulty of 2. The mists fade rapidly after having been summoned, dissolving into nothingness on the next turn.

PARALYZING CONTRADICTION

Cost: 15 motes

By using this spell, the sorcerer states a philosophical conundrum so self-contradictory and fascinating that all within earshot are paralyzed in contemplation. The targets are rooted to the spot, lost in meditation on the sorcerer's statement, only occasionally speaking to make some philosophical comment to other victims. They will ignore any other duties they may have been given, in order to contemplate the sorcerer's paradox.

Each turn that the targets are entranced, roll their Intelligence + Lore. Upon accumulating more successes than the sorcerer has points of permanent Essence, they are free from the spell and may act normally again on the next turn. A physical attack on anybody under the influence of the spell will cause him to break free of it at once.

THE PARTING OF THE SEAS

Cost: 20 motes

Through the casting of this spell, the caster causes a most dramatic alteration to the natural flow of a body of water. With but a single gesture, the sorcerer summons two giants. The giants wade into the body of water in question, and divide it in two, each holding back one wall of water like a mortal man might hold back a falling bamboo screen. Between the two titans, the ground is perfectly dry and without obstacle.

The giants open a region up to one yard wide and 100 yards long for every point of permanent Essence possessed by the spell-caster. The effect remains for as long as the sorcerer concentrates on the spell. Walking and simple conversation is allowed, but anything vigorous, including combat, instantly dissipates the spell. Anyone caught between the walls of water when the giants let them fall takes massive amounts of bashing damage from the water's impact. Anyone who survives the initial damage must then contend with the normal threats posed by their location on the floor of a body of water, including drowning and any native predators.

PERSONAL TEMPEST

Cost: 25 motes

This elemental air spell causes the air around the casting sorcerer to become violently agitated, creating short bursts of wind that deflect incoming blows. The wind is invisible and does not inhibit the casting sorcerer from attacking out of the tempest but reduces her movement to one half through resistance. Attacks against the sorcerer suffer penalties as if the sorcerer were behind 90 percent hard cover. This means that hand-to-hand attacks against the sorcerer subtract 2 successes, and ranged attacks against the sorcerer subtract 4 successes, as described on page 229 of the Exalted rulebook. Wrestling maneuvers, reflexive or not made against a sorcerer in a Personal Tempest suffer -2 success penalty even if the sorcerer is already in a clinch or hold.

The Personal Tempest lasts either one scene, until it is dispelled or until the casting sorcerer is rendered incapacitated.

PLAGUE OF BRONZE SNAKES

Cost: 10+ motes

Plague of Bronze Snakes summons from the earth before the caster a writhing knot of identical metallic snakes, each over a foot long. The churning mass explodes outward from its source, rapidly dispersing over the lands of the target. These nigh-indestructible serpents of Essence move rapidly and unerringly to strike their targets, the livestock of the victim. Be the animal horse or donkey, camel or sheep, goat or swine, it instantly dies from the venom of the serpent. Having struck but a single animal, each serpent winks out of existence. The serpents will only strike livestock of the intended victim. To make matters worse, any animal slain by a bronze snake is poisoned and inedible to any mortal being.

This spell summons one serpent per mote of Essence used to cast the spell, up to the number of livestock owned by the victim. The sorcerer may invest no more motes of Essence in casting this spell than 10 times his permanent Essence. Though this spell typically targets a single type of animal, the caster may choose to include one additional type of livestock per dot of Occult that he possesses.

While this spell is of primary use outside of combat situations, it does have battlefield application. Note, that as indicated above, horses and other riding beasts are considered livestock. Thus, a sorcerer can cripple the cavalry of an opposing army with this spell.

While these serpents are made of pure Essence and move at an incredible rate, it is conceivable that an Exalted using a magic weapon and Charm-enhanced speed might strike them down before they reach their target. Striking a serpent is a difficulty 4 action, and only a single serpent may be struck per attack. The serpents never attempt to dodge or parry. If a magic weapon is used for the attack, the serpent is instantly dissipated; otherwise, the attack has no effect.

The bronze serpents have no effect on familiars, spirits or magical creatures.

PURIFYING FLAMES

Cost: 20 motes

This spell allows the sorcerer to purify food and drink and to render poisons inert. Blazing white, heatless flames wash out from the sorcerer, and burn brilliantly around the target or targets, searing corruption from them and cleansing their physical substance.

When used to purify food and drink, the spell automatically renders all non-magical poisons inert and halts all traces of rot or corruption in the foodstuffs. It can also be used to purify wells that have been fouled. If used to cure poison, the spells can affect a number of people equal to the sorcerer's permanent Essence. It renders the poison inert inside the victim's body — the victim usually expels it by vomiting, bleeding or similar methods — but any damage it may already have caused is not healed.

RAVENOUS FIRE

Cost: 15 motes

This spell creates what seems to be a normal fire but one that can be set to burn literally anything. If kindled on wood, it will consume the wood; if on marble, the marble will ignite; and if set on metal of any sort, then the metal will burn like wood rather than melting, crumbling to ash when it is consumed. The fire will only burn the substance on which it was first set, which the sorcerer must touch with his bare hand. However, it will spread to any other substance of the same nature with which it is in contact. (Across a marble floor, for instance) Any substance affected by it will burn as if it were ordinary dry wood for as many minutes as the sorcerer has points of permanent Essence. After that time, if the substance is naturally flammable (such as wood), then it will continue to burn normally. Otherwise, the flames flicker and go out. The fire does not affect enchanted objects or any living substance.

RITUAL OF ELEMENTAL EMPOWERMENT

Cost: 30 motes

Casting this spell requires that the sorcerer perform a lengthy ritual lasting from sunrise until noon. Each casting of this spell must focus on a single element. To perform this ritual, the caster needs a large amount of the desired element. The ritual must be performed within a dozen feet of a large pond or stream, a roaring bonfire, a large grove of trees or some similarly large elemental concentration. When properly performed, the caster empowers any single item with the strength of the chosen element.

The effects of this ritual are permanent, but no item can be attuned to multiple elements. Casting this spell multiple times on a single item will merely replace one elemental attunement with another. This spell has no effect if it is cast on a living or undead being — it affects only inanimate objects. One casting will effect one weapon, a single suit of clothes or armor, one piece of jewelry or any other single item. Only mundane items can be enchanted with this spell. It cannot be used on Hearthstones, enchanted object or items made of the Five Magical Materials. This spell can only be used on items that the caster can pick up and easily carry or wear. It cannot be cast on dwellings, vessels or other large items. The exact effects of the ritual depend upon the element used.

RIVER OF BLOOD

Cost: 15+ motes

When invoking this spell, the sorcerer stretches his hand out over a river or other flowing body of water, summoning a draconic aura that rises up and then strikes the water. The body of water for as far as the caster can see is then transformed into blood. Any fishes or other creatures in the area of effect are slain unless they can find a source of clean water. The body of water begins to stink of death, attracting malevolent creatures and driving away weak-willed mortals. The liquid drawn from the river is useless as nourishment to





Element	Effect
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Air:	The item is either lighter than normal, or it can grow cool or cold at the user's command. The caster must decide which property the item has when the spell is cast; air-empowered items cannot be made both cold and lighter. Items that can become cool are similar to fire-empowered items. Clothing can keep the wearer comfortably cool in a blazing desert, and a weapon can become cold enough to do two extra levels of damage to anyone it strikes. The cost for causing the item to become cold or cool is either one point of Willpower or 1 mote of Essence. Items that are made Lighter weigh half as much as normal. Armor subjected to this version of the spell has both its fatigue and its mobility rating reduced by one point.
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Earth:	The item becomes tougher and more resistant to damage. Armor gains two levels of lethal and bashing soak, and even a fragile figurine of spun glass can now be dropped on the floor without risk of breakage.
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Fire:	The item can grow warm or even hot at the owner's command. Mortals must touch the item and spend a point of Willpower to cause it to grow warm or hot; Exalted of all types need only spend 1 mote of Essence. Using this ability, a suit of light clothes can keep the wearer comfortably warm in the depths of an icy winter and a weapon can grow hot enough to do an extra two levels of damage to anyone it hits. This heat never directly harms either the item or its user. The heat lasts for a full day from when it was activated.
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Water:	The item can change shape to any other item of the same type. A huge great sword can transform into any other long-bladed weapon such as a short sword or even a dagger. Similarly, one suit of clothes can now become anything from fancy robes to a set of winter survival gear, while a chain shirt can become either a buff jacket or a breastplate. Unfortunately, damage the item suffers in one form is suffered in all forms. A suit of clothing with a torn sleeve retains a torn sleeve regardless of its form. Also, no item can duplicate the powers of any magical artifact—the article is always a purely mundane item of its current type. Mortals must spend a point of Willpower every time they wish an item to change. However, Exalted and other magical beings need only spend 1 mote of Essence per change.
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Wood:	The item rapidly heals any damage it has suffered. While fire or massive force can still completely destroy an item, if at least half remains intact, the object will heal. Minor scratches and similar marks will vanish overnight. Nicks, large cracks, missing pieces and other forms of severe damage will completely heal over the course of a few days.
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any being except those creatures that gain strength from drinking blood. The river of blood will flow slowly downstream until an area of up twice the original area of effect is polluted, forcing those seeking a source of clean water to travel upstream. At the Storyteller's option, a daily Stamina + Endurance check may be required for anyone who remains in the vicinity of the river. If the check is failed, the victim becomes violently ill and suffers a one-die penalty on other checks for the rest of the day.

Note that standing bodies of water such as ponds, lakes or oceans cannot be affected. Nor will this spell affect a river that the spell-caster cannot physically see across.

The polluted stream begins to clear after a number of days equal to the permanent Willpower of the caster. After an equal number of days, the water is restored to its original state, though it is likely devoid of life.

THE SACRED TONGUE

Cost: 10 motes

Until the character next sleeps, she can speak a powerful occult tongue. Only those who use this spell can speak it, but everyone who hears the character speak, regardless of what languages they understand, is able to comprehend the sorcerer's speech perfectly. However, all listeners know that the character is speaking a language of great mystic import

and, therefore, must be a powerful magician or a being of innate magical power.

The compelling nature of this tongue is such that the character receives one extra die to all attempts to persuade or intimidate others using speech. This spell also allows the caster to understand the speech of any sentient being who is addressing her, whether human, Fair Folk, undead or spirit.

While this spell is an excellent substitute for knowing the local language, it does have severe limitations. Everyone who hears the character speak is aware that they converse with a powerful magical being. People usually greet such beings with respect, fear or greed in their hearts—they will rarely be indifferent. Casual interaction can be quite difficult, and frequent use of this spell is an advertisement to the Wyld Hunt of the character's Exalted status.

SHADOW SUMMONS

Cost: 15 motes

Shadow Summons calls the shadow of the spell's target, from wherever in the world the target may be, and drags it to the sorcerer's location. The ritual of the spell is long and complex and requires the target's name to be spoken three times with authority—once for the Unconquered Sun, once for Luna and then, finally, in the name of the Abyss and those who govern it. Together, these forces compel the shadow to leave the target's body and travel to the sorcerer.

When the shadow arrives (and it may take up to 24 hours to reach the caster), the sorcerer can then dictate a brief message to it or can dissolve it in a wave of light. If the sorcerer chooses to give the shadow a message, it will return — again, within 24 hours—to its original owner, who will experience the message as though hearing it spoken to him by the sorcerer. If the sorcerer chooses to destroy the target's shadow, the target will suffer waves of blinding pain: Although these cause no physical damage, they cause a penalty equal to the sorcerer's Occult Ability in dice to all the target's player's rolls for the next five turns. The shadow cannot be held indefinitely by the summons; it must be either sent back or destroyed. While the target's shadow is away, the target of the spell casts no shadow, whatever the light conditions. If the shadow returns with a message, it automatically rebonds with the target. If it is destroyed, it will slowly regrow over the next lunar month, taint and ghostly at first, until it reaches its previous strength and size. This spell is often used as a challenge and a declaration of intent between sorcerers or as a warning.

SHADOW SIMULACRUMS OF SMOKE

Cost: 15 notes

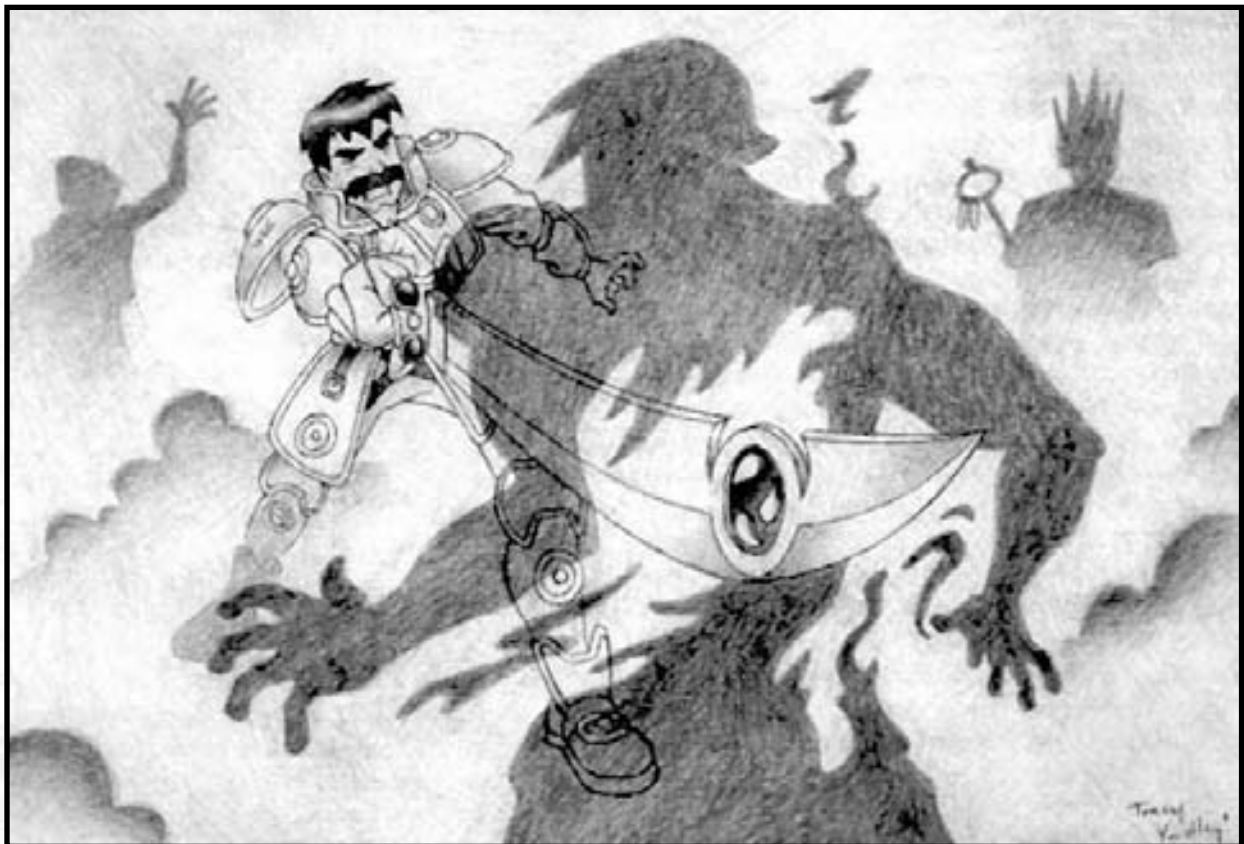
A sorcerer casting this spell causes dark clouds of smoke to envelope the area around her. This smoke quickly spreads to cover a 15-yard radius centered on the casting sorcerer and disorients all characters within it. All attacks and Perception checks made into or within the cloud are at a +2 difficulty due to poor visibility, and all rolls of those within the cloud are

likewise hindered. Only the sorcerer herself is immune to these effects.

Characters enveloped by the smoke find themselves quickly confused and cut off from their allies. Dark shapes lurk about in the cloud, enemy and ally alike. It becomes very dangerous for characters to make attacks because allies can suddenly be mistaken for enemies and vice versa,

In addition to possibly mistaking one person for another, characters inside the cloud suffer another danger. The sorcerer creates several simulacrum made from solidified smoke when casting this spell. A simulacrum forms for each person in the cloud, mimicking their shape and actions. These simulacrum are attracted to people and are easily mistaken for allies or enemies. Make a reflexive Perception + Awareness roll for each character other than the casting sorcerer when the spell is cast, with a difficulty equal to the casting sorcerer's permanent Essence. Those whose players make their checks know whether or not the nearest shape is real or not. Characters whose players fail it mistake a simulacrum for either a friend or an enemy, at the Storyteller's discretion. Characters whose players botch this check mistake the nearest ally for an enemy.

Simulacrum have no health levels and are reduced to simple smoke when successfully attacked. However, as long as the cloud persists, a new simulacrum forms for each one destroyed. When a character destroys a simulacrum, his player may make another reflexive Perception + Awareness pool roll at the same difficulty as the previous one.





The smoke cloud will remain in the place it was cast for an entire scene or until the casting sorcerer dispels it. The smoke cloud's unnatural nature makes it invulnerable to winds below 30 miles per hour. Gusts of high-speed winds that exceed 30 miles per hour will shift the smoke and reduce the difficulties it imposes by one. A sustained, high-speed wind will dissipate it entirely.

SHEDDING THE SERPENT'S SKIN

Cost: 10+ motes

This spell is a favorite of Exalted sorcerers who find themselves on the losing end of a battle. Through the use of this enchantment, the spell-caster creates from his own skin a temporary shell of flesh to distract his enemies. This shell appears identical to the spell-caster but remains motionless for its duration. The shell can be felled with a single blow, crumbling into powder, giving the illusion to the uninitiated that the sorcerer has somehow teleported out of harm's way. If the shell is not destroyed, it dissipates four or more turns after the casting is complete. The shell lasts for two turns for every five motes of Essence used in its creation.

If the sorcerer is not observed in the casting of this spell, he or she receives a bonus to any Stealth checks equal to the number of turns that the shell would last if left undisturbed. Thus, if he spent 20 motes of Essence forming the shell, he would have a +4 bonus to all Stealth checks on the first and second turn, +3 on the third and fourth, etc. Typically, the spell-caster uses this time and bonus to escape an unpleasant situation. However, it is not unknown for some sorcerers to provide themselves with a sneak attack opportunity through the use of this spell.

SILENT WORDS OF DREAMS AND NIGHTMARES

Cost: 10 motes

Performing a 10 minute ritual requiring both a mirror and some smoke, the caster can send a dream to a single target anywhere in the world. If the caster has never seen the target, then, during this ritual, the caster must burn a tiny fragment of clothing, a lock of hair or some other item belonging to the target. If the target is not currently asleep, the dream will occur when the target next sleeps. AU dreams produced by this spell are exceptionally vivid and memorable. Even targets who do not normally remember their dreams will clearly recall this dream. The caster can precisely determine the nature of the dream. Everything from messages to hopeful prophecies or terrible nightmares can be created using this spell. While such dreams cannot be used to control a target's action, a dream that a coming battle will result in the target being captured, humiliated and then brutally tortured to death would give even the most confident general serious pause. Similarly, a king who receives a glorious prophecy that agreeing to a treaty will result in great wealth and power is more likely to agree to this treaty.

In mechanical terms, the sorcerer's player makes a Manipulation + Occult roll when the Exalt casts this spell. For every success, the target's player must succeed at an appropriate Virtue

roll to proceed with a course of action the dream advises against or to do otherwise when the dream advises a particular course. This bonus or penalty lasts until the target next sleeps and applies to all rolls relating to the subject of the dream. Extremely broad and general dreams have no effect. The dreamer could be made to fear combat with the caster, or even with an enemy army, but not all combat.

The caster can also send exceptionally terrifying nightmares. Such nightmares require the target's player to make an opposed Willpower roll against the caster's Manipulation + Occult. If the sorcerer wins, the target loses one point of temporary Willpower. If his player rolls no successes, the target loses two points of temporary Willpower. All Willpower points lost in this manner are recovered when the target next sleeps, unless the target receives another nightmare. If another nightmare is sent the next night, the target does not recover any lost Willpower, and his player must roll again to avoid having the character lose still more Willpower. A character who loses all temporary Willpower will gain permanent derangements if the caster continues to send him nightmares. If the sorcerer botches, he may himself suffer these nightmares for the night, or he may attract the attention of beings drawn to nightmares — Fair Folk, evil spirits, demons and the like.

Sending a target nightmares every night for a week reduces all but the strongest-willed individuals into a fearful wretches. All dreams sent using this spell seem to be ordinary dreams unless the target's player makes a successful Perception + Occult roll at difficulty 3. A target whose player succeeds at this roll realizes that these dreams are created by magic and may be able to take appropriate countermeasures.

Many talismans effective against nightmares protect against all uses of this spell, and many mortals are well aware that magical creatures can affect their dreams. If afflicted with repeated nightmares or ill omens, most will attempt to protect themselves from whatever supernatural influence is affecting them. Also, this spell is largely ineffective against Exalted, mortal sorcerers or other occult creatures who regard their dreams as just another magical battlefield.

SLEEP OF STONY SAFETY

Cost: 15+ motes

From dusk until dawn, the character is enclosed in a layer protective stone. The stone does not affect the character's ability to breathe or to sleep comfortably, nor does it provide any assistance in sleeping—listless characters may lie awake for quite some time in their stony shells before drifting off. It does, however, protect the character from unforeseen attacks. In order to damage a character protected by this stony cocoon, an attacker must inflict 28 health levels of damage against stone with a bashing soak of 16 and a lethal soak of 8. The character inside an attacked cocoon is awakened instantly by the first blow and can act without penalty immediately after the final health level is inflicted. Characters can sleep comfortably in full armor when encased in the Sleep of Stony Safety, but they cannot move, nor are they aware of their surroundings, except as noted above.

The spell lasts for as long as the sorcerer wishes when cast or until the next dawn, whichever comes first. The duration of the spell must be specified in terms of time and not occurrence. Characters under the affect of this spell appear to be fairly realistic stone statues. The sorcerer can affect one person (typically but not necessarily herself) for the base Essence cost of the spell, and may add one person for every additional five motes of Essence invested. All characters receiving this spell in a single casting have the same duration. At the end of the spell's duration, the stony covering crumbles into dust, and the recipients awaken refreshed, as if they had spent their time in the finest bed in the land. Characters with claustrophobia will likely have a poor reaction if this spell is cast upon them. This spell automatically fails if cast between dawn, and dusk.

SONG OF THE WAVES

Cost: 20 motes

By casting the Song of the Waves, the sorcerer conjures a being of elemental water to attack his foes. This elemental typically takes the form of the head and fore limbs of a large watery horse lunging out of a huge wave. With a toss of its frothy mane, the equine breathes a blast of water and symphonic force at the sorcerer's intended victim. The elemental beast then collapses and drains instantly away.

When casting this spell, the sorcerer's player makes a Manipulation + Occult roll, adding a number of automatic successes equal to her character's permanent Essence. The victim then soaks using his Willpower, and remaining success are rolled as if they were damage. If any of these "damage" dice are successes, the victim is enchanted for one turn for each success. During the period of enchantment, the victim attacks any and all apparent enemies of the spell-caster without remorse. The victim will attack former friend and foe alike, without concern for personal welfare. When the spell wears off, the victim is fully aware of what has happened and who is to blame. It is strongly suggested that the sorcerer be elsewhere when this occurs,

SONG OF VERTIGO

Cost: 15 motes

This spell creates a loud, high wail that disorients all those who hear it. The sound can be heard for 50 yards around the casting sorcerer. Those who hear it feel as if the ground beneath their feet is shifting and moving uncontrollably or as if they stare down from an immense height.

Only living creatures that have the ability to hear are affected by the song. Undead, animate objects, constructs and creatures that are deaf are immune to the spell's effect, as is the casting sorcerer. Characters and creatures affected by the spell perform all actions at a -3 dice penalty. The song lasts for one scene unless it is dispelled or the casting sorcerer is incapacitated.

SORCERER'S RESISTIBLE PUPPETRY

Cost: 25 motes

Unlike most other forms of sorcery, casting this spell produces no obvious visible effects. This spell allows the

caster to take control of any normal human or animal and operate the being's body as if it were the caster's own. This spell cannot be cast upon any type of Exalted, spirit, Fair Folk, God-Blood or other magical being. The spell can only be performed while the caster is looking at or listening to the target or while the sorcerer is touching some object the target touched within the last full day. For the next 24 hours, the caster can take control of the target's body at any time. All the caster need do is sit or lie down, concentrate for a moment and her consciousness enters the target's body. The caster can either passively use the target's senses or actively take control of the target's body. The target will not notice if his senses are being used and will act normally. Clever sorcerers usually tap into their target's senses until they have an opportunity to subtly take control of the target's body. When the caster takes control of the target's body, the target's mind instantly goes unconscious, and the target has no memories of the events that occur while he is possessed.

While possessing a target, the caster has access to all of her Abilities that can be used in the target's body. The caster must use the target's Physical Attributes and Appearance and her own Mental Attributes, Charisma and Manipulation. However, the sorcerer cannot use any Charms or spells while in the target's body. Also, the sorcerer has no access to the target's mind and can use none of the target's Abilities or memories. If the caster is possessing an animal, she can operate the animal body as if it were her own. A caster possessing a bird could fly without effort, a caster possessing a salmon could swim exceptionally well, and a caster possessing a wolf retains its exceptionally keen sense of smell.

The caster can possess the target for an hour, stop possessing the target and act normally for half a day and then go back and possess the target for several more hours. However, the caster is in a deep trance while possessing the target. It is impossible for the caster's body to act in any way while the caster possesses the target. However, the caster will notice if her body is harmed or soundly shaken.

If the target is seriously injured while possessed, the caster takes a number of dice of bashing damage equal to the number of levels of lethal or aggravated damage the target received. If the possessed character dies while still possessed, the caster also loses two points of temporary Willpower and wakes up with a terrible headache. Characters who use this spell should remember that everyone has heard of possession by spirits. If the target suddenly begins acting oddly and does not remember the names of close friends or family members, many people will assume the target is possessed and will normally restrain him and attempt various anti-possession rituals — some of which may prove quite effective and even harmful to the sorcerer.

SPIRIT OF MIGHT

Cost: 10 motes

A sorcerer casting the Spirit of Might gathers her Essence around her to move heavy objects as if they were light as feathers. Under the Exalt's hands, boulders that block





a road slide aside, locked doors are torn from their hinges and bales of hay fly across a field.

The casting sorcerer concentrates, building her Strength with her Essence, then touches the object she wishes to influence with the Spirit. She may then perform a feat of Strength by rolling her Perception + Occult pool and adding a number of automatic successes equal to her permanent Essence. See the Feats of Strength chart on page 252 of the Exalted rulebook for a full list of what feats the casting sorcerer can perform. For instance, 9 successes will lift or move 1,000 pounds.

The casting sorcerer may cast this spell multiple times in one scene, and the effects of it stack. Each time the sorcerer casts the spell in one scene, she adds a number of automatic successes equal to her permanent Essence times the number of times she has cast Spirit of Might.

For Example: Rosh the Triumphant wishes to lift a locked portcullis to free peasants trapped in a burning castle. The first time he casts Spirit of Might, his player rolls 8 successes on his Perception + Occult pool and adds Rosh's permanent Essence of 4. It takes 16 successes to lift a locked portcullis. If Rosh casts the spell again and his player rolls 8 successes, the Exalt will be able to free the peasants.

SPIRIT SWORD

Cost: 20 motes

With this spell, a sorcerer can draw from his breast a flaming sword that takes its power from the strength of his soul. Burning with incandescent varihued fire, the sword can only be halted or deflected by magical armor or weapons or by other sorcery or Charms. The spirit sword has a speed of +3 and an accuracy and defense of +1. The spirit sword does a base lethal damage to living beings equal to the sorcerer's Willpower; if the defender has a magical weapon, then the spirit sword may be parried as a normal melee attack, and if the defender has magical armor, then the armor's soak applies. Note that this works in reverse — a spirit sword cannot be used to parry non-magical attacks. The blade passes through ordinary non-living substances, such as wood or metal or stone, without leaving a trace behind.

The spirit sword remains in existence for an hour or until the sorcerer banishes it. The weapon shimmers with a thousand opalescent hues, like a rainbow forged from flame and tempered in the sunset sea. Each time it strikes, the blade's substance chimes like a sweet-toned bell.

SPOKE THE WOODEN FACE

Cost: 10 motes to cast, 5 motes to activate

This elemental wood spell is a ritual by which the sorcerer may converse over long distances. There are two parts to the spell: the ritual in which a wooden face is carved and the activation that allows the sorcerer to speak through the face.

The first ritual requires that the casting sorcerer choose a living tree somewhere where she wishes to be able to communicate later. Overnight, the sorcerer carves a likeness of herself into the living bark of the tree, while channeling 10 motes of Essence into it. The ritual cannot be interrupted,

or it must be begun again. The sorcerer's player must make a successful Perception + Crafts pool roll to complete the ritual, or the face is unusable.

Once the wooden face is carved, the casting sorcerer needs only concentrate for a full turn and spend 5 motes of Essence to activate it. While the sorcerer concentrates, she sees and hears what her wooden likeness sees and hears, and the face speaks with the sorcerer's voice. There is no limit to the distance at which the face may be activated. Records of the First Age seem to indicate there were trees in cities with many faces carved into them, allowing sorcerers all over the world to communicate back to a central location.

However, activating the wooden face is not without danger. While the sorcerer is busy concentrating on communicating through the face, she cannot perceive what is around her, only what the face perceives. The sorcerer is vulnerable to surprise attacks until her concentration is broken. In the event of an attack, the sorcerer's player must make a successful Stamina + Resistance roll in order for the Exalt to maintain contact with the face, with a difficulty equal to the amount of damage dealt to her.

SPROUTING SHACKLES OF DOOM

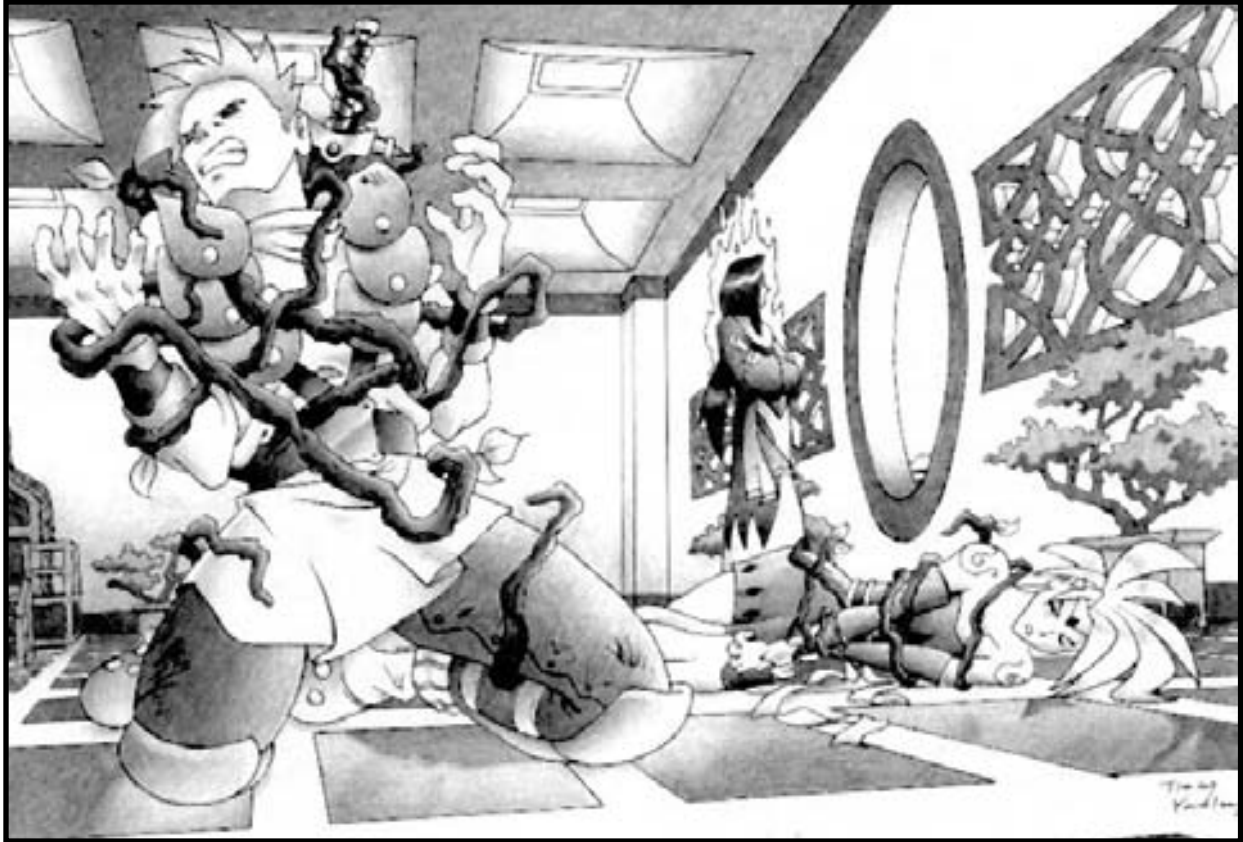
Cost: 10 motes

The casting sorcerer causes thick, pulsing vines to appear and grow on the body of a victim of this spell. The vines wrap around the body of the target, looping through armor and beneath clothing. They bind the target's arms and legs together and squeeze him painfully. The victim is considered to be held in a clinch maneuver, as per page 239 of the Drama chapter in the Exalted rulebook.

The casting sorcerer's player makes a Perception + Occult pool roll and adds a number of automatic successes equal to her character's permanent Essence. The total number of successes then becomes the total Dexterity + Brawl pool of the enveloping shackles for the purposes of escaping the clinch. The target's player may make a reflexive Dexterity + Brawl or Martial Arts pool roll, with a difficulty equal to the successes of the casting sorcerer's player's Perception + Occult pool roll, to escape the vines on the turn the spell is cast.

On successive turns, the shackles act last in initiative order and do bashing damage equal to 2 + the casting sorcerer's permanent Essence. This damage ignores the target's armor. The target may only attempt to escape the vines as he would a normal clinch maneuver, his player rolling the character's Dexterity + Brawl or Martial Arts pool against the shackles' pool.

The shackles last until the clinch is broken or the victim is cut free by an ally. This takes an action but requires no roll unless part of a stunt. If the victim of the shackles should take enough damage to render him Incapacitated, the vines will stop dealing damage and only hold him. The shackles have no health levels and do not sustain damage. Any attack against them or any area of effect damage destroys them instantly.



THE SPY WHO WALKS IN DARKNESS

Cost: 15 motes

With this spell, a sorcerer can separate the shadow from his body and send it out to spy on others. The shadow is invisible so long as it remains in other shadows (ones cast by physical objects larger than itself) but is visible when moving in lit places. If anybody is watching at the time, then players most make a Perception + Awareness roll of difficulty 5 to determine whether or not the characters observe the shadow's movement. The shadow itself, if located, cannot be physically touched or restrained, but can be used as a link to the character for the purpose of certain spells.

The sorcerer must be standing in a lit place when the spell is cast, so that he actually casts a shadow. He may either choose to be aware of all that the shadow sees and hears and consciously direct its actions, or he may assign it a fixed target to follow or spy on and then wait for it to report back. In the first case, the sorcerer will be aware of all that the shadow sees and hears but will not be aware of what is going on around his own body, unless he is physically injured. In that case, the spell will be broken automatically, and he will return to full consciousness as his shadow rejoins his body. In the second case the shadow operates autonomously, and will return after 3 hours or whenever the sorcerer chooses to recall it. In this case, the shadow has an animal intelligence; it will follow its assigned target, using the cover of nearby shadows, and can pass through the cracks of doors or windows. If faced with

a brightly lit area that contains no shadows, the sorcerer's shadow will endeavor to cross it as quickly as possible but will wait for a moment when nobody is watching — unless that would mean losing track of its target. While the shadow is absent, the sorcerer himself casts no shadow, whatever the level of illumination.

STALWART EARTH GUARDIAN

Cost: 15 motes

The caster can protect her entire camp and all of her companions while they are resting. Once the spell is cast, the earth itself turns against all intruders until the caster leaves the affected region. As soon as the caster departs, the spell ends. To cast this spell, the sorcerer must scribe a circle, square or similar figure in the earth. This figure can be no larger than 20 yards across its longest dimension. The entire region inside this figure is protected from outside interference.

The earth attacks anyone outside who approaches within 10 yards of this boundary. Sand, mud and loose soil will attempt to suck the intruders underground, while stones, loose bricks and similar objects will strike or attempt to trip the intruder. Trespassers will be completely unable to approach the camp silently and cannot move faster than seven feet per turn. Every turn, all intruders within 10 yards of the boundary receive eight dice of bashing damage from the earth's assault. This damage may be soaked normally.

Everyone inside the protected area is immune to attack, including any interlopers who make it past the boundary.

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This spell can also be used to protect small buildings, but doing so inside a city or town may make the caster exceedingly unpopular, as the streets attempt to devour anyone walking near the protected structure. This spell does not interfere with any attempt to attack those inside the protected region from a distance.

STING OF THE ICE HORNET

Cost: 10 motes

A sorcerer casting this spell conjures a cloud of sharp ice needles that speed toward their target like a swarm of angry hornets. These ice needles are of a clear blue color and are about the length of a man's finger. They are harder than normal ice and will shred clothing and foliage in their way. The spell has a range of 300 yards, but the needles conjured appear in front of the casting sorcerer.

To attack with this spell, the sorcerer's player rolls the Exalt's Perception + Occult. The needles do a base damage of 10L, plus extra successes. If used against objects, the needles shatter against metal, chip stone surfaces and pierce wood up to an inch thick. The Sting of the Ice Hornet cannot be parried, and the attack ignores all cover. Like hornets, the needles will swarm around simple barriers. The needles will chase their target, moving at a speed of 120 yards in a turn. They cannot make right turns however. Targets of the spell may attempt to dodge the needles at a difficulty of 2 + the sorcerer's player's successes on the Perception + Occult roll. The needles of the Sting of the Ice Hornet only last a turn, melting immediately thereafter. The only evidence left is a small, quickly drying pool of water, making this spell a good choice for an assassination weapon.

SUMMONING OF THE HARVEST

Cost: 15 motes

With this spell, a sorcerer can accelerate the gestation of crops, vegetation and even animals. Even if it is the middle of winter, fruit will swell on the boughs of trees, wheat will turn golden on the stalk, and animals will drop their young within minutes of the spell being cast. Any natural creature within 50 yards that is pregnant or vegetation that has the potential to be harvested will have its natural cycles accelerated drastically. Within five turns, all plants or trees will be ready to harvest and all pregnant animals will have given birth—again, in a hastened manner, but without damage to the mother. The spell cannot be used to accelerate the pregnancy of intelligent creatures. This spell has been the salvation of many a famine-stricken village.

THEFT OF MEMORY

Cost: 15 motes

By means of this spell, a sorcerer can pluck a single memory from the mind of his victim and crystallize it at the heart of a gem. The memory itself is instantly gone from the target's mind, though the target relives it for a brief moment as it is stolen. Although he may recall that the event existed if reminded of it by friends or by the surrounding environ-

ment, he will never be able to actively recall that moment again. The only way for the victim to regain the memory is for him to swallow the gem created by the spell.

When the sorcerer casts the spell, he makes eye contact with the target, and opposes his Charisma + Occult to that of the target, repeating the process each turn. The first to accumulate 5 or more successes than the other wins. If it is the sorcerer, the memory is stolen and a gem is created to embody it, but if it is the target, the sorcerer suffers an agonising mental shock, causing him to be at -2 to all rolls for the next 10 turns. The gem that is created is the size of a thumbnail and will vary in color and brilliance with the potency and type of the memory. If scrutinized closely, tiny images of the memory in question can be seen in its depths.

THUNDER WOLF'S HOWL

Cost: 10 motes

This spell creates a deafening and painful sound that surrounds an opponent. It is similar to the howl of a wolf but is as loud as a clap of thunder and lasts a full turn. There are two effects of the spell. The first is physical damage to an initial target, caused by violent sonic disruption that rips through vital organs and smashes fragile objects.

The casting sorcerer chooses a target in visual range to be the center of the howl, and her player makes a Charisma + Occult roll, adding a number of automatic successes equal to the caster's permanent Essence. The target must soak a number of health levels of bashing damage equal to the successes on the Perception + Occult roll. Armor offers no protection against the howl, though Charms that toughen the character's person are still effective. Inanimate objects and undead halve their bashing soak against this damage.

The second effect of the Thunder Wolf's Howl is deafness and disorientation. The target and any living person within 20 yards of the target are both deafened and stunned for a number of turns equal to the sorcerer's player's successes on her Perception + Occult roll. See page 234 of the Exalted rulebook for the effects of deafness and stunning. Players of Exalted and other magical characters may make a Stamina + Resistance roll, the successes of which subtract from the turns their characters are deafened and stunned. These turns cannot be reduced below zero.

THE TITAN'S ICY BREATH

Cost: 10 motes

By invoking the Titan's Icy Breath, the sorcerer hurls frozen death down upon his enemies. Upon completion of the spell's casting, the head and shoulders of a gigantic frozen humanoid rise up out of the ground in front of the sorcerer. The titan instantly discharges a gout of freezing wind. Anyone and anything caught in the path of this frigid blast is instantly engulfed in a thin layer of ice. As the massive creature disappears into the ground once more, it bellows, shattering the icy shells.

Upon casting this spell, the spell-caster's player makes a Wits + Occult roll, with a number of automatic successes equal to the sorcerer's Occult score. Anyone caught in the spell's

effect must then soak lethal damage equal to the results of that roll. Any creature that suffers even one level of damage has its movement rate halved for the remainder of the scene.

TONGUE OF THE ELEMENT SPIRIT

Cost: 15 motes

By invoking this spell, the sorcerer grants himself a bonus in one of the Abilities associated with the Eclipse caste of the Solar Exalted. The exact bonus granted depends on the element lending its aid and can never exceed the magician's current rating with the Ability. The bonus is typically a number of dice equal to the sorcerer's Occult score, subject to the limitation noted above and the specifics noted below.

- Tongue of Air—Grants one die of Linguistics per point of the sorcerer's permanent Essence score. Each die grants the ability to speak and understand, but not read or write, one additional language family for the duration of the spell.

- Tongue of Earth—Grants one die of Bureaucracy per point of the sorcerer's permanent Essence score.

- Tongue of Flame—Grants one die of Socialize per point of the sorcerer's permanent Essence score.

- Tongue of Water—Grants one die of Sail per point of the sorcerer's permanent Essence score.

- Tongue of Wood—Grants one die of Ride per point of the sorcerer's permanent Essence score.

The total of the Ability and the bonus cannot exceed 5, nor does the bonus granted by this spell add to the character's base Ability for the purpose of doubling via Charms.

The spell always manifests itself as a flickering tongue of the appropriate elemental energy floating over the sorcerer's head. The spell lasts for a single scene.

THE TREE'S MANY BRANCHES

Cost: 10 motes per pair

For the duration of a scene, the caster sprouts additional Arms. These limbs start as leafy green sprouts and quickly grow into bark-covered branches. As the spell is completed, the bark explodes outward harmlessly, leaving the caster with perfectly normal, albeit additional, arms. The arms have the caster's normal Strength and Dexterity, allowing him to carry more items and providing additional benefit only when he attempts to complete multiple actions. These arms must be grown in pairs. The Tree's Many Branches reduces the penalties for multiple actions by one die for every extra pair of arms possessed.

For Example: Using the Tree's Many Branches, Krystal summons two extra pairs of arms earlier in the scene. Now she finds herself facing three guards. For her action, she chooses to split the action to parry the advances of two guards and to attack the third. The first action will be at -2 dice, the second at -3, and the third at -4.

Extra arms may not aid some actions. If such is the case, no penalty reduction is obtained. The penalty reduction is not likely to apply to fine work or actions requiring the attention of the performer. For instance, Craft and Larceny Ability

checks cannot benefit from the Tree's Many Branches. The Storyteller is the final arbiter as to the usefulness of extra arms for specific actions. If the arms are severed before the completion of the spell, they revert instantly to wood. The sorcerer may create no more additional pairs of arms for himself than he has points of permanent Essence. In addition to the obvious combat applications, extra arms may be useful when attempting to perform complicated alchemical research.

UNBREAKABLE BONES OF STONE

Cost: 20 motes

From dawn until dusk, the character's bones are infused with the essence of elemental stone. While the sun is in the sky, all penalties from reduced health are halved (round down). Moreover, all dice pools using physical Abilities are increased by one die per point of permanent Essence. Finally, any potential damage from falling is halved (round down) before any soak rolls are made. The character's skin, hair and eyes take on a flinty gray tone, and his weight is increased by 50 percent. This spell can be cast at any time after the sun appears in the sky and ends the instant the sun touches the western horizon. If the spell is cast while the sun is not visible, Essence is spent, but no benefit is gained, even if the sun is merely hidden by clouds. Once the spell is cast, cloud cover has no effect on it.

UNCONQUERABLE SELF

Cost: 1 mote

This is the last spell a sorcerer will ever cast. The world is a dangerous place, and no character knows this better than a sorcerer. Magicians constantly take risks in the pursuit of knowledge, power and fame and know well the hazards involved. Capture by demons and rivals lurks around every corner, and sometimes, there is no escape. Proud sorcerers often use this spell to spare themselves endless torture and shame and give themselves a dignified, defiant death.

The casting sorcerer only needs one mote of Essence to activate Unconquerable Self. This mote triggers an eruption of Essence that incinerates the caster and any of her possessions in contact with her. No gestures or incantations are necessary either, the casting sorcerer only needs to be able to concentrate for the preparatory turn. This makes Unconquerable Self a surprise to all but the most learned of captors.

The death is final—there are no tricks to survive. The casting sorcerer's body and, her spirit are entirely consumed, leaving only a fine white ash as evidence of her existence. Unconquerable Self leaves no ghost behind. The power of a Celestial Exalted who dies in this fashion is reincarnated as usual in a new body, though, of course, it carries none of the original sorcerer's personality with it.

Objects not possessed by the sorcerer but in contact with her, such as binding ropes or chains, are left unharmed by the spell. People seeing the spell cast may be blinded by the sudden burst of brilliant, consuming Essence but are otherwise unharmed.





UNSTOPPABLE FOUNTAIN OF THE DEPTHS

Cost: 20 motes

When this spell is cast, the ground trembles and opens, and a great mass of water comes sweeping out, crashing against all those in front of the caster in a huge tidal wave. The wave has a width of one yard per point of the sorcerer's permanent Essence and a height of five yards, and it continues to flow for as long as the sorcerer concentrates wholly on it or for 10 minutes, whichever comes first. It rolls forward in a mighty sweep of water, moving directly away from the caster.

All those who are in the path of the water run the risk of being thrown off their feet and born backward or even injured or killed. The Unstoppable Fountain has a Strength of 10; to remain upright and be able to advance, targets must oppose their Strength + Athletics to the fountain's Strength for each round that they remain within the path of the water. Those who fail lose their balance, are thrown backward five yards each round and take a health level of bashing damage, which may be soaked. Being able to hold onto some stable support, such as a tree or rope, gives a bonus of two dice to all attempts by victims of the spell to retain their position.

VENOM OF THE HEART

Cost: 15 motes

With the final word of this incantation, the target (who can be the caster or somebody else) becomes poisonous: Her blood and saliva are lethal poisons, her kiss is literally deadly, and if some creature were to attempt to eat part of her, it would die in writhing agony. The effects of the spell last until the next time the target eats or drinks. Any victim who kisses the target or who consumes any part of her body will take lethal damage equal to the sorcerer's permanent Essence. This magical poison can be soaked only by Stamina and is not rolled — the ingesting character automatically takes that many health levels of damage. Note that if the target of this spell bleeds overmuch while poisoning others, she will suffer all the usual effects from wounds and loss of blood.

THE VIOLENT OPENING OF CLOSED PORTALS

Cost: 20 motes

This spell instantly opens every non-magical door in a single structure. All of these doors are blown instantly off of their hinges. Doors made of thin wood or other flimsy material are blown to splinters. This spell will open everything from the cracked wooden doors on an aging hut to a huge drawbridge backed by a stout iron portcullis. If this spell is cast while the caster is inside or touching a room without a door, the spell blasts an oval opening up to three yards tall and two yards wide through the wall closest to him. Capable of piercing walls more than 30 feet thick, this spell is ideal for gaining access to sealed vaults and walled cities.

To cast this spell, the caster must be touching or actually be within the structure whose doors he wishes to open. Only continuous structures are affected by this magic. Casting this

spell upon the walls of a city would blast open all of its gates. However, the doors of the buildings inside the city's walls would be unaffected. Walls and doors reinforced by magical wards and similar mystical protections cannot be affected by this spell. Many structures used by the Dragon-Blooded lords of the Realm are guarded by such wards, as are many important First Realm buildings.

VIRIDIAN MANTLE OF UNDERWATER JOURNEYS

Cost: 10 motes

Once cast, this spell provides both the caster and a number of companions equal to her permanent Essence with the ability to survive and move easily underwater. To cast this spell, all targets must be in physical contact with the body of water they are venturing into. A foot or hand in the water is sufficient contact. During the turn the spell takes effect, thick viridian seaweed grows from the water to surround everyone targeted by this spell. This seaweed provides air to those it surrounds. Its thick, slightly mobile fronds also grant the targets both enhanced mobility and a small measure of armor.

Everyone encased in this seaweed can breathe normally underwater. In addition, the seaweed grants the target additional two points of bashing soak and one point of lethal soak. This protection is explicitly compatible with Charms that do not permit the use of armor. Finally, the motions of the fronds enable the targets to swim at a rate equal to their normal running speeds. This spell lasts until the targets leave the water. One turn after fully leaving the water, the seaweed shrivels and dies, leaving the targets wet but completely unharmed.

VIRTUOUS GUARDIAN OF FLAME

Cost: 25 motes

Until the sun next crosses the horizon, a being composed solely of magical flame protects the target of this spell. When not in combat, this being appears as a small lantern-sized flame floating near the target. If desired, this flame can even rest upon a torch or inside a lantern, so as to appear to be a perfectly mundane fire. The instant someone physically threatens the target, this fiery being expands into a flaming protector. If the target is attacked with missile weapons, the being becomes a great shield interposing itself between the spell's target and his attackers. This shield provides the equivalent of 75 percent cover (-3 success protection against all ranged weapons), as well as instantly burning arrows and other small, mundane, flammable projectiles such as javelins and throwing batons into ash.

The guardian can also transform into a flaming blade that parries all hand-to-hand attacks. The being uses the parry maneuver, with the caster's Charisma + Occult + Essence as its dice pool. The target of the spell can order the guardian to split its dice pool to parry all possible hand-to-hand attacks or to only parry attacks from a specific individual. The Virtuous Guardian cannot attack or use any other combat maneuvers. However, the fiery spirit is hot enough that anyone making a successful parried unarmed attack takes four levels of lethal damage, and non-magical wooden weapons are destroyed by a successful parry.

This guardian acts on the target's initiative, but its defense is completely independent of the target's actions. The target can attack, run or otherwise act normally while protected by this spell. If the target is attacked by both melee and missile weapons in the same turn, the spell will defend against the missile weapons unless instructed differently by the caster. This spirit cannot protect against both hand-to-hand and missile attacks during the same turn. This spell can be cast upon the sorcerer or on any other living being. One being only can be protected by a single such guardian.

WATER FROM STONE

Cost: 10 motes

By invoking this spell, the sorcerer creates a stream of pure water where once there was none. The spell requires a large boulder and the number of witnesses can be no greater than the number of dots in Occult the caster possesses. After completing the invocation, the spell-caster strikes the boulder, either with his hand or a personal weapon. At the instant of impact, a crane-like aura explodes from the point of impact and water begins to trickle from the boulder. Within minutes, the trickle becomes a forceful current that cuts a new stream in the nearby landscape. This water is always pure and drinkable. This stream will provide sufficient water for number of men or animals equal to the total permanent willpower of the caster and the witnesses combined for as long as it lasts. In regions that have an abundance of water, the stream will

last for a number of years equal to the caster's permanent Willpower. In regions of average rainfall and water availability, the stream will last for a number of months equal to the caster's permanent willpower. In arid regions, the stream will only last for a number of days equal to the caster's permanent Willpower. In regions of even more extreme conditions, at the Storyteller's option, the stream may be permanent, or may only last a number of hours.

WRITTEN UPON THE WATER

Cost: 10 motes

By means of this spell, a sorcerer can inscribe a message upon the surface of any body of liquid, and the writing will appear on the body of liquid closest to the spell's target. The liquids may be as large as the sea or as small as a cup of wine. The message will appear only once, at the same speed at which it was written, and will continue to exist only so long as the target is looking at it—once he looks away, the writing vanishes. The words of the message will seem to be written in dark ink, where the background liquid is clear, or fiery gold, if the background is dark. Distance is irrelevant to this spell. However, the sorcerer can only inscribe as many words as he has motes of permanent Essence and can only send a message of this kind to somebody whom he has met personally. "The person I saw in the street yesterday" is acceptable, but "the Empress, whom I have never seen" is not. Once the spell has been cast, it manifests as soon as the target sees a body or vessel of liquid.





CHAPTER THREE

THE CELESTIAL CIRCLE



Until recently, spells of the Celestial Circle were the most powerful type of magic still performed by the Exalted. In the last several centuries, the primary public practitioners of this magic have been the Empress, Lunar Exalted of the No Moon Caste and, more recently, the Abyssal Exalted. Though the Sidereals are equally gifted, they typically hide their magical power. In addition, the stacks of the Heptagram, the Imperial Manse and countless smaller libraries still contain fragments of Celestial circle spells or even entire manuscripts. While the magic is not useful to the Dragon-Blooded, it is kept to teach theoretical sorcery and is usually attributed to the Five Immaculates.

With this many inroads to power, newly reborn Solar Exalted of sorcerous inclination are likely to find magical knowledge of this circle, though it will probably be a difficult quest. Aspirants to Celestial Circle magic will have to either pass the Lunar initiations, pilfer texts from the Realm, ransack the libraries of the Threshold or bargain for the knowledge from the Gold Faction Sidereals and the Abyssals. However regardless of the method, the power is well worth the effort — Celestial Circle magic is an order of magnitude more powerful than Terrestrial sorcery and of tremendous use to the magician who can master it.

THE BATTLE'S END

Cost: 30 motes

Saturn is the Maiden of Death, of Harvests and of Endings. A sorcerer may invoke the Maiden to end combat as

well. By casting this enchantment, the spell-caster causes the rune of Saturn to appear over the heads of a group of combatants. The rune sinks downward over the battle, glowing more and more brightly as it descends. The intense light of the rune drives the warriors apart and physically prevents further violence for a number of turns equal to the sorcerer's permanent Essence. Once the violence has stopped, the glow fades, but the rune remains visible for the duration of the spell.

Magicians involved in combat may not cast this spell. Any sorcerer who uses this spell to give himself or his allies an advantage in further combat immediately following the spell draws Saturn's wrath. The specific nature of this wrath is up to the Storyteller but should always be harsh — the Maiden of Endings is a cruel and heartless creature. The spell will only affect a battle involving fewer combatants than twice the spell-caster's Wits + Occult total.

During the First Age, a variation of this spell was used to sanctify the purity of duels. The variant spell is cast on the observers of the duel to prevent them from interfering.

BETWEEN THE MINUTE AND THE HOUR

Cost: 20 motes

Many things are mutable to sorcery — even time itself, which stretches in an unbroken line from day to day and hour to hour, may be briefly molded by the sorcerer's will. With this spell, a sorcerer can summon up a window through time and look back through the years, or even centuries, to see



what took place at a given location and at a given time. A shimmering pane of light appears in the air in front of the sorcerer, and the events that took place at the requested time may be observed through it, as though through a window. The scene will be both visible and audible, but cannot be interacted with. However, no sorcerer can ever watch the same events twice — once he has observed a particular sequence of actions, he can never summon it up again. The spell can reach up to 500 years in the past and can replay a sequence of events lasting up to one hour.

BONE LION

Cost: 20 motes

This spell, a favorite of vengeful sorcerers, creates a merciless pursuer that will hound the target across the face of the Earth for 101 days but requires the sacrifice of a living human being. When the spell is cast and the sacrificial victim has been ritually blinded and eviscerated, a skeletal lion with huge bony spikes decorating its joints claws its way out of the ground where the victim's blood has fallen, mouth open in a silent roar. Once offered something with the scent of the target or a piece of his handiwork (or best yet, part of the target's blood or flesh), the lion will begin its hunt. If it catches up with its victim, it will attack him on the spot. Should the lion be defeated, every piece of its skeletal body must be destroyed by sorcery, Charms or fire. Should this not be done, the lion will reform again at sunset (no matter how much of it was destroyed) and continue its pursuit. If the

target can avoid or defeat the lion for die full 101 days, the lion will crumble to dust.

In game terms, the lion can run without slowing, day and night, at the speed of a fast horse. It has no need of air or food and water, and it can cross rivers and even swim oceans in an attempt to reach the target. The bone lion has double the usual statistics of a great cat (Exalted, p. 316), but its bony nature also allows it a +5 soak to all bashing damage. While of only animal intelligence, it has the cunning to attack when a target is vulnerable or asleep.

CANTATA OF EMPTY VOICES

Cost: 30 motes

This spell summons a choir of crystalline voices, whose tones bring agony and death to all those within earshot, liquefying their brains within their skulls. As the victims listen to the beautiful, empty voices, they begin to bleed from the ears and nose, till unconsciousness comes as a relief from the wracking pains that torment them. The voices repeat their tormenting harmony for as many turns as the sorcerer has points of permanent Essence. Each turn, all those within earshot must soak one level of lethal damage (using Stamina only) and suffer a penalty of -2 to all rolls as a result of the distraction caused by the voices. While totally blocking the ears spares the victim the effects of the voices, it must be done thoroughly, using wax or some similar substance to cut off all hearing. The voices never affect the sorcerer who has summoned them.



CLOUD TRAPEZE

Cost: 25 motes

Cloud Trapeze envelops the caster and up to 500 pounds of people and equipment per point of permanent Essence that the sorcerer possesses. The vapor is solid beneath this weight and will lift its burden into the sky and carry it among the clouds. The trapeze will then sail the sorcerer and her cargo to a destination determined by the caster.

The Cloud Trapeze appears to be a simple white cloud from the outside. Those riding in it only notice cloud substance on the floor of the trapeze; once the vapor envelops the sorcerer and her cargo, it becomes transparent to those inside, allowing the sorcerer to steer.

The trapeze lasts as long as the sorcerer concentrates on it. It travels across the sky in the direction it is commanded but only as fast as a small breeze would push a normal cloud — approximately 30 miles per hour. The casting sorcerer does not need to continually concentrate on piloting the trapeze but can issue new directions to it during its flight.

The contents of the trapeze are concealed by the vapor to normal sight, but someone observing a white cloud moving against the wind or against a backdrop of stormy skies may notice something amiss.

The Cloud Trapeze does not offer any barrier or afford any protection to those within it other than concealing the contents. Attacks can be made against a trapeze's occupants as if the attackers were assaulting an unseen foe.

THE CRUMBLING WALLS

Cost: 25 motes

Through the use of this ritual, the sorcerer and his allies can cause the collapse of a city's defensive walls without the use of force. To invoke the spell, the spell-caster prepares to cast as normal, meditating for the prerequisite time and commanding the required Essence. Once the preparations have been completed, the real work begins.

The sorcerer and four of his hand-picked allies must then march around the city five times. Others may join in the march, but the five chosen ones must complete all five circles. In addition, none of the chosen marchers can involve themselves in any violence during the ritual. Though the ritual is not ruined if they are struck or injured, they cannot defend themselves from attack, either through parrying or dodging. Charms that increase a character's soak or otherwise increase her ability to withstand damage function normally.

After the five chosen complete each one of the five circles, a shadow image of Saturn, Maiden of Endings, appears at one of the five corners of the city. Once the fifth shadow appears, all five images raise their arms and make the sign of Saturn against the walls of the city. Within moments, the walls begin to shake and then collapse in a massive cloud of dust.

As many circuits can be made around the city in one day as are physically possible, but at least one circuit must be made per day. The spell does no physical damage to anyone

or anything but the outer defensive walls of the city, but with an army of sufficient size at the ready, that can be enough to ensure victory. The Essence used to cast this spell is committed until the walls collapse.

ETERNAL CRYSTALLINE ENCASEMENT

Cost: 20 motes

This ritual creates a thick, impenetrable jewel-like skin of mystical material that encapsulates any item in a timeless stasis. Rare and valuable items are protected from the detriment of decay, and living material is prevented from aging.

The ritual to cast Eternal Crystalline Encasement is a long and difficult one. It must be begun at dawn on a clear day, so the rays for the first light of dawn can be trapped. It is this light, combined with the Essence of the casting sorcerer, that forms the encasement's substance. It then takes an entire day to weave the encasement from these materials. Once the ritual is completed, the encased subject is immune to damage and the ravages of time.

Time itself is halted within the encasement. Inanimate items will never suffer corrosion or other weakening effects. Living objects will not wither, age or decay. Sentient creatures inside the encasement have no knowledge of time passing — to them, their imprisonment is instantaneous. Living creatures must be rendered unconscious before the spell can be cast upon them, for the slightest movement can disrupt the weaving of the encasement. Any subject of less than 20 cubic feet of volume can be encased.

The Eternal Crystalline Encasement is a coating of clear golden substance on the surface of the subject, about an inch thick, (it will soak any damage from non-magical means. Magical damages such as fire from spells or attacks made by weapons of the Five Magical Materials may damage the encasement, but the first 50 levels of any attack are automatically soaked. Any damage beyond the soak value shatters the encasement.

The casting sorcerer creates a special wand out of the same crystalline substance when the ritual is completed. The Eternal Crystalline Encasement crumbles to a harmless dust

RITUAL MAGIC

Normally, sorcery does not require the commitment of Essence. However, when casting a ritual, the sorcerer must generally commit the Essence to the spell and then perform a complex and time-consuming ritual to shape the magic. The Essence used in casting the spell is considered committed until the ritual is completed, disrupted or abandoned — after which point, the Essence may be regained normally. An abandoned or disrupted ritual is ruined — a sorcerer cannot cease casting a ritual, regain the Essence and then reinvest it later to pick up the ritual where she left off. Once the Essence is reclaimed, the magician must begin casting again from the beginning.



when this wand is touched to it. There are usually matching markings on both the wand and the Encasement. The Encasement will also crumble if the spell Sapphire Countermagic is cast against it.

This spell may have been used during the First Age to transport rare and fragile items from their native lands or to imprison heinous criminals.

THE FAITHFUL ALLY

Cost: 20 motes

Through the use of this spell, the sorcerer transports himself instantly to the side of an ally, who must freely assent to the sorcerer's arrival. The sorcerer must have a personal item belonging to the ally in question in order to complete the spell. The sorcerer has no knowledge of where he is being transported to but will never teleport to a location of imminent danger. For instance, Temask has taken it upon himself to act as guardian to five young Exalted. When any of these five find themselves in over their heads, Temask uses this spell to transport to their aid. However, if the five were falling off a cliff, Temask would not appear beside them in mid-plummet. There is no distance limitation on this spell, though it will not take the caster beyond the mortal plane, nor does it provide any indication of when a good time to teleport in might be.

FORCE OF LIFE'S SUMMER

Cost: 25 motes

This powerful spell causes any one non-sentient life form to grow to its full maturity in a matter of moments. This spell can only bring an organism to adult maturity and cannot age a specimen past its prime growth. Hence, a sorcerer cannot cripple a target with the infirmities of old age through this spell.

Once the sorcerer casts the spell, the organism grows without maintenance. No concentration or action on the part of the sorcerer is necessary. Each turn after the spell is cast causes the target to mature one year until adulthood is reached. Plants instantly sprout roots and bloom. Baby animals grow up in a few minutes. An acorn produces a well-grown oak in about an hour.

Any plant life targeted by the Force of Life's Summer not only grows to maturity, but appears as it would during the late summer months of its annual life cycle. Thus vegetables and grain can be harvested, ornamental flowers will bloom, and trees will bear fruit.

Animals targeted by the spell not only become adult specimens, but are rendered tame and friendly toward the casting sorcerer, as if she had raised them from birth. The casting sorcerer is able to give simple command to a force-grown animal as if it had been trained by the caster during its youth.

A sentient creature cannot be targeted by the Force of Life's Summer because the education and experience necessary for its growth cannot be mimicked by the spell's magic.

GEYSER OF CORROSION

Cost: 30 motes

This spell is feared for its destructive power and energy. The casting sorcerer creates a jet of scalding hot liquid that bursts from the ground. This dark amber acid dissolves away all non-magical nonliving materials and burns living creatures it comes in contact with.

The geyser itself only lasts for a turn, but the solvent it generates continues to sear and consume until it is washed away by water. It will blight forests, breach stone walls and render weapons and armor useless or totally demolished.

The geyser sprays out of a one-foot wide hole in the ground at the feet of the sorcerer and toward her target. It jets across a cone 10 yards across and 20 yards long, coating all exposed surfaces in that area with its vitriol.

The length of time required to destroy an object is determined by the type of material of which it is composed. Cloth and leather are dissolved in a turn. The acid eats away at an inch of wood or packed earth every two turns. Soft metals such as copper or tin are dissolved at a quarter of an inch every turn. An inch of hard metals such as bronze or steel is consumed in five turns. Stone and glass are melted at a rate of one inch every 8 turns. Only the Five Magical Materials and items created from Essence are immune to the geyser's effects.

When the Geyser of Corrosion touches exposed skin such as after eating through armor, it deals 2 levels of lethal damage each turn until it is washed or wiped off.

Characters may attempt to dodge or perform a stunt to avoid being coated by the Geyser of Corrosion, but the liquid cannot be parried, except by Charms.

HIDEOUS CONFUSION OF TONGUES

Cost: 35 motes

This spell acts on the target and all those to whom she speaks, temporarily rendering them all unable to understand one another. Words are jumbled, sentences are incoherent, and all sense is lost. Worse yet, whenever anybody afflicted by the spell speaks to someone else, the spell is passed along like some contagious disease, spreading to new targets. Any person infected will automatically be convinced — at first, at least — that his own speech is normal and that other people are failing to understand him through some fault of their own.

When the spell is cast, the sorcerer's player rolls his character's Willpower + Occult. The number of successes achieved is the number of hours that the spell lasts on those "infected" by it. It affects all those within 100 meters of the sorcerer. It is possible for a victim to be reinfected by the spell, once the initial condition has worn off, if someone else who is still currently infectious speaks to her. All that is necessary to shake the spell off is for everyone concerned to remain silent for a few hours — often harder than it sounds.

This spell does not interfere with the casting of spells by the victims. Characters with an Essence higher than the magician's are immune to the effects of this magic.

IMBUE AMALGAM

Cost: 15 + motes

Through the use of this spell, the sorcerer imbues a mortal with the properties of a creature or object. Once cast, the mortal fuses with the target totem, becoming something greater than sum of the parts for the remainder of the story. Though the mortal need not be willing or even loyal to the spell-caster before the invocation, until the spell is broken, the resulting being will serve the sorcerer to the best of its abilities.

The capabilities of the fused entity are limited only by the imagination and available Essence of the sorcerer. The amalgam has Physical Traits of both the original mortal and the fused creature or object, and any Abilities gained by the mortal by use of the spell must be justified by the original object's properties. The statistics of the amalgam are based on those of the mortal target. Additional properties are purchased at a cost in bonus points. This cost is listed on the table below. Each mote of Essence invested in the spell (including the base cost) provides one bonus point for the amalgam.

Trait	Cost
Attribute	2
Ability	1
Essence	4
Charm	3

Note that the Essence granted by this spell is pseudo-Essence, usable only to power the Charms imbued to the mortal. Charms granted to amalgams have the same prerequisites as for the Exalted, though amalgams have no favored caste and thus no limit on the distribution of the Charms.

Each sorcerer must choose a specific class of objects and/or creatures that may be fused when casting this spell. For instance, a sorcerer might only work with tarot cards or with the personal belongings of her enemies.

For Example: Caulbron can curdy use this spell to imbue the properties of weapons of warriors slain in battle. When a loyal lieutenant returns from battle, bearing the great axe of a barbarian he defeated in personal combat, Caulbron decides to reward his man by imbuing him with the weapon's properties. After a successful casting, the minion is granted the Charm Fists of Iron technique (allowing him to inflict lethal damage with his bare hands), he's given 1 dot of Essence to power the Charm, his Brawl is increased from 1 to 3 dots, and his Strength is increased from 4 to 7 dots. The blades of the great axe split and fuse with the warrior's forearms. These enhancements cost 15 motes of Essence. If Caulbron is feeling particularly generous at the time of casting, he might further draw on the natural strength of the axe's metal to grant his minion the Charm Durability of Oak Meditation, a dot of resistance and an additional dot of Essence, at a cost of 8 motes.

This spell requires several undisturbed hours to cast and will not work on targets with an Essence higher than the magician's.

INSIDIOUS TENDRILS OF HATE

Cost: 20 motes

The Insidious Tendrils of Hate is a subtle but powerful ritual. The casting sorcerer can turn best of friends into bitter enemies in just days and can cause enemies to make war on each other in an equally short time.

The sorcerer can target a number of characters equal to the successes on a Charisma+Occult pool roll, made when the targets are chosen and the ritual begun. The caster must either be able to see the targets, naturally or magically, or have some possession that belongs to the targets to begin the ritual.

The ritual takes about a minute to perform and involves a small flame and a vial of previously prepared oil. The oil is burned while the casting sorcerer chants softly, and then, the smoke of the fire rises to spread across the targets, the image of the targets or their possessions.

The targeted characters' players immediately make reflexive Willpower rolls, with a difficulty equal to the casting sorcerer's permanent Essence. Failure on this roll means that the tendrils have surrounded the targets' hearts. Success negates the ritual for that target only, and spectacular success (3 or more extra successes) means that the target knows sorcery was aimed at him.

Those targets under the effect of the tendrils feel that everything they are told is a lie and that enemies surround them. Any statement made toward a victim of the Insidious Tendrils of Hate is always taken in the worst possible way. Players of Exalted or otherwise magical characters in the grip of the tendrils may, at the Storyteller's discretion, make Willpower rolls to avoid having their characters misinterpret statements made to them.

The tendrils last for a number of days equal to the casting sorcerer's permanent Essence or until the casting sorcerer takes enough health levels of damage to be Incapacitated.

IVORY ORCHID PAVILION

Cost: 20 motes

With this spell, a sorcerer produces a shimmering pavilion of pale ivory, decorated inside with white silks and crystal, scented with orchids, suitable to host gatherings of royalty and Exalted. When the spell is cast, an ivory spire rises from the ground like the calyx of some immense carved orchid and opens its petals to reveal a small, ornately pillared mansion. The pavilion contains bedrooms, lounges and all that might be expected in an expensive dwelling. It is, however, not particularly durable and is extremely flammable. A lit torch or similar flame will kindle the interior walls or floor as it would aged wood, although the fire will take time to spread through the building. The pavilion remains in existence for precisely 24 hours and then crumbles into dust, leaving only a ring of orchids growing in its place.

MAGMA KRAKEN

Cost: 35 motes

When this spell is cast, 10 tremendous tentacles of superheated molten rock erupt from the ground to sweep





through foes. On the turn the spell is cast, a 50-yard diameter area within the casting sorcerer's visual range begins to quake—just before the kraken tentacles burst forth from the earth. This rumbling allows players of characters in the area to make reflexive Dexterity + Athletics rolls to avoid having their characters knocked off of their feet. The kraken tentacles sprout on the next turn. The casting sorcerer chooses where in the 50-yard diameter area each tentacle is rooted.

There are 10 tentacles, and each is 15 yards long. They have a Strength of 10 and a Dexterity equal to the casting sorcerer's permanent Essence. They have a Brawl Ability equal to the casting sorcerer's Occult Trait and deal a base damage of 5L + the casting sorcerer's permanent Essence. This damage is considered fire damage if the target has a resistance or vulnerability to such attacks. The kraken tentacles have no Stamina Trait and are considered constructs, not creatures—apply damage automatically rather than rolling for it. Tentacles have a soak of 10L and are immune to bashing damage. The tentacles ignore damage from all attacks doing less than 10 levels of raw damage. They have 10 health levels and never suffer wound penalties.

The tentacles have no Intelligence but are able to differentiate the casting sorcerer's allies from her enemies. They each attack the nearest foe each turn and act last in the turn. The casting sorcerer may take control of any one tentacle each turn and use it to do clinch and hold maneuvers. Doing so requires full concentration from the casting sorcerer and is considered her action for the turns the clinch or hold lasts. The casting sorcerer may add the control of a new tentacle each turn until she controls a number of tentacles equal to her Perception Attribute. All of these tentacles may attempt to clinch or grapple at their full dice pool, while the others mindlessly attempt to smash those nearby. If the casting sorcerer's concentration is broken, the clinch or hold of all the tentacles is broken as well.

The kraken tentacles last for an entire scene or until they are destroyed. When the spell ends, the kraken tentacles harden instantly into serpentine sculptures of obsidian.

MERCURY'S DELIVERANCE

Cost: 30 motes

By invoking Mercury's Deliverance, a sorcerer conjures a protective shield against magic over a region of his choosing. This shield is short lived, only protecting the chosen area for the period of one night. The shield prevents the entry of all Terrestrial or Celestial Circle magic from outside of the region into the region, regardless of the spell's intent. The shield has no effect on magic cast within the area.

To cast the spell, the sorcerer must first prepare himself and any chosen assistants by meditating for two turns for each person involved, including the caster. Once the meditation is complete, the sorcerer and any prepared assistants must invoke Mercury's blessing at the five corners of the region to be protected. At each corner, the player of the sorcerer or assistant must make a Charisma+Occult check to attract the Maiden's attention. The

check may be reattempted once per turn if foiled, but if this check is botched, the entire spell fails. Once a successful check has been made at a particular corner, a lance of light shoots into the sky. Once all five corners have been activated, the five lances bend toward the center, slowly expanding until a bright glowing dome covers the area to be protected. With a final flash, the dome vanishes, but the protection remains in effect. From that point until the following dawn, any attempt to cast spells through the shell automatically fail. If the shell itself is brought down by some method (for example, Sapphire Countermagic), the protection is negated. At dawn, the spell ends, regardless of how long it has been in effect.

This spell has a radius of effect of no greater than 100 yards per point of the caster's permanent Essence.

OUTSIDE WORLDS WITHIN

Cost: 25 motes

This mighty ritual turns a room in a building into any environment the casting sorcerer can recall. A springtime garden from the heart of the Realm or the frozen wastes of the Far North can be mimicked by this spell. Approximately 10,000 cubic yards of space can be converted per point of the casting sorcerer's permanent Essence. A sorcerer cannot enchant a chamber larger than this capacity.

The ritual requires one of two conditions to be met. Either the casting sorcerer has to have been to the area she wishes to replicate, or she must have a sample of life from that environment. A single blade of grass, a petal from a flower or a hair from an animal is enough to recreate the surrounding from whence it came.

The casting sorcerer must take great measures to prepare a chamber for the ritual. It must be cleansed, both physically and spiritually, before imprinting the new environment. It also must be sealed against intrusion from the outside until the ritual is finished. No outside light, air or particles of dust can enter the room, or the ritual will be ruined, and the Essence wasted.

After the chamber is physically cleansed, the casting sorcerer must also cleanse herself before entering and sealing it. At this time, she must also prepare a special candle by which she will light the chamber. The casting sorcerer may only bring herself and the candle (and the sample she wishes to use, if appropriate) into the room. The sample, if one is to be used, must be carefully bathed.

The beginning of the ritual is the spiritual cleansing. The casting sorcerer stands in the center of the room and spends an hour chanting and channeling Essence to remove impressions from the previous tenants and objects. She then either concentrates on her memory of the faraway place or studies the sample closely while spending 25 motes of Essence.

Once the Essence cost of the spell is paid, the room begins to change. First, the light from the candle grows to become the light from the desired region. Then the air begins to stir and shift as if it were outside wind. Then, the floor becomes soil, and plants begin to sprout. They quickly grow to cover the walls and even the ceiling. Finally, the weather conditions of the desired region come into effect. The candle and the sample are consumed during these events.

If the casting sorcerer is performing the ritual from a remembered scene, the chamber becomes an exact likeness of the memory. If the ritual used a living sample, the day of casting determines the season and weather conditions of the replicated region. If it is raining where the sample came from, then it will rain in the ritual chamber; if it is summer where the sorcerer is casting the spell but winter where the sample came from, the chamber environment will turn to winter. The casting sorcerer should be mentally prepared for drastic climate changes, even though she cannot dress for such conditions.

Once *Outside Worlds Within* has been completed, the chamber remains altered for about a month. The sorcerer may maintain the ritual by simply entering the chamber each month and spending another 25 motes of Essence.

THE PRINCES OF THE FALLEN TOWER

Cost: 30 motes

When this spell is cast, a shimmering doorway of foul water forms in the air before the sorcerer, and manlike creatures of living rust stagger out through it. A number of beings equal to the sorcerer's permanent Essence manifest, creations of the sorcerer's own subconscious and personifications of his inner entropy. These beings are unintelligent and only vaguely human in form: Their eyes are dull voids, their bodies are fragile constructs of rusting iron, and their hands are malformed inhuman claws.

The Princes will obey the sorcerer's directions and have the ability to rust metal, weather stone and rot wood where they touch it. While they are not particularly useful in battle, they can easily

destroy fortifications and houses or wreck siege machinery and defile temples. However, the princes exist only so long as there is work for them to do — once they have destroyed all that the sorcerer commands, they will then attempt to rust or rot anything else in the vicinity and will only cease if banished by the sorcerer or after five hours have passed. Unscrupulous sorcerers have been known to turn the princes loose after they have fulfilled their assigned tasks to lay waste to the surrounding area.

Living beings are not affected by the touch of the princes. However, wood or cloth rots within one round, metal rusts or corrodes within five rounds, and stone begins to crumble within 10 rounds. In each of these cases, the process of decay continues until the object that was touched has corroded entirely or until an area of 10 square yards has been consumed. Large stone buildings may survive the process but may be irreparably damaged. Enchanted objects or objects worked from any of the Five Magical Materials are immune to the touch of the princes. While a blow that does 6 or more levels of lethal damage will destroy any given prince (they never dodge or soak), the princes are unaffected by any lesser blow, and any weapon that strikes them will, in turn, be affected by their power.

ROLLING EARTH CARPET

Cost: 20 motes (committed)

This elemental earth spell makes the sorcerer the best friend of messengers, couriers, and small caravans. While the sorcerer commits her Essence to the maintenance of this spell, the ground beneath her and her traveling companions





smoothes itself, creating perfect road conditions for virtually any mounts or vehicles. The carpet appears as a flattened version of the terrain it was before, but feels like smooth, hard-packed dry earth. The area of the spell's effect reaches for a 20-yard radius around the casting sorcerer.

When Rolling Earth Carpet is cast, the sorcerer's Essence causes grass to be trampled flat, stones to be pressed down, mud and water puddles to dry up and even snow and rain to vanish in the area of effect. When the casting sorcerer begins to travel, the area in front of her levels itself, while behind her the terrain returns to its previous condition. To the naked eye, the path that those on the Rolling Earth Carpet have taken appears as it did before they reached it, so no traces are left behind by the travelers. Attempts to track characters using a carpet are made at a +3 difficulty.

The carpet negates all terrain penalties for travel due to weather. The area of effect of the carpet feels like a warm spring day, and no precipitation falls where the carpet goes. The environment outside of the area of effect is as unaffected as the area within is; therefore, fog and snowstorms still inhibit sight beyond the 20-yard radius of the spell.

All small obstacles are cleared from the casting sorcerer's path by the smoothing effect of the carpet. Sand, mud, fallen rocks, marshy land and even low walls and fences prove no impediment to those on the carpet. Travelers must still go around buildings, high walls, boulders, trees and similar objects. The carpet does not change the incline of large hills and mountains either, so travel may be slowed by steep uphill climbs.

Rolling Earth Carpet lasts as long as the casting sorcerer commits the necessary Essence. The effect also ends if the casting sorcerer is killed while her Essence is committed to the carpet.

SERVANT OF INFALLIBLE LOCATION

Cost: 15 motes

This spell conjures a small bird of smokeless blue fire to guide the caster toward her desired target or location. This spell can be used to find any object, place or person that the caster has ever seen or that the caster possesses some link to. A piece of an object or a portion of someone's clothing both serve as suitable links. In addition, the caster can use this spell to find any easily defined item such as the nearest potable water, the closest edible food or even the exit to a complex maze. While this spell is in use, the magical bird will lead the caster in the correct direction. This guide moves ahead of the caster and always stays within a few yards of her. It can be directed to fly just in front of the caster or to stay at any other distance that the caster can clearly see.

This spell will continue to operate until the caster either gives up and dismisses the guide or until she reaches her goal. The bird can also be used to follow mobile targets. This guide will fly in an especially active and excited manner whenever the target is moving. Although this guide is impossible to fool without powerful magic, it can only lead the caster to her destination. It cannot speak and is incapable of communicating the exact location of the desired target.

SHADOW THEFT

Cost: 30 motes

This spell is somewhat similar to the Terrestrial Circle spell Shadow Summons but more powerful and farther-reaching. With it, a sorcerer can steal the shadow of a victim from anywhere in the world and hold it captive in a globe of crystal. When the spell is cast, the target's player must make a reflexive Willpower roll for his character at a difficulty equal to the casting sorcerer's Occult; if he succeeds, there is no effect, but if he fails, the shadow is stolen, vanishing from its owner in a silent gust of wind. The victim is aware that his shadow has been stolen and (if his player succeeds in a Perception + Awareness roll with a difficulty of 2) will know the rough direction of where it is being held. However, he gains no information as to distance.

While the sorcerer holds the shadow captive, its owner will cast no shadow, however strong the light. At any time, the sorcerer may look into the globe and attempt to see for a moment through the eyes of the shadow's owner, assuming that he is awake. This requires a contest of wills between sorcerer and victim and opposed Willpower + Essence rolls; if the sorcerer loses, she gains no vision, but the shadow remains a prisoner. If the sorcerer succeeds, she can see through the target's eyes for the remainder of the scene. Should the victim be unconscious at the time, then the sorcerer sees nothing. If the crystal globe is broken, no matter who shatters it, then the shadow returns at once to its original owner and is joined to him again.

SHADOWS OF THE ANCIENT PAST

Cost: 25 motes

This spell calls back the shadows of the past. When cast upon ruined items, from the dust of ancient manuscripts to rubble from great statues to the entire contents of a large room or even a portion of a city block, this spell gives the item the temporary semblance of full restoration. The manuscript appears as new, the broken remains of a great statue seems whole, the shards and dust inside an antique room suddenly become luxurious furnishings, and the tumbled ruins of an Old Realm building suddenly appear to be whole. Used in this fashion, this spell only restores the sights, sounds and smells of the past. This recreation is completely intangible. The restored items and buildings cannot be touched, moved or affected in any way. Anyone attempting to touch them will find that their hand passes effortlessly through these shades of the objects' former glory.

In the case of entire rooms, buildings or city blocks, the location is restored to some period when it was whole and at the height of its function. If the location was typically inhabited spectral inhabitants will also appear. These ghostly images will mindlessly repeat the actions of their daily lives. The inhabitants are merely images that cannot notice or be in any way affected by the caster or her companions. If this spell is cast several times upon the same room, the furnishings and residents will change with each casting, as the room appears at another point during the peak of its use. All such temporary images last for one full

scene. When used in this fashion, the spell can be cast over an area with a radius of up to Essence x 20 yards. If a building or other object is too large for this spell to affect, only a portion of it will be recreated. This spell has been used by several Exalted scholars to reveal fleeting images of the Old Realm, as well as to provide potentially useful illusions.

THE SPAWNING OF MONSTERS

Cost: 30 motes

This spell allows a sorcerer to breed two wholly different species together, by magically extracting the seed from one partner (who may be male or female) and placing it within the womb the other (who must, of course, be female). The creature thus conceived will combine the most powerful aspects of both parents to produce a twisted, malformed entity whose sole purpose in life is to serve the sorcerer devotedly.

This monster grows in the womb with unnatural speed and is born within nine weeks rather than nine months — though it may well kill the mother in the process. A female Exalt will survive automatically; unExalted must test their Stamina against the sorcerer's Essence to survive the birth.

The spell requires physical contact with both prospective “parents” who must both be present and alive. While countermagic can prevent either the removal of the seed or it's placement inside the host womb, it is of no use once the sorcerous impregnation has occurred. Normal methods of abortion may be used but carry twice the normal risk for the unwilling host mother.

The resulting creature is a horrific blend of both parents, the statistics of which are up to the Storyteller to determine. The offspring is intelligent if at least one of the individuals targeted by the spell was, but the child of a sentient and non-sentient being will be bestial and simple of thought.

SUMMON THE ARMY OF THE WILD

Cost: 30 motes

Using the dominion the Celestial Exalted were granted over the natural world, this spell allows the caster to call forth a legion of animals to fight for her. All animals within the caster's Essence score in miles will come to the caster's aid. Even well-trained animals will leave their masters behind and come forth to fight for the caster. This spell will not affect highly magical or sentient animals of any sort, nor will it affect familiars. However, all other wild or domestic animals will leave their present circumstances and come to the casters aid. Animals that are caged or other-wise confined will attempt to escape, and even hungry predators will leave uneaten kills behind. However, this spell only calls animals larger than songbirds. It does not affect rats, insects or other vermin. Also, the animals do not merely start attacking once the spell is cast. Instead, they all travel to the caster and follow her into battle. The caster must travel with this bestial army, controlling it from a distance is not possible.

Until the sun next crosses the horizon, these assembled animals will fight fiercely for the caster. Also, none of the

animals called will attempt to harm one another. Both predators and prey will work together in an uncanny display of bestial cooperation. Even when faced with overwhelming foes, these animals will fight to the death. While the animals involved will seek to defend themselves, they will not flee unless permitted by the caster.

All the caster need do is designate an individual, a caravan, an army or even an entire city as her enemy. The assembled horde will then attack this enemy until the spell ends, the enemy is destroyed or they are ordered to retreat by the caster. For the duration, of this spell, the caster can issue fairly general mental commands to her animal army, ordering them to advance, retreat or change direction. Unfortunately, this spell does not imbue the assembled animals with greater strength or fighting prowess. An army composed of hungry lions and trained war horses would be devastatingly effective, while one consisting of lap dogs, parrots and desert lizards would prove little more than a nuisance to a well-trained force.

SUMMONING OF THE HEART OF DARKNESS

Cost: 30 motes

Whether or not this spell is innately evil—as many have suggested—it is nevertheless extremely potent. The sorcerer summons a writhing, twisting nexus of living shadows between his hands, and as he does so, the sky above is blotted out, leaving all those within the area of the spell in total darkness. Fire or magic will still produce light, but for only half the usual area. For all those caught in the darkness, voices seem to murmur just out of earshot, and footsteps echo in the distance. Any spoken words will be softly repeated both to the left and right, apparently by the original speaker, making it extremely difficult to navigate. If a large number of people are caught in the darkness, it can become a veritable hell of screams, cries and echoing voices. The sorcerer must be within the area of the spell and is not immune to it; it encompasses a circle with a diameter of a mile, but the sorcerer himself may be at any point within the circle when casting it.

From outside, the darkness appears to be a huge pillar of shadow, reaching an immeasurable distance into the sky. If any victims trapped inside the darkness manage to escape its boundaries, they step out into normally lit surroundings. The spell endures for a full 24 hours or until the death of the sorcerer; it cannot be lifted any earlier without the use of countermagic.

SUMMONING THE LESSER MINIONS OF THE EYELESS FACE

Cost: 20 motes

Through the use of this spell, the sorcerer conjures a band of loyal servitors from pure Essence and causes them to be inhabited by evil spirits of the most insignificant sort. These servitors are created as heroic mortals (as described on p. 103 of the *Exalted* rulebook) but do not get the benefit of bonus points. These minions must have Physical Attributes as their primary Attributes.





The minions cannot be mistaken for mortals in anyway. Their skin is rubbery and black, and they have no discernable facial features, though they have all the normal senses of a mortal. Because they have no mouths, the minions cannot speak, but they are preternaturally adept at expressing themselves through pantomime and can communicate in this fashion almost as readily as a mortal might through speech.

The specific physical appearance of the minions is described at the time of the summoning, and they are quite malleable — they can range in size from 4' 6" to 7' and can vary in appearance from hideous to beautiful. All of the servitors have the same appearance and statistics. In casting the spell, the sorcerer summons a number of such minions equal to her Charisma + permanent Essence.

The minions serve the sorcerer for a year and a day or until reduced below Incapacitated. Minions have the same 7 health levels as a normal mortal and suffer wound penalties, but they do not bleed or heal their injuries. Neither are they vulnerable to poison or disease. Minions can use tools, weapons and armor but are inherently servile and require a fair amount of oversight if applied to complex tasks. If the sorcerer summons additional minions while previously summoned minions are still extant, the new minions replace the old ones, which crumble to a small amount of foul-smelling black dust.

The minions cannot be affected by beneficial magic, but suffer the full effects of neutral or harmful magic. The Storyteller has final determination about what magic will affect the minions. Lesser minions suffer a one-die penalty to all rolls to resist intimidation.

SWIFT SPIRIT OF WINGED TRANSPORTATION

Cost: 20 motes

The caster conjures a magical servant capable of carrying a single large ship or wagon safely through the air. While some use this spell to destroy the ships of their enemies, most sorcerers find it an excellent method of transport to distant portions of the world. The being conjured by this spell is a beautiful, if somewhat bizarre, mass of dozens of wings, equipped with two pairs of long clawed legs. While it cannot be commanded to perform any task except the transport of large objects, it can lift a ship or wagon as high as a mile above the ground and carry it at speeds of up to 100 miles per hour. When the spell is cast, the sorcerer must specify a destination. The spell ends when the ship reaches this destination. Ordering the construct to fly northeast until the caster says to land is a perfectly suitable destination. However, once the ship lands or otherwise ceases moving, the spell ends, and the servant dissipates. The caster can command the demon to land the ship as lightly as a feather or to drop it from a great height.

Unless equipped with outriggers or similar supports, no ship other than a flat-bottomed barge can be safely set down on land. However, during the First Age, some sorcerers constructed great barges and used them fly across Creation, landing anywhere they wished. The largest ships presently used are wide-beamed merchant freighters 300 feet long and 120 feet wide. Such ships

can carry up to 400 people and many tons of cargo. Larger ships are impractical and cannot be carried by this spell.

Sorcerers casting this spell upon a ship must either be aboard or within a number of yards of the vessel equal to or less than their permanent Essence. As long as the caster lives, the construct carries the ship with no more rocking or disruption than sailing over tranquil seas. The spell also shields the deck of the ship from all wind, leaving it safe and calm. The ship can easily fly far above any normal ground-based attacks. Only powerful magics and ancient artifacts can harm such a vessel in flight. However, attacks that do succeed can be exceedingly dangerous. If the sorcerer directing the spell is slain, the construct instantly dissipates, and the ship falls from the sky. Also, anyone who falls overboard will probably plummet to her death.

THREEFOLD BINDING OF THE HEART

Cost: 30 motes

This spell lays an absolute and stringent binding on the victim's heart, rendering him utterly devoted to the sorcerer's interests. It produces a slavish mentality, and a victim will listen intelligently to the sorcerer's wishes and act in what he believes are the sorcerer's best interests, rather than being an unthinking drone. The emotions produced are sincere love and trust, which are justified by the target himself in whatever way is most convenient to his mentality. One common factor is that the victim will usually claim that he cannot have been ensorcelled and that his emotions are true and genuine. However, to an outside observer, it is patently obvious that the target is a will-less sorcerer's thrall.

When this spell is cast, the target's player must make a Willpower roll at a difficulty equal to the sorcerer's Charisma. If the roll fails, then the target is under the influence of the spell, but if it succeeds, then not only is the spell disrupted, but the sorcerer can never attempt to cast this spell on him again.

Once a year, on the day of the victim's birth, he may unconsciously attempt to free himself from the spell's influence. This is done, again, by rolling his Willpower at a difficulty equal to the sorcerer's Charisma; if the roll succeeds, then he is free, but otherwise, he remains ensorcelled and unaware of his brief reflexive struggle. This spell does not work on individuals with a permanent Essence higher than the sorcerer's.

Characters subject to this spell will cheerfully sacrifice their lives or the lives of their loved ones in the name of the sorcerer's best interests. This devotion may actually prove problematic, as individuals under the spell's effects may kill their families in order to be less concerned with matters other than serving the sorcerer.

TORRENTIAL CASCADE

Cost: 30 motes

This elemental water spell allows the casting sorcerer to create the conditions of a flash flood over a limited area. The casting sorcerer must be within 100 yards of a body of water that she can channel Essence into. In doing so, she causes a wave to rise rapidly out of the water. The wave then sweeps

across the field of effect, crushing enemies, destroying buildings and uprooting plant life before subsiding.

The cascade lasts for several turns, during which a number of effects occur. On the turn the spell is cast, as the casting sorcerer points her hands at the targeted body of water, the surface begins to roil and churn and white-capped waves begin to form. Rushing water sounds fill the air. On the next turn, the casting sorcerer raises her hands to the sky, and a 100-yard long rampart of water shoots 20 yards into the air. The player of any character within 5 miles of this event can make a reflexive Perception + Awareness pool roll for the character to hear or see this unnatural undulation.

On the third turn of the Torrential Cascade, the casting sorcerer gestures toward where she wants the wave to travel, and it begins its terrible journey. The cascade moves 300 yards per turn and will travel inland for a number of turns equal to the casting sorcerer's permanent Essence. It towers 20 yards in the air and is 10 yards thick.

The cascade destroys small buildings less than a story tall and leaves terrible damage on all but the largest and sturdiest of buildings. Trees are uprooted and tumble about, and stone and loose earth are washed away. Fields of crops are uprooted and completely ruined.

People and animals caught in the path of the cascade are swept away and take 15 levels of bashing damage. They remain trapped within the cascade while it remains active and take an additional 15 levels of bashing damage each turn until they are rescued or the cascade subsides. Players may

have their Exalted characters free themselves with a successful Dexterity + Athletics roll, with a difficulty equal to the casting sorcerer's permanent Essence.

When the Torrential Cascade ends, the source body of water remains unchanged. However, the region that the cascade crossed is drenched by its passing. What was once dry earth is now knee-deep mud, and what's left of plant-life is an ankle-deep marsh.

UNITY OF DREAMS

Cost: 30+ motes

By invoking Venus' blessing, a sorcerer can bind his dreams to those of his allies. For as long as the link is maintained, those bound together share a common dream world where they can communicate more effectively than mere speech allows. Further, if separated, the link can even bring them together in the waking world.

To cast the spell, the sorcerer and those to be linked must spend a number of nights together and meditating equal to the number of allies to be linked. The nights must be consecutive, but once the series of meditations is complete, the effects of the spell begin. No more individuals may be linked than the sorcerer has dots of Occult. The spell lasts for a number of months equal to the spell-caster's permanent Essence or until the transportation is invoked.

The basic benefit of the spell is that of communication, even at a distance. Whenever more than one of those bound is asleep, they may communicate if awake and in the same room.





Further, while awake, this bonding of dreams grants die allies a unity of mind. Any action that requires coordinated effort between the affected individuals (including combat) is performed by all under effect of the spell at a one die bonus.

In addition, if all of the linked allies are asleep, a transportation effect may be invoked. By mutual agreement, all of those linked may be transported to a single location in the physical world occupied by any one of them, regardless of the distance separating the subjects. This effect occurs magically, with those affected fading away at the location where they fell asleep and fading in at the target location. After this effect is invoked, the sleepers find themselves reunited physically when they awake, but the spell is canceled, and all its other effects no longer apply.

The Essence cost of this spell is 10 motes, plus 10 motes for every individual whose dreams are to be linked, including the sorcerer. The sorcerer must always be one of the individuals so linked. At the Storyteller's option, entire stories can be told in the shared dreamscape.

VENUS' DISFAVOR

Cost: 30 motes

By invoking Venus' Disfavor, a sorcerer curses the followers and animals of his enemy with painful boils. While the boils do no damage on their own, they discomfort and disadvantage their victims. Mortals affected by this spell must make Stamina + Endurance checks each day to merely perform regular day-to-day activities and, even if successful, suffer a one-die penalty on all actions. Animals affected by the boils are listless and irritable. If given a choice, such creatures will do nothing at all, but if provoked in any way, they will turn on the provoker, attacking her with prejudice. Exalted are inconvenienced by the boils, having to make daily Stamina + Endurance checks to avoid penalties on all their actions.

To invoke the spell, the sorcerer chants for at least two full turns, requesting that Maiden Venus smile on the sorcerer and his allies and turn her eye away from the intended victims. At the completion of the casting, the sorcerer's player makes a Charisma + Occult check, while the Exalt tosses a handful of ash into the air. Each turn beyond the first spent invoking Venus adds a one-die bonus to this check. If successful, a shadow image of the Maiden Venus appears before the caster, turning the handful of soot into a swirling mass of burning dust that covers the entire area. The sorcerer and his chosen allies are unaffected by the dust, but all other creatures within it are instantly afflicted with festering boils. This spell has a radius of effect of 100 yards per point of the total permanent Essence and Willpower of the caster. The effects of the spell last for a lunar month, unless the spell is broken through countermagic.

VOICE OF DISTANT COMMAND

Cost: 35 motes

This spell allows the caster to permanently ensorcel a target. Until the spell is broken, the caster can mentally communicate with the target regardless of distance. Also, the target must obey any commands issued by the caster. Targets can

be ordered to betray their lords, spy on their families and even kill their friends. The target is not aware that his mind is being controlled; he only knows that the caster's desires are more important than his own. If the caster issues a truly extreme command, such as for the victim to kill a loved one or commit suicide, the target's player may make a Willpower roll at difficulty 2. If the roll succeeds, the target can refuse the command, although the spell remains in effect. If the target is faced with such commands on a regular basis, the difficulty of this roll drops to that of a standard Willpower roll. After the target successfully resists half a dozen highly objectionable commands, the spell fades away. Sorcerers using this spell are advised not to attempt to push those they control too far or too often.

To cast this spell, the Exalted must perform an hour-long ritual where she enchants a small item, such as a piece of jewelry, and places it on the target. The target must be physically present for this ritual, although he need be neither willing nor conscious. Some Exalted cast this spell upon their willing followers, only telling them that this spell permits easy long-distance communication.

The spell remains in effect so long as the target wears or remains within 5 yards of the enchanted item. If the item is destroyed or taken further away, the spell is instantly broken. Once freed from this enchantment, the target will become instantly aware of how he has been controlled and manipulated. However, while spellbound, the target will never willingly part with the item and will risk his life to avoid having it removed or destroyed. The target will also attempt to avoid ever removing this item. As a result, both rings and small pendants are commonly enchanted to serve as the caster's link to the target.

The caster can control multiple targets at once. However, maintaining such long-term control requires a strong will. Exalted can only control a number of targets equal to their permanent Willpower. Casters who attempt to control an additional target lose control of one of the individuals they are already controlling (the identity of the freed individual is randomly determined). The caster may also instantly release anyone from her control merely by concentrating and spending a point of temporary Willpower. Exalted may only use this spell to control mortals and magical beings whose permanent Essence is lower than the caster's.

VOICES OF DISTANT REGARD

Cost: 25 motes

Until the caster next sleeps, she can hear any conversation where the participants are discussing her. Her name need never be used or even known by the speakers — all that is necessary is that the people be talking about her. The caster will also be vaguely aware of the distance and direction of each of these conversations. The caster hears all the voices quite clearly, and if she knows any of the individuals speaking, she will be able to identify their voices.

If multiple conversations are occurring at once, the caster can either attempt to listen to them all (roll Perception + Awareness at difficulty 2 to avoid missing important details in the multiple conversations), or she can choose one conversation and

listen only to it. The caster can also block out all such conversations to enable her to hear and converse normally with those around her. Attempting to simultaneously participate in a conversation and listen to one through this spell increases the difficulty of all Perception + Alertness rolls by +1 and tends to make the caster seem somewhat simple minded or hard of hearing.

WHEEL OF THE TURNING HEAVENS

Cost: 35 motes

This spell allows the sorcerer to induce calm and placidity upon a large group of people. When it is cast, the stars seem to burn in the sky—whatever the hour and location, whether it is day or night—and attract the attention of those below, for a radius of half a mile around the sorcerer. Even if the victims of this spell are beneath the roof of a building at the time or under the shelter of trees, they will attempt to go outside and watch the stars. While under the influence of the sorcery, they will simply stand in place and admire the heavens, lost in wonder at the beauty of the stars. (Sidereal Exalted are particularly fond of this spell, for obvious reasons.)

All those within the spell's range—excluding the sorcerer herself—risk being entranced, unless they have their eyes fixed directly on the ground. Any attempt to look upward, even to the level of someone else's waist, puts the viewer in danger. (A roll of wits against a difficult of 3 must be made; if the roll fails, the victim has looked up and been spellbound and is now staring at the sky.) The spell wears off after half an hour; until then, everybody under its influence stands around peacefully and gazes at the sky. If a victim of the spell is hurt at all, the spell is broken, not only for that, but also for all others who may be entranced.

WHIRLWIND OF FATE

Cost: 20 motes

The trained sorcerer can study the strands of fortune around him and use the knowledge gained thereby to manipulate events to his advantage. By standing motionless during the casting of this spell, the spell-caster observes the weave of fate. He can see how every person and object in his immediate vicinity is tied to every other and interpret how those interactions will evolve under a specific set of circumstances, no matter how implausible. While this whirlwind of information is more than the sorcerer can absorb and remember, it does provide the caster a distinct advantage for the next several turns.

Mechanically, the sorcerer must describe the intended goal of his divination before casting. At the completion of the casting, the sorcerer's player makes an Intelligence + Occult roll and counts the successes. Each success can be used for a bonus die on any actions toward completing the stated goal. Any number of bonus dice can be added to any action until the total pool is exhausted. In addition, any bonuses added to feats or stunts acting toward the goal are doubled until the bonus pool is exhausted. If the stated goal is not completed by the time to bonus pool is exhausted, the sorcerer suffers a one-die penalty on all actions until the goal is complete or for as long as the sorcerer has kept the pool, whichever is longer.



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CHAPTER FOUR THE SOLAR CIRCLE

Magic of the Solar Circle is the most powerful form of sorcery available to the Exalted. The necromancy of the Abyssals, the shapechanging of the Lunars and the astrological powers of the sidereals can approach it or even surpass it in their limited purviews, but for raw power, nothing can match the might of a master Solar sorcerer exerting herself. Magic of this circle was never common — only Solars could use it, and they did so infrequently, since it is so draining of the sorcerer's will and since so few tasks merit such an expenditure of power. Of the spells that were created, most perished, for the Sidereals and the Dragon-Blooded had little use for them, and they served as no more than a handful of these spells survive, forgotten in disused libraries or locked away in the vaults of the Heptagram or the Imperial Manse. It is said that the Empress always aspired to the use of Solar Circle magic and that she had begun on one other irregular period of experimentation with these arcane thaumaturgies just prior to her disappearance. The Abyssal Exalted have also been observed to use Solar Circle sorcery, though it is unknown who taught them — perhaps the deathlords or perhaps some demonic patron.

BENEDICTION OF ARCHGENESIS

Cost: 40 motes

The blessing of the Unconquered Sun is great and generous and never more apparent than in the use of this spell. A sorcerer casting the benediction uses her Essence to call upon the very creative forces that shaped the world prior to the

First Age to spark and propagate life in the most harsh and unforgiving conditions, Deserts are converted to fertile fields and barren valleys into lush jungles at the whim of the sorcerer.

To cast the benediction, a sorcerer must first procure the still-living heart of a taproot from a tree at least 1,000 years old and shape it into a tall staff. She then must stand above the terrain she wishes to begin archgenesis in and view the entire region. Significant changes in terrain will border the area of effect — the savannas surrounding a desert or the mountains around a valley may be within the sorcerer's sight but are unaffected by the spell. The casting sorcerer arrives at sunrise on the new moon of Ascending Water, She chants and channels her Essence through the taproot staff she has created until the next sunrise, then casts the staff down to the earth below her. The taproot will burrow into the ground, disappearing from view. As the sun touches the sky at the end of the ritual, clouds form in the sky, and a soft, warm rain falls until dusk. The rain falls on the targeted terrain.

After the rain, the first effects of the Benediction of Archgenesis can be seen. Any snow or ice on the ground will melt completely, and any flowering plants already in the region will bloom for the next day only. After this rain and bloom, any climactic conditions that were interrupted by the casting of the ritual will return to normal. Players of characters who encounter the early bloom and possess a rating in the Occult Ability may make a Perception + Occult pool roll with a difficulty of 4 for their characters to understand its meaning.



With the arrival of spring (usually during Resplendent Earth) comes the next visible effect of the benediction. Plants that already live in the area grow a little more quickly than normal, and foliage will return earlier and fuller. Sparse or barren areas fill with new sprouts. Undergrowth fills spaces between trees. Where the taproot staff landed, a sapling will burgeon. Animals come from miles around to partake of the new bounty, and they come into season earlier and for longer as well.

By early summer, every inch of the targeted area will be covered with thriving, reproducing life. Animals will give birth to unusually large litters. Weather patterns will favor the region with the best possible rainfall. The sapling that grew from the taproot staff will be a full grown young tree. Late summer will see harvests of fruits, nuts and grains that would feed even the Imperial City. Fall will come as late as possible, and the staff-tree will be the last to lose its leaves. The following winter will be as mild and as pleasant as any winter could be.

The Benediction of Archgenesis is most often used to turn infertile regions into productive farmlands or to end famine and drought in afflicted areas. If the ritual is cast on an already healthy and fertile area, the benediction will cause life to grow beyond the resources of that area and bring a famine that will last for a decade to an otherwise blessed region.

CHARIOT OF THE BLAZING SUN

Cost: 45 motes

A legendary — and exceedingly dramatic — method of transport, this spell calls up a chariot and horses made from living flame, which will carry the sorcerer and up to five other people to wherever he may wish to go upon the face of Creation. It can only be cast between sunrise and sunset. If the driver (who must be the sorcerer who cast this spell) wishes to stop along the way, he may do so and then continue on his voyage, as long as the sun has not as yet set. Once the sun dips below the horizon, the chariot spirals down to the earth and lands in a final burst of flames that leaves the ground scorched beneath it, before dissolving into whirls of smoke and sparks.

The spell requires a nearby source of fire (the size is immaterial), from which the ambient flame that forms the chariot is drawn. It travels at 300 miles per hour and is obvious to all those below as it hurtles, blazing, across the sky. It is far too high up for any missile launched from ground level to have a chance of reaching it — however, certain magical assaults or flying creatures, can reach its level and physically attack it. Hand-to-hand assaults by any creature traveling at the same altitude and speed as the chariot are feasible. However, these cause an automatic 3 levels of aggravated damage (which may be soaked) to the assailant each time she attacks, due to the chariot's heat, independent of any other damage caused by those in the chariot. Fortunately, the chariot's sheer speed makes it impossible for most things to match its pace or affect it.

The act of driving requires the sorcerer's constant attention and prevents the casting of other spells or any similar use

of Essence. He can, however, talk with other passengers and steer the chariot in an evasive course. Should the sorcerer lose control due to loss of consciousness, mental attack or any other reason, the chariot will spiral down (descending at 100 yards per turn) and crash in flames, which generally results in the loss of life of all still aboard — those who jump out before the chariot lands need only contend with the fall.

CURSE OF UNYIELDING MIST

Cost: 40 motes

The sorcerer who invokes this vile malediction inflicts upon an area a fog that will not lift. The mist blocks out most light and casts the region into a perpetual twilight, a gloom of unparalleled strength. From the outside, the Unyielding Mist appears to be a single thick gray cloud 100 feet high, similar to normal mist but more substantial. Inside, it is quite different from normal mist. Light is dimmed during the day, but the fog is slightly luminescent at night, and a diffused light fills the air. Night and day merge into one dour pall, making it difficult to tell one from the other. The mist also has an unusual, acrid scent to it that is reminiscent of sulfur smoke.

While the mist holds sway over a territory, several effects occur:

- **Visibility is reduced.** Clear vision ends at about a yard in the mist, and murky vision reaches to about 5 yards. Beyond five yards, it is nearly impossible to make anything out. Murky vision increases any attack difficulties by +1. Beyond the murky vision range, attacks are made as if blind with a +2 increase in difficulty. These difficulties are environmental.

- **Moods are altered.** The perpetual pall of fog, day in and day out, begins to depress and dishearten all those within it. Soon after the mist takes hold, social interactions with and between residents of the inflicted region become strained. Dice pool rolls involving social interactions suffer a -2 die penalty.

- **Plant growth is inhibited.** Without sunlight, the flora of the inflicted region slowly withers and dies. Crops are ruined. Even ancient forests cannot withstand the power of the mist.

- **Fungus proliferates.** As indigenous plants die, many bizarre species of fungi spread rapidly. After only a few days beneath the mist, mildew can be found growing on unattended surfaces. After a week, a blackish film similar to rust covers the facades of buildings. Tree bark produces ear-shaped shelf mushrooms, while dark and forgotten places become home to nameless slimes. After a month, these foul growths begin to erode at the surfaces on which they fester. Even if the fungus is removed, stone and metal work appears discolored and pitted. Wood rots and becomes fragile. After six months, the fungi reach inside houses and domiciles, spreading overnight to floors and walls of any except the most frequented of chambers. After a year, sleeping people have to clean germinated spores off of themselves in the morning. All fungi that grow under the mist are inedible.

The casting sorcerer must be standing on the border of the region that she wishes to curse and must have a specific

target in mind. This region may be no greater than 10 square miles per point of permanent Essence she possesses. Valid targets for the Curse of Unyielding Mist include the residents of the targeted region, a ruler or aristocrat, a building or some other object or objects that fall under a single name. During the ritual, the casting sorcerer declares this name three times and calls upon the Unyielding Mist to envelop that target and that target's home, then invokes a specific condition by which the mist will end. Examples of curse-ending conditions include marriage, pregnancy, admittance of guilt of a crime or action or some other suitable dramatic event.

Slaying the caster of the curse is not enough to forcibly end its reign—it is susceptible only to the intervention of the Incarna and to Adamant Countermagic cast during the initial ritual. Otherwise, the Unyielding Mist remains for eternity.

ENEMY OF NATURE

Cost: 50 motes

The caster can use this spell to make the target or targets of this spell the mortal enemy of all normal animals and plants. For the next lunar month, all nearby forms of life, from domestic stock to plants to insects will attempt to attack the target. The caster must be within sight of the target to cast this spell. If the target is an individual or large group, these beast will attempt to slay them. If the target is a city or other habitation, then the forces of nature will attempt to totally ruin the location, slaying all inhabitants, fouling the water and devouring all food. The target of this spell can be no larger than a single city, army or fleet. Even Solar Circle magic cannot be used to destroy an entire nation.

Unless they are extremely lucky or exceptionally clever, individuals targeted by this spell will almost certainly die within a few days, as swarms of birds and insects descend upon them, every beast attempts to attack them and even the tiny plants under their feet try to trip them. Similarly, armies or caravans caught away from easy shelter will be rapidly rendered helpless, and all members will likely perish well before the spell has ended. The situation will be even worse for cavalry'. All horses, yeddim or other mounts will attempt to kill their riders and handlers.

If used upon ships at sea, the crew and passengers will almost certainly die. Sea birds and creatures from the deep will assault their ships, while the ship's rats chew through the rigging, the hull and the throats of anyone who falls asleep, Nomad camps and similar poorly protected settlements fare little better. Well-built cities and town will likely have some survivors. However, more than three quarters of the population will certainly die, and all survivors will come through this horror with at least three levels of lethal damage (two levels of lethal damage for extras). In addition, all food and pure water that was not stored in well-sealed metal or ceramic jugs will be gone or ruined.

Everyone who is not a member of the targeted group is Completely immune to the effects of this spell. Bandits, looter or conquerors can freely enter a town affected by this

ritual. Similarly, a rival army could freely attack an army or caravan that is the victim of this curse. Players of any affected individuals attempting to defend themselves against attacks by soldiers or looters will make all die rolls at + 2 difficulty due to the constant assault on their characters by insects, small rodents and numerous similar creatures. Although the effects of this spell will be greatly reduced if cast upon a northern city in the depths of winter, even there, the local domestic animals will turn on the inhabitants. Also, the rats will become bold killers, and hordes of wild beasts will attack. Elsewhere, the exact nature of the animals will differ, but the results will be horribly similar. By spending a point of temporary Willpower and shouting a brief invocation, the caster can instantly cancel this spell, but it does not end with the sorcerer's death.

INCANTATION OF THE INVINCIBLE ARMY

Cost: 50 motes

Through the use of this spell, the sorcerer invokes the blessing of the sun and the stars on friendly forces, while removing such favor from his enemies. By channeling the blessed light of Unconquered Sun and the celestial Maidens, a spell-caster increases the skill and the might of his allies, while decimating the fortunes of his foes. For most castes, the sorcerer's allies gain a +1 die bonus to military efforts during the duration of the spell, while enemy forces suffer a one die penalty to all such efforts. For sorcerers of the Eclipse Caste, bonuses and penalties are doubled. The Storyteller may decide what rolls are affected, but it is recommended that attack, dodge, parry and damage rolls be included.

The caster must keep his arms raised for the duration of the spell. While he does so, the light of the Unconquered Sun and the Five Maidens is focused on him and then redistributed in beams of golden light to his allies. If he falters, the spell fails. Mechanically, the caster's player must make a Stamina + Endurance check once an hour of game time. If this check fails, the bonus and penalty are temporarily revoked. On his next turn, the caster's player may make a new Stamina + Endurance check with the repeated action penalty. If successful, the full effect of the spell is restored. If not, the process is repeated. If the caster foils three Stamina + Endurance checks in a row or botches any check, the spell is instantly dispelled. If the caster's arms fall for any other reason, the spell is again instantly dispelled. Up to two allies may help support the caster's arms. The allies can make the choice to aid the caster at any time, but once they decide to provide such aid, they must focus their efforts on the task for the remainder of the spell. Assistants cannot actively involve themselves in battle and help the caster at the same time. If the caster fails his Stamina + Endurance check, they may make a Stamina + Endurance check to support the caster's arms for that hour. If an ally botches a check, she may no longer assist the caster. Immediately after the end of the spell, anyone involved in supporting the caster's arms (including the caster) must soak, using their Stamina only, an





amount of lethal damage equal to the number of hours spent supporting the sorcerer's arms.

This spell will last for no more than 12 hours, surrounding the auspicious time of the caster's caste. It will work only between the six hours before the exact moment of noon, dawn, dusk, etc. and the six hours after. If the sorcerer begins casting any time after the optimal start, the total potential length of the spell is reduced appropriately. Therefore, a Zenith Caste sorcerer who starts this spell at midmorning (three hours before noon) will get a maximum of nine hours of effect, while a Dawn caster who casts this spell three hours after dawn will only get three hours of effect.

LIGHT OF SOLAR CLEANSING

Cost: 20 motes + 5 motes per attack

This spell is the bane of all undead. When it is cast, no undead, Deathlord or Abyssal Exalted can approach within (Essence x 2) yards of the caster for the next full day. Also, the caster's skin glows with a soft golden light that illuminates an area (Essence x 5) yards around his body as brightly as the light of a clear morning. If desired, the caster can also concentrate this spell's holy light into bursts of sacred fire. At a cost of 5 additional Essence motes, the caster can instantly slay any single undead standing within the spell's circle of illumination. The undead is briefly surrounded by a bright corona of light and then falls to ash. If this same attack is used on Deathlords or deathknights, they take a number of health levels of aggravated damage equal the caster's permanent Essence. Only one such attack may be made in a turn.

LOYAL GOLEM

Cost: 40+ motes

Through the use of the Loyal Golem spell, the sorcerer creates an ally akin to a lesser golem but far more resilient. A loyal golem possesses its creator's Attributes and those of the spell-caster's Abilities associated with the Dawn Caste. Unlike their lesser brethren, however, they have full use of Mental Attributes as well as Physical Attributes and possess free will. A loyal golem will always act in the best-perceived interest of its master and is fiercely loyal. One has an effective Willpower of 10 when resisting efforts to turn it against its creator. Loyal golems possess the same health levels and special abilities as lesser golems but halve all unsoaked damage (rounding up).

Loyal golems may heal at the same rate as normal humans, when in contact with earth and their other component element. If reduced to zero health levels, they are temporarily dispersed, only to rise up a fortnight later with full health. A loyal golem can always sense the location of its master, regardless of the distance. It may be targeted by beneficial spells by its creator, but it is not truly a living being, so it may not be affected by healing spells.

A sorcerer may only have one loyal golem at one time. Loyal golems serve for a year and a day before being dispersed.



MIRAGE OF PROTECTIVE SHELTER

Cost: 40 motes

While providing no physical protection, this spell preserves any location, from a small camp to a vast city, from all serious external threats for a full year. Everyone attempting to approach the protected area with the purpose of conquering the location or harming its inhabitants will be completely unable to find the settlement. Armies, bands of raiders and any similar group intent upon sack or conquest are all affected, as is anyone they hire or otherwise persuade to help guide them to the community. However, thieves, lone assassins and similar, lesser threats are unaffected by this spell, unless their plans are designed as a catalyst for the deduction of this settlement. Merchants, diplomats and any other non-hostile travelers are all immune to the effects of this ritual.

Everyone affected by this spell becomes increasingly disoriented the closer they come to the protected settlement. If this spell is cast while an army is laying siege to a city, the entire army, from the highest general to the lowest camp follower, will suddenly become completely unable to see the city. This mass of people will wander in an aimless and disoriented fashion until it is at least several miles from the now-hidden site. All domestic animals used by the targets of this spell are also affected. Even when traveling toward their destination on a clearly marked road, the disorientation will set as soon as the prospective attackers come within what would be first sight of the settlement or when they are three miles away, whichever comes first. In addition to being completely unable to see their destination or any trace of its inhabitants, everyone affected by this spell will lose all sense of direction and become increasingly dizzy and confused the closer they come to the settlement.

No matter how hard they try, attackers will wander off of the road in some random direction. If they are extremely determined they may walk straight past the city and only realize their true location when they are again several miles from it, on the other side. However, any affected individual who is attacked by the settlement's inhabitants is rendered immune to the spell's effects for the next full scene. Disoriented armies can be ignored, but they cannot be slaughtered without resistance.

The only way to completely defeat this spell is through the use of Adamant Countermagic. However, the All-Encompassing Sorcerer's Sight Charm and other similar abilities possessed by other Exalted, spirits and Fair Folk can allow individuals to see through this illusion. Beings using such abilities can lead a small band of attackers to a protected settlement. A single magical being can lead no more than one dozen mortal soldiers. These invaders must be blindfolded, roped together and physically lead by the Exalted. This band moves quite slowly, and many will stumble and fall. However, once battle begins, the effects of this spell will temporarily cease, and the attackers can fight normally.

MYSTIC TRAVEL

Cost: 30 motes

Able to quickly transport anything from a small number of companions to a vast army of tens of thousand troops, this spell allows the caster and a multitude of her companions to mystically

traverse the road they are on. To use this spell, the caster and her fellows must all be standing on a road or other defined path leading to a definite location. However, the caster need not know this destination. The spell can simply be cast to take them all to the end of the road. Although this spell is most commonly cast while on an actual road, it can also be used upon animal trails, frozen rivers and similar clear paths. If the caster and her companions are all in watercraft, the spell can also be cast upon rivers and even at sea on well-defined trade routes.

Regardless of the type of path used, when this spell is cast, the caster and her caravan, army or fleet all move at great speed upon the designated path. Since they travel in a magically rapid fashion, the participants in this spell lose sight of everything off the road they are on. The landscape to either side becomes exceedingly misty and indistinct. In addition, the participants do not run into any obstacles, threats or other travelers while magically moving along this road. The spell instantly diverts them around all such problems.

Immune to any inclement weather, climactic extremes or physical threats, the travelers arrive at their destination feeling like they have only been marching, riding or sailing for a few hours in ideal conditions. While traveling in this manner, the participants move at great speed, traversing up to 2,000 miles each day. The participants continue traveling in this fashion until they arrive at their destination. Even a journey of several days feels both short and restful. For the duration of this spell, the participants are incapable of wandering off of the road and will instinctively follow the caster. To cast this spell the Exalted must anoint every participant's forehead with a small drop of water or oil that she has blessed. If moving great numbers of people, the caster can use assistants to help with this anointing, as long as the caster blesses the liquid.

Anyone or anything that has not been anointed will be left behind when the spell is cast. When moving boats or ships, only the boat and its captain need be anointed. The only way to thwart this spell is to physically break the road in question. If the river is completely dammed or the road is actually broken at any point, the participants will arrive at this point, and the spell will end. However, temporary obstacles such as blockades, felled trees or even shallow water will not cause the spell to end prematurely. Casters can move up to 10,000 people with this spell. Horses and other large animals count as individuals for the purposes of this spell.

PRESSED BEYOND THE VEIL OF TIME

Cost: 60 motes

By means of this arduous ritual, the casting sorcerer may master one of the most elusive of challenges: changing time itself. Pressed Beyond the Veil of Time causes a structure or locale to vanish from the world and reside Elsewhere, a limbo where it cannot be seen, felt or visited. Time passes differently Elsewhere than it does in the real world. Days to those Elsewhere are months or even years to those outside.

Even the most powerful sorcerer cannot defeat time completely, however. The object or place that is sent Elsewhere must





reappear in the real world for one whole day at regular intervals. The casting sorcerer chooses an event that triggers the reappearance when beginning the ritual. Examples of valid triggers are: by the light of the full moon, at the cry of a newborn, during a solar eclipse, on the anniversary of a great victory or on an almost forgotten holiday.

The ritual to cast *Pressed Beyond the Veil of Time* takes a year and a day. The ritual must begin on the day of or by observing the trigger event that will cause the target to reappear; if a mountain is to disappear until the next harvest, the sorcerer must begin the ritual during a harvest. The casting sorcerer must have built an exact replica of the place or riling that will go to Elsewhere, created with a Perception + Craft roll, difficulty 5. This crafting can be done as an extended action. During the year and a day that the ritual takes, the casting sorcerer build a fire on a bed of sand from an hourglass and feed it pieces of the replica. The sorcerer must not leave the fire and must take special care not to run out of fuel before the year and a day are up, or the ritual ends and the Essence is wasted.

The duration of the stay in this limbo is shorter for those traveling Elsewhere than the target's absence from Creation. The amount of time compression is based on how long an interval the target spends Elsewhere between reappearances. Each day Elsewhere translates to a time increment in Creation that grows greater the longer the target remains Elsewhere. If the hidden place spends a month Elsewhere between reappearances, each week of time in Creation equals a day to those gone Elsewhere. If the structure spends a year Elsewhere between reappearances, months in Creation equal days Elsewhere. If the structure spend decades Elsewhere between appearances, a day passes Elsewhere for every season that passes in Creation. If the target spends centuries Elsewhere, a year in Creation is but a day for those hidden in that limbo.

The time span that a day Elsewhere is equal to in the real world can change if the length of time between reappearances changes. Sorcerers often cast this spell to protect an area from harm or to hide their domiciles so that they may be left in privacy for a time. The spell effect is permanent unless the trigger condition can be prevented from occurring at the time of reappearance. A sorcerer may target any structure or region with a single name, such as a tower, city or mountain.

SOLAR SANCTUARY

Cost: 60 motes

Through the use of this spell, the caster can become a virtual god within the bounds of a well-defined enclosed area. During the casting of this spell, the sorcerer must remain undistracted and at the center of the region to be converted. The center of the region must be the highest point in the region to be converted, however this highest point can be the result of a previously cast spell.

After the initial turns of preparation are completed for this spell, either allies or unwitting dupes of the sorcerer must activate the five corners of the region in question. This activation is achieved by the placement of one of five pre-prepared

statues at the precise location of each of the five corners. Fortunately for those responsible for this placement, when they have successfully completed their task at a specific corner, a lance of mystic energy pierces the ground at the base of the statues and stretches to the heavens. These lances of energy are visible to everyone within 10 miles. Once all five corners of the sanctuary have been activated, the caster must complete the spell, chanting for the same amount of time as the initiation of the spell—three full turns. Once this chanting is complete, the full effects of the spell are initiated. The five beams of energy bend toward one-another and the spell-caster. When they meet, far above the sorcerer, a mystic dome enclosing a hemispherical region that contains the five statues surrounds the area. The resulting Solar Sanctuary has the following effects.

First, all unExalted, both within and without the sanctuary, have their memories of the events dimmed. Whatever changes occur within the sanctuary seem perfectly natural to the unExalted. In addition, any mortals within the sanctuary when it is cast have their wills dimmed with respect to the sorcerer and his allies. The mortals suffer a penalty of one die on any rolls to resist the will of their new masters.

Second, any Demesne and Manses located within the sanctuary instantly become Manses dedicated to the caster. Manses that are too weak for their Demesne rise to the level of the Demesne, and all untapped Demesnes immediately convert to Manses of their full rating as megalithic architecture erupts from the ground to channel the holy place's magic. The sorcerer can draw on the essence of these Manses from anywhere within the sanctuary. The sorcerer can, at will, allow others to draw on these Manses in the same manner. Note that the sorcerer can also remove this boon as a reflexive action.

At the same time, any Hearthstones associated with Manses in the sanctuary become instantly powerless, and new Hearthstones dedicated to the sorcerer begin forming at an accelerated rate — they come into existence in a number of days equal to the rating of their Manses. Sorcerers may dictate the exact effects of the Hearthstones in the Manses they create from Demesnes, but the Hearthstones from already extant Manses will retain the same general effects. If the sanctuary is ever brought down, these effects are instantly reversed, and the Demesnes, Manses and Hearthstones return to their states prior to the invocation of the sanctuary.

In addition, the caster of this spell can, as a dice action, see through the eyes of any one of the “corner statues” at will. It takes a reflexive action to change the statue with which the caster shares perceptions. The caster must be within his sanctuary to see through the eyes of any of his statues. Finally, the Essence cost of any Charms used or spells cast by the sorcerer within the sanctuary are halved (round fractions up) as long as their effects do not extend beyond the sanctuary.

Sorcerers may create multiple Solar Sanctuaries. These regions cannot overlap except at the edges, where a single statue might act as a corner for more than one sanctuary spell. Note that this will force the sorcerer to leave the relative safety of an existing sanctuary to create another.

Fortunately for those who wish to overthrow a sorcerer who has created a Solar Sanctuary, it merely takes the destruction of one of the corner statues. Unfortunately, these statues are hardy, and the controlling sorcerer can quickly bring his forces to bear for their defense. The sanctuary statues have a bashing soak of 24, a lethal soak of 12 and require 500 health levels of damage to destroy. They heal at the rate of 10 health levels per hour.

The sanctuary has a maximum radius of 1,000 yards per point of permanent Essence of the caster. The spell is permanent, unless one of the statues is broken.

SOUL SEAL

Cost: 50 motes

The Soul Seal is one of the most powerful rituals ever devised and, in some circles, was considered to be the most highly prized knowledge a sorcerer can learn. The ritual allows The casting sorcerer to remove the mind and soul from a willing, living subject and store it in a carefully constructed container. The Soul Seal is the first step toward immortality and is essential to most formulae for eternal life. The most common method had the soul vessel placed into an automaton, which became an immortal host for the mind and soul. Other formulae required that the soul be removed from the body before spells to grant immortality could be cast on the body.

The first step in the ritual to remove a soul is the creation of the soul vessel. This vessel is a hollow storage container approximately the size of a human head and can be of any shape but must be made out of all Five Magical Materials. The sorcerer and the target of the Soul Seal must work together to create the container. They must choose five qualities that are

more important to the target than anything else and imbue them into the material of the vessel. Each quality takes at least a week to imbue and may involve great journeys or arduous tasks that epitomize the chosen quality. Once the five qualities are chosen and imbued, the vessel is ready to receive a soul.

The next step in the ritual is to cleanse the body of the target. The target must undergo many years of arduous physical training and follow a carefully managed diet designed to purge the body of unnecessary taints and influences. At the end of the training, the target must fast for nine days in a lightless, soundless chamber, while meditating to clear the mind. Finally, when the target emerges from the chamber, he must bathe in the pure waters of waterfalls at the five corners of the world and shave all hair from his body.

While the target performs the necessary cleansing rites, the casting sorcerer must prepare the chamber where the soul will be removed and ultimately trapped. This preparation involves etching mystic symbols on every surface inside the chamber to prevent the soul from escaping to the afterlife instead of entering the vessel. The sorcerer must spend a year on the etchings for each surface, including not only the walls, floor and ceiling, but the table on which the target will lie and the pedestal that holds the prepared container.

When the container is constructed, the body of the target cleansed and the chamber fully prepared, the final steps of the ritual may commence. The casting sorcerer locks herself and the target of the sorcery within the chamber and begins the rite that pulls the soul from the body. This ritual involves rigorous concentration while Essence is channeled around and through the body,





and any distractions may cause the soul to be damaged or torn. Once the soul is freed, the casting sorcerer then lures and traps it in the soul vessel. The soul vessel is nearly impossible to destroy, and can only be broken by someone with Craft, Lore and Occult at 4 or higher, a sorcerous workroom and several weeks of effort.

SUMMON ANIMAL AVATAR

Cost: 40 motes

This spell allows a Solar Exalted to summon one of the living avatars of an animal species. Just as Solar Exalted are the lords of humanity, Gaia granted great powers to a handful of animals of every type and charged these magical beasts with the task of protecting and ruling their own kind. The caster can summon an avatar of any species of normal animal he has ever seen. It is possible to summon horse avatars, cat avatars, yeddim avatars and even tyrant lizard avatars. However, only normal animals have avatars—magical beasts are responsible for themselves and have no such lords.

When first summoned, the avatar is somewhat well disposed toward the caster. Animal avatars recognize that the Solar Exalted are beings of equal stature. Most avatars are curious to meet someone capable of summoning them. However, the avatars are under no compulsion to aid or obey the caster. Any attempt to physically or magically coerce the avatar will earn its instant enmity.

Animal avatars are spirits that are capable of vast feats. In addition to being fully intelligent, they can communicate with, command and tap into all of the senses of any animal of their type within a 100 mile radius. A horse avatar could literally command all horses within range to jump their pens, throw off their riders and come to the avatar's aid, while a dog avatar could order its brethren to slay every human in a city while they slept. On a more subtle level, a rat or cat avatar can tap into the senses of all of its nearby subjects and locate and observe any human in a city near-instantly. Animal avatars can even grant a small portion of their intelligence to those they command, allowing these animals to recognise an individual wearing a specific style of clothing or carrying a certain object.

Animals obey their avatars without question. Riders and animal trainers have no chance of regaining control of their animals, as the avatar's wishes always come first. There is only one exception to this control — animals who are deeply attached to a human who treats them well will not seriously harm this person, even if asked to do so by the avatar. Instead, such an animal will normally lash out blindly at its human companion and then flee. However, an animal's avatar can prevent such beasts from protecting their masters from harm.

While animal avatars can accomplish great deeds, they will not perform them freely at the request of the Exalt who casts this spell. The caster must bargain with the animal avatar for its services. The payment requested depends largely on the character's desires. Requests for information or minor actions that do not place any animals in danger usually require only small services such as agreeing to save a dozen animals of the avatar's type from starvation, mistreatment or other ills within the next season.

However, services that require the active participation of large numbers of animals or those that could result in more than a handful of animals being harmed or killed are often very costly. The Exalted could easily be asked to purchase or, if necessary steal any animal of the avatar's type the Exalt witnesses being mistreated. Alternately, he might be required to create a large preserve where all such animals are cared for and tended by servants. In return for performing truly difficult tasks, he might even be asked to slay a powerful Fair Folk noble who regularly abuses the avatar's species or to capture an avatar of a rival species. Since avatars will not answer a summons from someone who has vowed to do them harm, the later request could prove very difficult indeed. Exalted who go back on their bargains will never again be trusted by any animal avatar and normally face the enmity of all members of the species they betrayed.

Animal avatars will never agree to requests that bring harm to a large number of their brethren, unless by doing so they avoid even greater harm. For example, ordering every horse to flee from a military camp will undoubtedly result in many of these animals being hurt or killed by pursuing soldiers. However, if it were certain that even more horses would die if they fought in a battle the next day, then the avatar might assent.

The nature of the request is not the only factor avatars use when figuring their price. These beings consult their brethren on how the character has acted toward members of their species. Characters who have always been just and fair to that type of animal obtain notably better bargains than Exalted who care little for the health or happiness of their mounts or domestic animals. Characters who have frequently mistreated animals of a specific type may meet a terrible fate if they summon these beasts' avatar. While hunting for food or killing to survive are not considered mistreatment, acts such as regularly killing for sport, slaying unsuccessful hunting dogs or pushing mounts well past the point of exhaustion are never regarded positively.

In addition to merely summoning an avatar to perform a single service, characters who are particularly fond of and devoted to a single species can over time become allies and possibly even friends with a single avatar. Such a relationship demands that the character care for the avatar's species at least as much as he cares for humanity. Normally, both parties in this relationship perform numerous large and small services for each other. Sometimes, the avatar will continuously accompany the summoner and even act as his mount or hunting animal. However, a friendship of this type often takes many decades of devotion and work to create.

Attributes: Strength *, Dexterity *, Stamina *, Charisma 6, Manipulation 5, Appearance 6, Perception 5, Intelligence 5, Wits 5

* An animal avatar's Physical Attributes are equal to the Attributes of a normal member of its species + 4

Virtues: Compassion 4, Conviction 4, Temperance 4, Valor 4
Abilities: Athletics 5, Awareness 5, Brawl 5, Dodge 5, Endurance 5, Martial Arts 5, Perform 5, Presence 6, Linguistics 5, Occult 6, Resistance 5, Socialize 5, Stealth 5, Survival 6

Backgrounds: Allies 5, Followers 5, Influence 5, Manse 5, Resources 5, Status 5

Powers: All spirit Charms

Cost To Materialize: 60

Base Initiative: * (minimum of 10)

Attack:

All such attacks do damage equal to the normal damage of the species + 5 points of damage. These attacks can all do either bashing or lethal damage, at the avatar's choice.

Dodge Pool: 10+ **Soak:** 15L/30B

Willpower: 10 **Health Levels:** -0/-0/-0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Essence: 6 **Essence Pool:** 120

Other Notes: Animal avatars naturally heal one level of bashing or lethal damage per hour and one level of aggravated damage per day. They have a soak against aggravated damage equal to their Stamina. Also, they can freely communicate with all beings, regardless of language.

SUMMONING THE GREATER MINIONS OF THE EYELESS FACE

Cost: 30+ motes

Through the use of this spell, the sorcerer summons a small band of lesser demons and shapes them into loyal servitors. These servitors are identical to those summoned by the spell *Summoning the Lesser Minions of the Eyeless Face* but do not suffer the penalty to resisting intimidation. In addition, these minions gain 15 bonus points at time of creation, which are spent as normal except for the fact that they cannot be spent on Backgrounds or Charms. Each mote of Essence beyond the base cost of the spell adds an additional bonus point. Attributes and Abilities cannot be raised higher than 3 + the casting sorcerer's permanent Essence.

In casting the spell, the sorcerer summons Charisma + permanent Essence such minions, plus one additional minion for every 5 motes of Essence invested at the time of casting beyond the base cost and those spent to improve the minions. As with the lesser minions of the eyeless face, these rubbery servants remain the sorcerer's servants for a year and a day or until reduced below Incapacitated.

If the same sorcerer summons additional minions, greater or lesser, while previously summoned minions are still on the physical plane, the previous minions are automatically destroyed. Minions cannot be affected by beneficial magic but take full affect from neutral or harmful magic. The Storyteller has final determination about what magic will affect the minions.

TECHNIQUE MIRROR

Cost: 20+motes

Through the use of this spell, the sorcerer is able to duplicate any Charm that he observes. After preparing the spell for the regular amount of time and paying the base cost of 20 Essence motes, the spell-caster is able to duplicate any Charm that is used in his presence for the duration of the Spell. This spell only applies to Charms performed while the spell is active—Charms observed prior to the casting cannot be duplicated unless performed again in front of the caster.

The caster may duplicate any Charm he observes, Regardless. the normal prerequisites. In addition, the sorcerer may use the original owner's Traits when invoking the Charm. if those Traits are superior to the sorcerer's own.





These Traits can only be appropriated for the purpose of using the borrowed Charm, however. The sorcerer pays any costs required by the Charm from his own reserves of Essence, Willpower, health levels or what have you.

For Example: A physically weak sorcerer under the effect of Technique Mirror observes a physically stronger warrior of the Dawn Caste using the Blazing Solar Bolt Charm. Not only does the sorcerer gain the ability to use Biasing Solar Bolt, but he can also substitute the Strength, Dexterity, Meke and/or Willpower values of the warrior for his own when using the Charm.

The Technique Mirror lasts for one scene. At the spell's completion, all "stolen" Charms are instantly forgotten. There is no limit to the number of Charms that a sorcerer may "steal" through the use of this spell.

THEFT OF YEARS

Cost: 50 motes

With this spell, a sorcerer can siphon a target's vigor away and steal it for himself. With each turn the spell operates, the victim ages by 10 years. She suffers all the normal effects of aging—her hair turns white, her skin grows wrinkled, and her limbs lose their strength. For every 10 years the victim ages, the sorcerer grows one year younger. Young victims are most useful for this spell, as they have the greatest potential. The sorcerer can cease the spell at any point that he wishes, but in most cases, it is continued until the victim has aged to death.

Once the spell has begun (usually with the victim restrained in some way), make opposed Willpower + Essence rolls for the sorcerer and victim. On each turn that the sorcerer accumulates more successes than the victim, he can increase the victim's age by 10 years and lower his own by one year, as described above. If the sorcerer accumulates fewer successes than the victim, nothing happens that turn; but should he accumulate fewer successes than the victim for five turns in a row, then the spell ruptures. If this happens, the victim and sorcerer instantly return to their original ages.

UNITY OF THE CLOSED FIST

Cost: 40+ motes

Unity of the Closed Fist merges the physical and spiritual essence of no more than five individuals into a single composite being.

The composite being's height is equal to the height of the tallest individual contributing to the composite, plus 25 percent for each character beyond the first included in the composite. The Strength and Stamina of the composite entity is equal to the greatest Strength and Stamina of the united individuals, plus one dot per character beyond the first included in the composite. The number of health levels possessed by the composite entity is equal to the largest number of health levels any one of the contributing individuals possesses, plus one—1 level and two—2 levels for each character beyond the first included in the composite. The composite entity always starts undamaged.

For any other Attribute or Ability, the composite entity has the best value possessed by any of the composite



individuals. The composite entity can use any Charm possessed by any of the contributing individuals and has an Essence pool equal to the sum of the contributing individual's Essence pools. For the duration of the spell, any Hearthstones possessed by the contributing individuals are fused into a single emerald green Hearthstone that rests in the forehead of the merged entity. This stone grants an Essence recovery rate equal to the sum of the recovery rates of the contributing Hearthstones and access to the powers of all the stones.

The composite entity also possesses a suit of armor and a weapon equivalent to enhanced versions of the best armor and weapon possessed by any of the contributing individuals. The composite's armor has a soak bonus equal to the strongest soak bonus of any armor worn by any of the contributing individuals plus one for every two points of total permanent Willpower assessed by the contributing individuals. The soak bonus to the armor applies equally to bashing and lethal damage. This armor has no mobility penalty and no fatigue value. The weapon has the best speed, accuracy, damage and defense ratings of the weapons carried by the contributing individuals. These ratings can be taken from different weapons. In addition, the weapon's damage rating is increased by 1 for every 3 points of total permanent Willpower possessed by the contributing individuals. The appearance of the weapon and armor are determined by the contributing individuals and are the same for any casting of the spell that unifies the same individuals.

The contributing individuals are absorbed into the composite entity during the casting. Unless the composite entity is destroyed before the spell ends naturally, the contributing individuals are unaffected by anything that happens to the composite entity and are in the same condition when the spell ends as when it was cast. If the entity is destroyed, they are all reduced to a single health level and ejected from the entity in the ensuing explosion.

The individuals combined by the spell must be conscious and freely partake in the union. However, those who don't really trust the others involved are likely to find the unity an uncomfortable experience at best. Individuals who partake in the unity often suffer from flashbacks from the experience. They commonly imagine that damage taken by the composite was inflicted on them or remember the violent actions conducted by the composite as their own actions.

The composite being lasts no longer than one scene per point of permanent essence of the casting sorcerer. This spell can be cast no more than once per day.

THE WHISPERERS IN THE MIRROR

Cost: 50 motes

This spell is designed to drive a sorcerer's enemies mad. It summons shadows, which lurk in the corners of any mirrored surfaces that the target may pass and whisper to him until he has passed the threshold of insanity. Whenever the victim of the spell looks into a reflective surface — be it glass, polished metal or even the surface of a puddle — he sees deformed shapes of darkness lurking around his own reflection, reaching

out toward him and stroking his body and face with malformed hands and claws. He also hears voices; in strangely persuasive tones, they hiss and coo that those he trusts are betraying him and that his friends and allies plot against him. Many victims of the spell quickly fall into paranoia, after which they spend their time gazing into mirrors and listening to the whisperers. The whisperers, in turn, continue to play on his anxieties and increase his fears, until he ultimately becomes totally insane.

Several different types of insanity have been observed in sufferers from this spell, including catatonia, schizophrenia and homicidal mania. The final result seems to depend upon the personality of the victim and the nature of his fears. The whisperers may only be banished by Adamant Countermagic or the death of the sorcerer who cast the spell.

Each time a victim of this spell looks into a mirrored surface, he will see and hear the whisperers, and his player should roll the victim's Willpower in a reflexive contest with the sorcerer's Willpower. After 10 failed rolls, he will become clinically paranoid, suspicious of all those around him and oddly drawn to listen to the whisperers even more.

The sorcerer suffers no ill effects, whatever the result of the rolls. Even though the character may be aware that the whisperers mean him nothing but harm and that the whole effect is the result of a malicious spell, it is extremely difficult to ignore the things in the mirror. There is a constant urge to argue with them or to attempt to confront them. The descent into further insanity should be roleplayed, but it is suggested that the Storyteller should misrepresent the current situation through the voices of the whisperers whenever the character looks into a mirror. The spell is lifted through the sorcerer's death, but the character is not freed of any residual insanity.

WINDS OF CONFUSION

Cost: 45 motes

With this spell, the sorcerer summons up a howling gale that rages around him, stripping memories and purpose from all those who are touched by the wind. Wild currents of air spread out across the landscape, ripping at the minds and spirits of all those within range of the spell. The winds blow to a distance of one mile. Anyone in that area not sheltered from the wind by features of the terrain or by solid walls will lose a dot of Intelligence each turn. Those left with no dots in Intelligence behave like zombies, with no volition or conscious thought, wandering around purposelessly or simply standing where they are. Sheltering from the wind or leaving the area of the spell's effect will cause lost dots of Intelligence to be regained at a rate of one dot per two turns. The spell lasts for a full hour, and the sorcerer is the only person who is safe from its effects. The winds will part for him if he chooses to travel through them, leaving him untouched by their effects. Once the spell ends, all those who have been affected by the spell will regain their Intelligence at the rate of one dot every turn. Their memories of the period while they were mindless will be blurred at best, and they may never fully remember precisely what happened.





CHAPTER FIVE

WORKS OF WONDER



The Exalted do not rely solely upon Charms and sorceries for their power. Especially during the First Age, many crafted wondrous and powerful tools with which to expand the range and potency of their abilities — everything from daiklaves to Hearthstone amulets to the arcane magic that draws the River of Tears along its course from the White Sea to the Inland Sea. Though a vast amount of knowledge has been lost or been forgotten, the creation of these items continues into contemporary times. The procedures are understood sufficiently that all sorcerers know the basics for the creation and forging of these items.

Constructing such an item is only partly following the directions of a recipe. It is also a matter of art. For the Exalted, constructing a wondrous item is a matter of intuition as much as intent. Relatively common items have fairly well-established procedures for creation discovered over the centuries, unique or rare items much less so. It's a matter of a specific set of rituals and activities that will create a specific result through focusing the proper Essence into the proper ingredients to receive the desired result.

To create a wonder, an Exalted needs to follow several steps. She must decide what she wants to accomplish, gather the ingredients and components she needs to assemble the wonder and, finally, forge everything into the item with intent and Essence.

WHAT WILL THE WONDER BE?

Before an Exalt can actually start the process of creation, he must know what he wants to build. This is very important, since it is extremely dangerous to work with the Magical Materials and Essence without a clear idea of what the desired goal is.

FOR THE CHARACTER

For the Chosen, the process of conception typically involves a great deal of effort, and often a great deal of expense. To research and learn the steps required to duplicate a common artifact, the character must have access to an extensive occult library. This library must focus on Exalted sorcery and enchantment — a mortal magician's trove of lore is quite useless for these efforts. If the Exalted doesn't have access to such a library or if the formula for a wonder's creation is not recorded in the library, then she must perform extremely expensive research and experimentation to ascertain the process.

FOR THE PLAYER

For the player, this means deciding what the item will do. Whether it is a pair of boots that impart the power to walk on mist, smoke and clouds or a lens that reveals the true shape of another's soul, the device's powers need to be outlined at the beginning of the process. It's best if the wonder can be described in one or two sentences — anything that takes



more description than that probably needs to be two or more wonders to accomplish the desired goal. This statement isn't always true, but it's a good rule of thumb.

Once the player establishes the basic concept and the Storyteller approves it, the two need to work on just how this translates into game terms. Refer to **Exalted**, Chapter Nine, and to the Artifact Background in Chapter Four of **Exalted**, as well as the items starting on page 91 of this chapter and also starting on page 23 of Chapter One: History and Practice.

Don't worry about squeezing every last bit of efficiency out of the high concept as possible, it's just a brief descriptive declaration of intent. Fleshing out the concept and effect will happen later. One thing to keep in mind is that Exalted are very powerful, and allowing them to have or build powerful artifacts is neither a bad thing, nor is it necessarily going to unbalance the game. It's better to ask yourself "How can I make this a cool and interesting addition to my series?" than "Is this too powerful?"

FORM FOLLOWS FUNCTION

When designing an wonder's appearance, keep in mind that the creator's intent defines the object's form and that the object's form also demonstrates function. An artifact that inflicts harm upon the user's enemies should look dangerous, and one that enhances her ability to inspire confidence in others should look like a symbol of authority.

Be creative about establishing any item's appearance. A magic knife is just a magic knife, but a soulsteel blade that drinks the blood from wounds inflicted, slowly turning a dark red or maroon color is more than just a magic knife. A gauntlet

that summons the fire of the sun should be a bright, highly polished golden color that's dazzling to look upon. Also, be creative about how the item works. An item that makes the user stronger might not work invisibly. What if it covers her body with tattoos or causes her muscles to swell visibly?

POWER LEVEL

The following descriptions give general guidelines for what to expect at each level available for artifacts. It is simply advice on how potent an item can be expected to be at that level, not a concrete guide to everything an artifact could be or should do. Also refer to items in Chapter Nine of the **Exalted** main book, the **Exalted Storyteller's Companion** and the other items in this book for specific examples of power levels.

LEVEL 1 ARTIFACTS

These are simple items that make life easier but aren't especially powerful or dangerous. A level 1 artifact might be used to boost an Ability by a dot, to enhance some aspect of the user's performance (running speed, appearance) or even to keep the owner clean and his clothing and hair in place no matter what.

Level 1 artifacts are simple to create and rarely require much in the way of exotic components for construction. An Exalted craftsman could turn them out in fair quantity if he had the workshop and materials and devoted himself exclusively to doing so.

Upper Limits: Level 1 artifacts can boost Attributes by one dot or Abilities by two dots. In addition, that bonus can be doubled for specific tasks. Dots added by an artifact don't



count as part of the character's "natural" dice pool for determining the effects of Charms that double or otherwise increase the a character's pool. Damage can be boosted by up to four dice, and soak can be increased by two. An example object might add one die to Perception rolls or two dice to vision rolls for seeing faraway objects. Level 1 artifacts typically affect the wearer or his Abilities. Effects can also include weapons or armor that don't weigh anything while in use or are perfectly balanced for the user.

Level 1 artifacts can also have relatively minor effects on the environment or other creatures—for example, a level 1 artifact could brightly illuminate a large area, staunch bleeding with a touch or improve an animal's speed or ability to carry burdens. Such effects require the Exalted to touch the item to the target.

At level 1, an artifact typically has one broad effect and sometimes has an additional narrow effect improving one specific aspect of the broad power. Artifacts that require Essence usually cost three motes to activate for a scene (if the artifact boosts the user or a target) or for a single use (for instant effects such as healing).

LEVEL 2 ARTIFACTS

Level 2 artifacts are more broadly useful than level 1 artifacts. They may boost an Attribute, increase a weapon's damage bonus or increase an armor's soak values. An amulet that disguises the user's appearance in some specific manner or conceals the user's presence from divinatory Charms would also be appropriate for an item at this level.

Level 2 artifacts are more complex and time-consuming to create and often require at least a few exotic components beyond the use of the Five Magical Materials. An item such as Hearthstone bracers made for a Lunar Exalted might require water from the uttermost West, while a soulsteel daiklave might require a finger taken from the body of a murderer interred in the shadowlands.

Upper Limits: Artifacts that boost the user can add up to two dice to an Attribute or four dice to an Ability. A weapon's damage bonus or armor's soak value can be increased by as much as 4. Artifacts of this level can triple movement speed or lifting ability.

Level 2 artifacts may have powers that can adversely and directly affect others, such as removing dice from Attributes or Abilities. They can remove up to two dice from Attributes or four from Abilities or remove up to four dice from soak or damage capabilities.

Level 2 artifacts may have two full-power level 2 effects. If an artifact has more than two powers, all must be at level 1 potency. For artifacts that require Essence to activate, the cost to activate them is typically 5 Essence motes for most properties and these typically last one scene for duration-based effects or a single use for instant effects.

LEVEL 3 ARTIFACTS

Artifacts of this level are potent or versatile constructs. Devices that provide a significant bonus to an Attribute or

Ability are level 3. Also appropriate would be a disguise amulet that allows the user to assume any human like form or a scepter that calls forth all of the nearby animals of a given species to serve the user until sunrise or sunset.

Level 3 artifacts can take several months to a year to construct and usually require two or three appropriate exotic materials. Artifacts of this power level are at the upper end of items commonly available today, and the simpler of these devices are still relatively common, especially among the more influential Dragon-Blooded. More complex level 3 Artifacts, such as warstriders, are much less prevalent, as the resources and knowledge needed to produce them are no longer commonly available.

Upper Limits: Using a level 4 artifact, Attributes can be boosted by up to 4 dice, Abilities by up to 6. Damage bonuses can be increased by up to 8, and soak raised by 6. Movement speeds or lifting ability can be quadrupled.

Level 3 artifacts can have two full-powered effects, four level 2 effects or six level 1 effects. Combinations are also possible (one level 3 and two level 2 powers, for example). If it has a cost at all, the cost to activate artifacts of this level is usually 10 motes.

LEVEL 4 ARTIFACTS

Level 4 artifacts are true wonders, with powers that set them apart from their weaker counterparts. A suit of armor at this level of potency could not only improve soak, but also the wearer's speed and Strength. It might dodge /or him if he's attacked from an unseen quarter, so that he would be nearly impossible to surprise. A set of wind chimes that catches and repeats what others say about the owner — especially if they're conspiring to harm her—would also be fourth level.

The knowledge to create artifacts of this power level has been largely lost, and those few that are created are made for the personal use of the Bronze Faction Sidereals, the Empress or the heads of the imperial houses. Many of the items locked within the Solars' tombs are of this power level and were used to terrible effect in the time before the Dragon-Blooded slaughtered them. Exotic materials of some sort are always necessary, and it can take years to properly craft one of these items.

Upper Limits: Artifacts at this level typically have much more broadly defined powers than those of previous levels. Upper limits for the number of dice they can add to an Attribute or Ability are really a matter of Storyteller choice. Usually, their powers are greater in number and scope than in potency, but some exceptionally narrowly focused items of great power do exist.

Automatons of various sorts become possible at this level, but they are not truly sentient — they are either of animal intelligence or narrowly focused on one or several related topics. Devices of animal intelligence are typically built for mobility and used as war machines, hunting animals or pets. Brilliant but narrowly focused automata are not usually mobile on their own, as they are typically intelligent





reference devices or teachers or else complex tools that, instruct or assist the user in their own function.

Level 4 artifacts can provide near-instantaneous travel through a variety of means — conjuring a chariot of fire, taking a shortcut through the Underworld or opening pathways between two similar objects such as mirrors, shadows and so on. At this level, an artifact can convert all lethal damage inflicted upon the user to bashing or bypass a target's armor entirely (but not other forms of soak).

Level 4 artifacts are powerful but are not utterly world-shaking in general terms (but if used with great care and finesse, can be extremely effective). These weapons can usually affect people and objects close enough for the user to see or otherwise sense. For artifacts that require Essence, the cost to activate can be up to 20 motes, and very powerful artifacts may need to be set with a Hearthstone to provide the necessary Essence.

LEVEL 5 ARTIFACTS

Level 5 artifacts are exceedingly powerful, with a wide Spectrum of effects and the ability to alter the course of entire nations. Such an item could be built to cause all mortals within five miles to serve the possessor with fanatic loyalty or to warp the landscape in ways to confound an invading army. Truly intelligent automatons are possible at this level, and the Solar Deliberative and other, lesser-ranked rulers of the Old Realm commissioned intelligent clockwork advisors who possessed great knowledge in many fields. An intelligent artifact will have Social and Mental Attribute totals equal to the total of the Social and Mental Attributes of the Exalted who created it, but divided as the Exalt sees fit. The Storyteller is free to determine the automatons personality, although it should at least be well disposed toward an attuned user, and many are slavishly loyal.

Level 5 artifacts are typically limited by their ravenous need for Essence. Those artifacts that are level 5 because of their power rather than their sophistication may require multiple powerful Hearthstones, drain the wielder of Essence for days or weeks afterward or even tear the life out of the landscape to fuel their magic. These items are also limited by their incredible values — demonstrating ownership of one risks attracting unwanted attention from the many who believe they have better uses for such rarities.

Artifacts of this potency are simply not made anymore. They were the glories of the First Age of Man and are beyond the resources of the Second Age to produce. Anyone who possesses such an item can expect to be hounded by other Exalted, most especially the Dragon-Blooded, who want to control such earth-shattering resources themselves and keep them out of the hands of those who might use them indiscriminately. Even during the First Age, it often took years or decades to gather the necessary ingredients — ingredients such as the burning heart of a star or alcoholic spirits distilled from the blood of one of the Five Great Elemental Dragons.

Gathering the materials often required making deals with powerful entities, usually in exchange for extremely difficult favors or other potent items.

No two wonders of this power level are identical—each is a unique construction, devised and constructed for specific (if long-term and wide-ranging) reasons.

Upper Limits: Almost anything is possible. No artifact is omniscient or omnipotent, nor will any grant automatic victory in any given endeavor — there's always an element of risk. Within those restrictions, level 5 artifacts usually have an extremely broad and powerful set of capabilities, and many are intelligent or at least capable of self-direction. Whatever abilities the Storyteller is comfortable with are appropriate for an artifact of this level. If a player wants to start play with one, he should work with the Storyteller to create a plot device appropriate to the series.

WHAT ARE WONDERS MADE OF?

Once the player knows what sort of device she wants the character to build, it's time to determine what she needs to assemble it and how to find the components. The basic material found in all artifacts is the Magical Material appropriate for the intended user (jade for Dragon-Blooded, orichalcum for Solars, etc.). However, some items with esoteric or powerful abilities require more ingredients. Some require several of the Magical Materials in an alloy, while others require items of a magical nature, such as the heart of a man hanged for murder or a usurer's tears. Also, all artifacts except the most powerful are made primarily of mundane parts. For example, a magical crown will be made primarily of gold, while a daiklave will be made of steel alloyed with one of the Magical Materials. These serve to provide the mundane skeleton around which the item's magical effects are focused.

JADE

The five varieties of jade are the easiest to gather—the Dragon-Blooded have mined jade for years and set it aside for those times it's needed to craft another item. The Dragon-Blooded have staked out most of the major quarries around Creation and guard them closely. However, there are many minor deposits that can be exploited.

- **Black Jade** — Jade of this color appears to have depths within it that go on for as long as one is willing to look. It's most often found in or near lakes or the ocean, where water is the dominant element. It's most often used in items that impart control over water or the ability to communicate with or summon spirits.

- **White Jade** — This variety of jade feels heavier and more dense than the others and is usually found under and within hills, plains and mountains, where earth is the dominant element. The largest deposits are under the Imperial Mountain, and the Mountain Folk mine it to build their buried cities. In addition to granting control over the earth,

ASSIGNING COSTS TO ACTIVATE

Some items require Essence to activate. Most weapons that fire bolts or self-generated missiles require Essence, as do those that magically heal, cure disease or stanch bleeding. Objects that create large quantities of things such as food and wine typically require Essence, as do automata that move about under their own power.

Objects can gain this Essence in a number of ways:

- The Exalted wielding one can spend Essence to empower it. This method is favored by Exalted of the Second Age because it is the simplest form of power. It was also used in many First Age items as a security precaution because it prevents an item from being used by the unExalted.
- Items can slowly build up Essence by draining it from the ambient magic of the world. This process is a gradual one and results in items that are usable only a certain number of times per day. Typically, this number is (5 - the artifact's level), but the Storyteller can assign multipliers for small effects. For instance, a powerful enchanted bow that creates its own arrows might be a level 3 artifact because of its effects. By the formula, this power would work only twice a day. However, arrows are not large or impressive objects, so the Storyteller rules the bow can create 10 arrows per "use," allowing it to be fired 20 times a day.
- The item can drain power from the ambient Essence of Creation but operates so efficiently that it never uses power faster than it can gather it. This form of Essence collection is very difficult and sophisticated, and in the modern day, it is generally used to power small devices. It is blown that in the First Age there was a similar technique used to power very large devices, but this technique, once used to make cities fly and divert the River of Tears, has now been lost.
- The item can draw power from a Hearthstone. Generally, this method is used for very large devices such as warstriders and other self-propelled vehicles of the First Age. Hearthstones used in this fashion must typically be attuned to the vehicle's controller and do not provide their regular effects — all their power is instead diverted to driving the artifact. Generally, the more powerful the effect, the more powerful the Hearthstone required to power it.
- The item can tear Essence from its surroundings wholesale. This method was mainly used for devices such as the Realm's defense grid and other wonders whose intended effect was considered more important than the most severe side effects. The area around a device that devours Essence is very unhealthy. Normal creatures sicken and die over the course of hours to weeks, depending on the power of the device. Demesnes and Manses fade as their power ebbs. Exalted find such areas stuffy and difficult to breathe in, and they cannot regain Essence through respiration while in the area. Charms and other magical effects may end unexpectedly as the device snatches up their Essence. These side effects dissipate anywhere from a few minutes to a few weeks after the device is deactivated.

users may also use it to mesmerize their enemies or banish them into slumber.

• **Green Jade** — Unworked green jade looks *grown* more than anything, as if it simply sprouted from the earth. It's usually found in forests or jungles, where wood is the dominant element. It's often used to control plants or to draw Essence from a location.

• **Red Jade** — This jade flickers in the light and shows gradations from deep red to orange that may shift slightly as one looks. It's usually warm to the touch. Red jade is most often found in volcanoes or in the hot southern jungles, where fire is the dominant element. Red Jade is commonly used to control or defend from fire or to heighten reflexes.

• **Blue Jade** — Blue jade is almost translucent, with indistinct, cloudy shapes within. This variety usually feels lighter than the other types of jade and may be found near mountaintops or on ice flows and glaciers—wherever air is the dominant element. Blue jade can be used to control the weather or to sense the thoughts and motives of those near the possessor.

MOONSILVER

Moonsilver is most often found in the depths of the Wyld. In the past, before the slaughter of the Solars and the Lunars' departure into exile, moonsilver could be found all over the Realm. With the Lunars' migration, moonsilver deposits have either dried up or been sealed by the Dragon-Blooded. The metal is silvery in color but slightly harder than steel in its unworked state. It also has a liquid sheen like quicksilver and never tarnishes.

Lunar Exalted know the secrets of mining moonsilver ore and smelting it into usable metal that they can then craft into a variety of artifacts — usually weapons. Typically, a Lunar harvests moonsilver in the moon's light, using only his natural abilities and no crafted tools. With Luna's blessings, they can do this without much difficulty, it's simply a matter of knowing where to find it and utilizing the proper methods.

Improperly harvested moonsilver is unsuitable for crafting into magical creations and is really no different from mundane silver.





ORICALCUM

Solars distill orichalcum from quantities of natural gold. The resulting material is a hard, bright, golden metal that shines with the brilliance of the Unconquered Sun. In the past, it could be easily mined from natural deposits, but today, the Dragon-Blooded guard those deposits dearly.

Because they are point targets and easily defended, the guard on these locations has been redoubled in recent years, even as the Wyld Hunt has weakened. It is believed that the Solar Anathema will be less of a threat without their orichalcum weapons and that they will be drawn to these quarries as a result, where they can be caught and destroyed — a more efficient solution than attempting to ferret them out. Orichalcum deposits are most often located near or on the surface where the sun can shed its brilliance upon the earth. The Dragon-Blooded let these deposits lie fallow rather than destroying them for fear of angering the Unconquered Sun or riling the spirits of the dead Solars.

To fashion gold into orichalcum, a Solar must use a forge heated with the earth's blood and the sun's fire—that is, lava and a series of reflective mirrors of occult design. The gold is boiled within a sealed vessel until all that remains are the impurities. The vaporized gold reforms in a second container, and what solidifies will be orichalcum.

STARMETAL

The Sidereal's associated metal is the rarest of all the Five Magical Materials. Sidereal Exalted must use their rituals and spells to predict when and where rocks will fall from the sky and then refine starmetal from the hardened slag. When refined, starmetal is very similar to steel in appearance and weight. The only difference is that light reflected off the metal sparkles slightly in the colors of the Five Maidens. Fortunately for the Sidereal Exalted, once they've found the starmetal ore, it's relatively simple to refine it. The process is no different than refining iron ore found in the earth.

SOULSTEEL

Soulsteel is not in any way a naturally occurring substance. The Deathlords send their slaves to mine ore from the depths of the great dark maze beneath the Underworld, and their soulsmiths alloy these chips and dust with the souls of those who are no longer of any use to the Deathlords.

The result is a metal that simply appears black on first glance. Further inspection reveals patterns in the soulsteel that appear to be faces, twisted in agony. Anyone who observes the patterns for a time will see that the faces actually move. When items made from soulsteel are used, it's sometimes possible to hear forlorn moans, yells or shrieks from the metal, as the souls within suffer wrenching agony.

The appearance of Abyssal weapons and armor, as well as their tendency to scream when in use, has often proved quite demoralizing to the enemies of the Deathlords.

EXOTIC INGREDIENTS

Most artifacts require strange and unusual materials for their construction. These are usually things that are not so much difficult to obtain as esoteric in their nature. The hand of a hanged man and a page from a book penned by a forgotten sorcerer are both typical of the type of materials required for the construction of a magical artifact. In each case, the Essence of the item is similar to the Essence of the artifact the Exalted wishes to construct. These are never metaphorical ingredients such as the shadow of a pole at noon or the sound of a cat's footsteps — the ingredients to an artifact are always real and obtainable, even if not easily so.

It's possible that alchemists, mortal sorcerers and those who seek to master the dark arts will stock some of these items. The work of mortal magicians requires them to have many dark and arcane items at hand, and there are quite a few merchants who do their best to satisfy the often-illegal but highly profitable trade in objects of occult significance.

Generally, a level 1 artifact requires no esoteric ingredients, while a level 2 artifact requires one. A level 3 artifact requires two, a level 4 requires four, and a level 5 artifact requires eight or more. Some wonders may require more, either to make up for a deficiency elsewhere or to account for complexity. An artifact with two or more functions will usually require one or two ingredients per additional function.

When deciding what sort of exotic ingredients must go into an item's manufacture, the Storyteller should not, make them unobtainable. While rarity contributes to the power of an esoteric ingredient, it isn't necessary for any of them to be one-of-a-kind. The legends of the First Age stem from the skill of its sorcerer-craftsmen, not from the odd components they used to forge their items.

Some examples of appropriate ingredients:

- **Weapons and Armor** — If an artifact is intended to aid in combat, then typical ingredients will have an association with battle. A sword that slays any mortal it strikes might need to be forged with the ashes of a successful assassin, while armor that pulls weapons out of an attacker's hand might require lodestones or particularly sticky sap from a tree in the Southern jungles.

- **Scrying Devices** — Artifacts intended for this sort of use frequently require as ingredients the eyes of scaled raptors, strix or other predator birds. Other recipes call for a master spy's pineal gland or the tongue of a notorious gossip.

- **Excellence** — Ingredients for artifacts that boost the user's Abilities or Attributes in some fashion vary wildly depending on the Attribute or Ability being raised. A scepter that grants the Exalted amazing powers of leadership and inspiration might require the mane of a lion and the blood of a charismatic leader as part of its construction. Similarly, gauntlets that grant superhuman strength might



need to be threaded with sinews taken from a bear, ox or another strong animal.

THE MUNDANE

Finally, the Chosen needs the mundane tools and materials required to shape and create the object. What's necessary is a simple matter of common sense — forging a sword requires iron and a forge, whereas a bow would require wood, horn and leather for the stave and the various flues, clamps and woodworking tools of a bowyer. The esteric ingredients for an item can be part of the workshop used in its construction rather than part of the object itself. For instance, the most common recipe for a daiklave requires the Exalt to alloy the steel and Magical Material in a furnace made from a behemoth's bones and fueled by firedust and powdered rubies. The appropriate

Abilities are also necessary to properly construct the item and forge the necessary ingredients into the artifact. The magicians must have Craft (of an appropriate type), Lore and Occult scores of at least 3 or the rating of the artifact, whichever is higher.

THE PROCESS

Once the necessary ingredients and tools are gathered, the proper circumstances arranged and the final form of the artifact has been decided upon by the character, as well as the player and the Storyteller, it's time to put it all together.

The Chosen creating the artifact needs to channel Essence into the item during the entire process. This

infusion of Essence makes the occult nature of the creation act obvious to any witnessing it and may reveal the Exalt to unwanted eyes. Discovery can be prevented by sealing the work area to prevent unwanted eyewitnesses. However, sometimes, an artifact must be forged in a location that is not easily secured. The act of imbuing Essence into the artifact requires the commitment of Essence equal to the rating of the artifact being created, and it causes the creator's Caste Mark to be visible while she works.

BASIC CONSIDERATIONS

Despite the fact that the basic process of creating a wonder is rooted in mundane craft, the act of creation is still a magical one. The exotic materials must be worked into the metal, and the forge itself may be unusual in any number of ways — a Lunar Exalted who crafts a moonsilver daiklave needs Luna's cold light to properly shape and temper the moonsilver into the deadly shape it will eventually take. A daiklave fashioned from blue jade is not introduced to fire at all, but to steam. Indeed, exposing such a blade to fire before it is tempered may damage the alloy, if it does not cause the blade to completely evaporate.

HEARTHSTONE SETTINGS

Finally, the Storyteller and player should determine if the item has any other special properties, beyond its form and powers? The most common example is an artifact that contains settings for one or more Hearthstones — each setting allows the user to set one Hearthstone into the



artifact, and each Hearthstone so placed increases the wielder's power greatly. Properly crafting an item with such settings is more difficult than simply crafting the item alone. Some items are crafted for no other purpose than to serve as Hearthstone settings (for example, Hearthstone amulets — see Exalted, page 337).

STORYTELLING THE CREATION

The process of creation is a two-way street. The player must be willing to compromise, and the Storyteller must be willing to work with the player. It's not necessary for a player to get everything he wants out of an artifact, but the Storyteller should be willing to work

with the player to let him get something good out of the deal. Building artifacts of one or two dots might take up a story or two as the character and her companions research the possibilities, gather the materials and, finally, build the item. Building artifacts of three or four dots can drive several stories, especially if some of the exotic ingredients are particularly difficult to find. Don't look at a player who wants his character to build an artifact as a threat to the game. See it, instead, as providing you with an open invitation to complicate the characters' existences and build stories based around what they want, rather than trying to dangle bait in front of the characters' mouths in hopes that they'll bite.

CREATION MECHANICS

The process of actually creating an artifact in terms of rolling dice is actually much simpler than the process of creating it in the game.

STEP ONE: INSPIRATION

The first step of creation requires the Exalted to uncover or devise the methods necessary to craft the artifact. This can be done in the following three ways:

- **Research** — This requires access to a library that details First Age wonders (perhaps found in an rediscovered Manse or a Sidereal scholar's collection) and time to go through the writings to find an item's description and hints of or recipes for its creation. The usual roll is Intelligence + Research, difficulty 1 + the artifact's rating, assuming such an artifact has ever existed. The time required is one week per artifact rating, although the Storyteller may decide that particularly powerful or rare artifacts may require more research time. The Exalted may take time off to do other things and pick up where she left off, if necessary.
- **Research and Experimentation** — This process also requires an occult library, as well as proper tools for experimentation and observation. The Exalted needs to determine, lacking preexisting notes for such an item, what is necessary for her to build it. The roll in this case is Intelligence + Occult, but the difficulty is 2 + the artifact's rating, and the time required is a number of months equal to the artifact's rating. The character must also use Essence in the process of research and experimentation to assist in the final product, which causes her Caste Mark to manifest as noted under "The Process." As with research, the Chosen may take time off from her research to complete some other task and begin where she left off.

Research and experimentation is expensive, especially for unknown devices. Every month of research should be treated as a purchase with a Resources cost equal to the level of the artifact being researched. The researcher must also have access to the markets of a large city (population 100,000 or more) to purchase the various esoteric ingredients involved in the research. These purchases can be made either directly, if within a city, or by means of regular supply trips of some sort, if not. If the trips are of less than a day's duration both ways, then research proceeds at normal speed. If the city is more than a day trip, then double the length of the research period, as the sorcerer will often be stalled awaiting the arrival of supplies.

- **Study an Example** — This method is probably the easiest available, but it can only be done if the Exalt has access to an artifact similar to the one she wishes to create. The roll required is Intelligence + Investigation or Occult (difficulty equal to the artifact's rating). The character may use whichever Ability score is higher, and the time required is a number of days equal to the artifact's rating. If interrupted, the process must be started over. The flow of Essence through an active magical artifact makes them fluid subjects for study, and abandoning the examination means that the previous work becomes irrelevant, and the procedure must be started from scratch.

STEP TWO: GATHERING THE INGREDIENTS

This method requires no mechanics, as the process of gathering must occur through roleplay, which may involve many other mechanical systems. Gathering the Five Magical Materials or exotic ingredients is not something that should be governed through a single die roll.

The required ingredients are, as noted above, based on the artifact's type and rating, but the Storyteller must set down specific requirements for each project. Complex powers or additional features (such as Hearthstone settings) will increase the needed number and variety of exotic materials, based on Storyteller discretion. The Storyteller should be fair—the idea is not to keep players from creating the items they want, but to make fun and interesting stories out of the project.

STEP THREE: CREATION

This is where the player really starts rolling the dice. This is an extended Intelligence + Occult roll, often requiring several attempts before the necessary number of successes are gained. The base difficulty to build an artifact is equal to its rating

*For Example: Wolf, a Solar Exalted, sets out to craft a daiklave for himself. Since daiklaves are rated at **, the base difficulty for the rolls is two. This means that two successes in each roll during the extended test are set aside to overcome the base difficulty.*

Botches can spoil the artifact entirely or set progress back a number of successes equal to the number of 1s rolled on the botch. Alternately, the artifact's purpose and powers can be twisted in some way, especially if doing so would make for a good story for players and Storyteller. One example might be a clockwork mount — if the player botches the creation roll, she may end up with a perfectly usable mechanical horse but one with strange quirks. It might be stubborn, or it might need to consume raw flesh (perhaps human flesh, if enough 1s were rolled), or it may refuse to enter battle under certain conditions (at night, while it's raining, if the rider's companions are within earshot),

- **Level 1** — One dot artifacts only require 10 accumulated successes to complete, and each roll takes a week of game time. No exotic materials are necessary.
- **Level 2** — Two dot artifacts require 20 accumulated successes to complete, and each roll takes a week of game time. At least one exotic material is necessary.
- **Level 3** — Three dot artifacts require 30 accumulated successes to complete, and each roll takes a month of game time. At least two exotic materials are necessary.
- **Level 4** — Four dot artifacts require 40 accumulated successes to complete, and each roll takes a month of game time. At least four exotic materials are necessary.
- **Level 5** — Five dot artifacts are usually impossible to create. If the Storyteller decides to allow the creation of one, it requires 50 or more accumulated successes to complete, and each roll takes a year or more of game time, purely at the Storyteller's discretion. If the item can be created at all, at least eight very rare exotic materials are necessary.

Exotic materials above and beyond those required for creation can reduce the number of successes required (but not the difficulty). For each additional appropriate ingredient (as approved by the Storyteller and no more than double the artifact's rating), reduce the number of required successes by two. Each additional ingredient must be unique — the same item cannot be added multiple times for multiple bonuses.

Each additional Hearthstone setting adds two successes to the required result, so if Wolf wants to add two Hearthstone settings to his daiklave, the project will need 24 successes instead of 20. Of course, if Wolf adds additional occult ingredients beyond the two required—for example, diamond dust steeped in his own blood and flames frozen solid in the North's coldest reaches, he'll need only 22 successes.

The Exalted must commit Essence equal to the artifact's rating for as long as it takes to construct the item,

For Example: Theresa, playing a Twilight Caste Solar named Anneke, wants Anneke to build herself a reaver daiklave, but one with a few extra abilities. One is that the daiklave guides Anneke's arm in battle, allowing her to more easily parry incoming blows in combat and counterattack. Since Theresa expects to have two Hearthstones available to her character in the near future, she wants to have two Hearthstone settings in her daiklave.

DESIGNING THE ITEM

The first step will probably involve the most player-Storyteller conflict. Players generally have eyes bigger than their resources, and that is fine. It's the Storyteller's job to

whittle off those bits that won't fit into the series, are dumb or are otherwise not appropriate.

Negotiation and compromise are absolutely necessary, and a player should come into this aware he might not receive exactly what he wants. The Storyteller should likewise be willing to work with the player to create a satisfactory item — but not to the point where she sells the game out to keep the player happy.

For Example: Theresa presents her proposal to her Storyteller, Anthony. Her initial proposal suggests that she receive a free meke roll to parry meke attacks (with +2 for Accuracy, as per the normal reaver daiklave description), as well as suggesting that, if she rolls one more success than the attacker, his weapon is shattered, Anthony suggests



instead that she receive +4 accuracy to apply to either attack or parry and that she increase the number of successes necessary to shatter a weapon. He suggests that Anneke needs to equal the attacker's successes to destroy a mundane weapon, but artifact weapons require a number of additional parry successes equal to twice their rating. He also says that the daiklave, which he decides to rate at three, cannot shatter four- or five-dot artifacts. Theresa agrees that this is a reasonable compromise.

MAKING THE ITEM

Once the item's expected abilities are outlined, it's time to determine the process by which it's created. This includes researching how to build the item, what the necessary components are and how the parts will be combined to make the whole.

As with designing the item, this part should involve player input. A player may suggest what components are needed and how to forge them into the final product, although the Storyteller has veto power over any proposed methodology.

Whatever the final result is should be dramatically appropriate. Gathering the necessary materials is probably worth one or more stories, either detailing getting the items or making the arrangements for someone else to supply them. The Storyteller should seriously consider how much time he wants to devote to the players' quests to assemble the ingredients and build the artifact versus other series elements he wants to explore. If it's reasonable to set up three stories to gather the materials to build the Thunder shadow, then do so. If it will distract too much from an ongoing storyline, you can gloss over it or, better yet, work it into the ongoing storyline.

For Example: Theresa suggests that her character's daiklave require heartwood from an ancient tree in the Far East and the hand of a master swordsman worked into the hilt to draw upon his skill. Anthony agrees that these requirements are reasonable but modifies the first exotic material to specify that the tree must be hardwood that has survived since at least the First Age. He's decreasing the necessary age of the wood so that the characters don't have to go into the uttermost East to find the right tree. He also decides that the best candidate for the hand belonged to a specific master swordsman, a Terrestrial Exalted of House Cathak who lived a century before the current day. This master, whose skill with the sword was reputed to be unmatched, was assassinated in his sleep so his rival could avoid facing the swordsman's blade.

For the orichalcum, the Circle has already located a source of the ore in the mountains, it's simply a matter of getting past the Terrestrial Exalted guards placed there to guard against individuals such as Theresa's character. For the wood, one of Anneke's companions does some scouting and locates a likely candidate. Anthony has decided that the tree is right in the heart of Fair Folk territory and that the characters must somehow fight their way through or otherwise deal with these Fair Folk to get the heartwood. To complicate matters, an envoy from House Cynis is present to purchase slaves from the Fair Folk.

As for the Cathak swordsman's hand, Anthony notes that, as might be expected, he's interred in one of the Cathak family tombs and that the tomb is defended by magical and mundane

traps. In addition to these traps, the tomb is also guarded by the spirits of some of the deceased Cathak, who are bound to the tomb and will manifest to defend it from would-be graverobbers — certainly great opportunity for a pyrotechnic and exciting conflict.

Once Anneke and her Circle have gathered the necessary ingredients, it's time to actually forge the daiklave. This process normally requires 30 successes for a level 3 artifact, but the two Hearthstone settings add four, for a total of 34 successes needed in the extended roll. The actual process requires that Anneke summon, or have summoned, a servant of Unconquered Sun to heat the forge (which must be able to withstand the resultant heat). She must crush the swordsman's hand into a powder that she can forge into the blade's tang (the part the hilt is constructed around), and the heartwood must be burned to a fine ash and the ash hammered into the metal that will make up the blade. Further, Anneke must quench the blade in her own blood, since mundane water simply will not do.

As if this weren't enough, Anthony has decided that House Cathak has tracked down the upstarts who raided the family tombs and wants to make an example to discourage further misbehavior. At some critical moment, its house soldiers, the best in the empire, attack. Anneke's Circle must protect her from the attack until she completes some critical part of the creation process.

POWER LEVEL PROBLEMS

It can and will happen that the Storyteller works out an artifact with one of the players that looks reasonable on paper. The characters sweat through the building process and finally gain an artifact of great power and potential to show for their troubles. Unfortunately, when they use it, the item turns out to be too powerful and allows the characters to easily bypass challenges the Storyteller spent quality time creating. Alternately, it may be too weak and cause the players to feel cheated at the result after all the effort the characters went through to build it.

TONING DOWN

If an artifact is too powerful for the assigned rating, the Storyteller needs to discuss toning down the elements that are too much for the series. This may simply be a matter of changing the mechanical aspects of how one power works or reducing the number of dice the artifact adds for specific actions. Be careful not to overreact in this, however. Every time you change the way something works in the game, it's jolting to people's sense of events. If you swing too far the other way and make the artifact too weak, then you'll have to correct the problem again, with the resultant sense of disconnection.

If it's an extreme change, then the artifact's change in power should be worked into the series somehow—perhaps another Exalted steals some of its potency or its use to destroy a particularly dangerous threat weakens it thereafter. Make it dramatic and interesting, and the players will probably not object nearly as much as they would if you yanked the rug out from under them, even for the best of reasons.

ASSESSING THE CHALLENGES

As a Storyteller, always keep in mind that it could be that the artifact is fine but that you just didn't take it into account with crafting stories for the Circle. Rather than toning down the artifact's power so that everything goes according to your original vision, instead, try taking the artifact into account. Design your stories so that they accommodate the powers the artifact provides and still offer a challenge. Note that this doesn't necessarily mean opponents with Charms or spells that neutralize the artifact—that's a cliché that will infuriate your players, with good reason. You've just made them jump through any number of hoops for an item which is, amazingly, always useless. Instead, offer challenging obstacles that the players must overcome (rather than simply avoid).

Sometimes, it's entirely appropriate for the players to bypass problems with die powers at their disposal. With the incredible resources available to Exalted, it's simply not possible to account for every possible action, and sometimes, they will get one over on you. Don't punish creativity by making challenges unavoidable, but keep their usual tactics in mind so you only have to think on your feet for the unusual things, rather than all the time.

POWERING UP

Finally, it's possible that the artifact is too weak. It may simply not have enough powers, or the powers it has may not be up to par when compared to other items of similar level. In this case, feel free to boost its potency. As with toning down above, if it's a major change, it should be worked into the story in some way. This helps smooth over jarring changes in the continuity and can help give the players a sense of accomplishment when they do whatever it is that triggers the power increase.

CONCLUSION

Wonders are tools. They're tools for characters to use in their epic and heroic exploits and for Storytellers to use as plot hooks. In finding, forging, stealing and disposing of them lie enough stories to fill a hundred series. Artifacts exist to add drama and color to a series and should be used as such. But don't discount the fact that artifacts are just damned cool to have. There are opportunities for characters to chase after, own and use legendary items—there's a thrill inherent in having a sword that once slew a god or a staff that can blacken the sky with thunderheads with just a gesture from its possessor.

For some characters, the wonders they carry are as much a signature as the Charms they use in battle, and they should receive attention for that. When Arrow of the Dawn Caste draws the grand daiklave Justice in battle, the opposition should notice (as should his allies, for that matter). When Whisper, the clockwork raven, advises Anneke of the Twilight Caste, witnesses should wonder what hidden wisdom and rare knowledge it imparts and whether they can benefit from it or avoid its notice.

Many games encourage Storytellers (under whatever title) to keep character power and resources under control. Exalted is quite different in this regard — it makes no apologies about the vast degree of personal power characters can amass. In the real world, totally normal mortals have toppled nations, founded world-spanning faiths and conquered the known world. If this is what mortals can accomplish, what can the heroes of legend do? When presented with a powerful item for inclusion in his series, a Storyteller is best served if he asks "*How can I fit this into the game?*" rather than "*Is this too powerful?*"

NEW WONDERS

The following are some famous (and infamous) magical items that have been seen in the hands of various Exalted over the centuries. Some are still in active circulation and others have been locked away against the passage of time or for fear of their power.

LEVEL 1

THE COLLAR OF DAWN'S CLEANSING LIGHT

This jewelry comes in a variety of forms — chokers, tores, collars, necklaces, bands and so on — anything that can go around the neck is appropriate for its form. It's actually very common among the Terrestrial Exalted, for whom appearances are so often vital. They're often named according to the Exalted they're made for—"The Collar of Dawn's Cleansing Light" is the name applied to orichalcum jewelry of this type.

The collar keeps the Chosen clean at all times — she could spend weeks crossing a noxious swamp and come out looking as fresh as if she'd just come from the baths. It negates all penalties to Social rolls that stem from a character looking ragged or disheveled. If the Exalt spends three motes harmonizing the item with her anima, it can also add +2 dice to Resistance rolls against disease or poison, as it bums the infection or toxin out of the Exalted's body. Also, if the Exalted attunes the item, there are additional bonuses depending on the Magical Material the collar is forged from. As usual, the cost of attunement is doubled if the Magical Material does not match the Exalt's type.

Orichalcum

Collars made of orichalcum also provide warmth to the wearer, allowing a +2 die bonus to resist the adverse effects of cold.

Moonsilver

Moonsilver collars actually grant the wearer a bit of camouflage, adding a +1 bonus to Stealth rolls as it subtly changes die wearer's coloration to blend with the surroundings.

Jade

Jade collars harden the flesh, providing 1 additional bashing soak and 1 additional lethal soak — a useful trait to guard against assassins in courtly circumstances.





Starmetal

Sidereal-crafted collars grant the wearer insight that allows him to more easily ferret out others' flaws. Add +1 dice to Awareness or Investigation rolls for finding or spotting a target's weaknesses.

Soulsteel

Soulsteel collars enhance the cold, harsh visage of death stamped upon Abyssal Exalted, adding an additional +1 to intimidation rolls. Abyssals who have a rotted appearance look more intact with the collar but are still clearly marked by death.

WEDDING BANDS

Prior to the Usurpation, Lunar and Solar Exalted frequently married. In those cases where the marriage was a matter of love, the couple would often have a pair of rings made to more tightly bind them together—one of orichalcum and one of moonsilver. With these rings, the couple would remain aware of each other across any distance and know if the other was in danger or suffering.

When the Anathema were slain, the orichalcum rings burned white hot, branding the fingers of the Lunars who wore them. These Lunars still bear the scars from that time and carry grudges in their hearts against the Terrestrial Exalted and against themselves as well, for their complicity in the betrayal.

When worn, both wearers feel the other's emotional state — this is why these rings were worn only by those truly in love. The game effect is that both rings give four additional dice in Social or Perception rolls dealing with the partner.

These rings work only for Solar and Lunar Exalted partners who engage in a marriage ceremony. In this ceremony, each willingly allows the other to place the band on his or her finger and commits a mote of Essence to the pledge which cannot be regained until the spouse's death. It is said that Luna and the Unconquered Sun watch over these vows and punish those who break them.

Orichalcum Ring: The orichalcum ring is worn by the Lunar partner and provides two additional dice to track the character's spouse through any terrain without penalty — the Lunar instinctively knows how to find her partner.

Moonsilver Ring: The moonsilver ring is worn by the Solar partner, and it grants the wearer two additional bashing and lethal soak as long as he wears the ring.

LEVEL 2

AUTOMATON ASSASSIN

Automata assassins are clockwork creatures disguised as jewelry—most often rings, earrings or decorative belts. They take the form of small insects, spiders, snakes or other creatures of appropriate size. Inactive, they appear to be meticulously detailed works of art, often of great beauty.

The first automata assassins were built before the Usurpation as part of the plan to kill the Solars and were of much greater potency. All of these were believed destroyed in the

subsequent ambush, but they took a heavy toll on the Anathema before the devices were destroyed. Since that time, the Exalted have found it impossible to duplicate those earlier automata and have resorted to more subtle creations that depend more upon stealth than raw power.

The controlling Exalted must invest 5 motes of Essence to animate the jewelry, which unfolds and moves as a perfectly articulated replica of the creature it resembles. For one scene, the automaton moves according to the Exalted's mental directions, and the Exalt can focus her senses through the item, seeing through its eyes and hearing through its ears. Automata carry a terrible poison of magical origin, which they can inject with a bite, although each such bite costs the controlling Exalt 2 motes of Essence. As usual, an Exalted who is investing Essence into an automaton not of her type pays double the investment cost, but the bite costs only 2 motes regardless of the automaton's type.

Automata assassins are rare, but popular among the Terrestrial Exalted, who often use them to create "openings" in the ranks.

Attributes: Strength 1, Dexterity 5, Stamina 3, Perception 4, Intelligence 1, Wits 4

Abilities: Athletics 3 (Climbing +1), Awareness 2, Dodge 5, Martial Arts 4, Stealth 5

Base Initiative: 9

Attack:

Bite: Speed 8 Accuracy 8 Damage 1L (3L if inflicting venom*) Defense 8

*The automaton's bite is venomous. If one causes a health level of damage, it injects a magical toxin into the victim. The target's player must make a Stamina + Resistance roll, difficulty 3, or the target suffers the appropriate effect, as described below. Those who successfully resist the toxin still suffer one unsoakable level of lethal damage. The poison's effect can be prevented through the use of Charms that provide immunity to poisons.

Dodge Pool: 10 **Soak:** 1L/3B

Willpower: 0 **Health Levels:** -0/-1/-2/-4/Incap

Other Notes: None

Orichalcum

Orichalcum automata inflict burning venom that literally sets the blood on fire. If the Stamina + Resistance roll fails, the victim suffers five unsoakable levels of aggravated damage as his flesh sears and blisters from the fiery toxin.

Moonsilver

Venom from moonsilver automata liquefies the target's flesh, causing severe scarring and crippling injury. The victim suffers three unsoakable health levels of lethal damage, as well as the loss of one point each of Dexterity and Appearance. The lost Attribute points can be healed in the same manner as aggravated damage.

Jade

Jade automata carry a poison that saps the victim's strength and energy, leaving him lethargic and vulnerable to more permanent harm. If the victim's player fails the



Resistance roll, the victim loses two dots each of Strength and Stamina for the scene.

Starmetal

Starmetal automata venom renders the victim confused and delirious. If the Resistance toll fails, he loses two dots from each Mental Attribute for the scene.

Soulsteel

Soulsteel automata have a poison that inflicts an accelerated rotting on the victim. If the Resistance roll fails, she suffers three unsoakable health levels of aggravated damage and loses one dot from each Physical Attribute and Appearance. The Attributes can be healed in the same manner as aggravated damage.

HORN OF THE WAYS

These horns, taken from beasts that wander the Wyld and inlaid with moonsilver, open paths to the Exalted's destination. Lunars use them to travel quickly across Wyld regions, but they can also be used to penetrate fortress walls and escape imprisonment.

Lunars use the horns to surround enemies and maintain the image that they have secret paths running throughout the Wyld, the Realm and just about everywhere else. When an Exalted blows a horn, it makes a mournful howling sound, easily mistaken for the wind or perhaps a strange beast.

Used in the wilderness, a Horn of the Ways adds +4 dice to Survival rolls to travel from location to location or simply escape an area. Further, the horn eliminates all penalties for adverse conditions. The paths the Exalt travels do not exist before the horn is used, and they vanish shortly after the Chosen follows diem. Used to get past an impassable barrier (a fortress wall, for example), it adds +4 dice to Larceny rolls to open doors or other passages and eliminates penalties for the lack of appropriate tools. Use of the horn requires the Exalted to commit 5 motes until he gets where he wants to go.

MASK

The mask is an item most often used by those who participate in the Terrestrial's dangerous political games, but is useful to any of the Exalted. When not in use, the mask is simply a bland face carved from ivory and pierced with eyeholes.

To use the mask, the Exalted places it over her face and commits 4 motes of Essence. For as long as she wears it, she can alter her appearance to look like anyone she wants and present whatever emotions or reactions she desires. Her true appearance and emotions are cloaked by the mask's magic. This artifact adds four dice to the wearer's attempts to fool another as to her true motives, as well as any attempts to disguise herself.

THUNDERBOLT SHIELD

There's no such thing as enough protection in the world of the Exalted, but every little bit helps. This target shield is enchanted to enhance defense and offer no hindrance or encumbrance that could slow an Exalt down at a critical moment.





An Exalted can move the thunderbolt shield to block attacks much more quickly and with greater accuracy than normal. It adds 2 to the difficulty for melee or ranged attacks against the character using it, and it causes no mobility penalty. To use the shield's special properties, an Exalted must commit 5 motes. Otherwise, the shield works like a normal target shield. As normal, the character must commit double the regular Essence if the shield's material is of a type dissimilar to her.

Orichalcum

Orichalcum shields increase difficulty for attacks by 3, rather than 2.

Moonsilver

Moonsilver shields subtract 1 from any mobility penalties the user suffers.

Jade

Jade shields absorb some of the impact from blows that do strike the bearer. Add +2 additional soak.

Starmetal

Like Starmetal armor, a starmetal shield subtracts one success from damage rolls inflicted on a Sidereal who carries one. The bonus is cumulative with starmetal armor.

Soulsteel

Soulsteel shields increase attack difficulty by 3, rather than 2.

TRAVELER'S STAFF

This gnarled staff is actually a branch from an ancient tree. It can be used as a normal quarterstaff in combat, but this is not its intended purpose, which is to provide food, firewood and shelter.

At sunset, the Exalted may plant the staff into the earth and commit 5 motes. Once she does so, the branch grows into a full size fruit tree — usually apple — and sprouts enough ripe fruit to feed the Exalted and several others for the evening. If she needs firewood, the Exalt can use the tree's branches to provide it — wood gathered this way burns readily. Come morning, she can cut off a large branch to replace the original staff. The tree will die and rapidly rot away. By sunset of that day, no sign of its presence remains, and the Essence is released to the Exalt who caused it to grow.

LEVEL 3

BLOOD SEED

The blood seed is a source of instant reinforcements for Exalted in need of an immediate but temporary military force. The seed itself is a fist-sized hollow acorn with a razor-edged hole on top about an inch across. Traditionally, the acorns are taken from a type of twisted oak tree that grows in the deep Wyld, but many of these devices are simply manufactured as replicas of the actual acorns. The two types are functionally identical, and today, only Lunar Exalted regularly use the actual seeds.

To use a bloodseed, an Exalted must cut a finger on the hole and fill the seed with his blood. This process inflicts a total of one health level of damage, which cannot be soaked or reduced if the item is to function properly. He then spends 10 motes of Essence, which are committed until the soldiers are killed or the scene

ends. Once the seed is full, the Chosen sprinkles the blood on the ground in a line, circle or some other simple shape, so long as he spreads it out over an area. The process takes five turns. Each turn, one armed and armored elite trooper (see **Exalted**, p. 278) rises from the ground where the Exalt sprinkled his blood. Soldiers thus summoned are never treated as extras, but they return to the earth at the end of the scene.

A character using such a seed does not harmonize her anima with it — the Magical Materials involved simply contribute to the effect, rather than forge a supernatural bond with the character. As a result, there are no penalties for using a blood seed made with a Magical Material different than that favored by the Exalt.

Orichalcum

Blood seeds crafted with Orichalcum summon stronger soldiers — add one dot to each Physical Attribute.

Moonsilver

Moonsilver seeds summon soldiers with bestial characteristics — fists do one additional point of damage, and that damage is lethal due to the soldiers' long claws. In addition, the soldiers can follow a scent trail with a successful Perception + Awareness roll.

Jade

Seeds made of jade summon tougher soldiers—add +3 Soak.

Starmetal

Starmetal seeds summon soldiers with a preternatural sense of their opponents' tactics. Add three to initiative and two to all attack and defense scores.

Soulsteel

Soulsteel seeds summon the spirits of the dead to animate the bodies. These bodies are not vulnerable to pain or wounds—such soldiers do not suffer wound penalties and have three additional health levels.

DARK RIDER

These miniature figurines come in a variety of forms, most commonly human or animal, occasionally depicted with armor or weapons (if appropriate). When inactive, they appear to be expensive knickknacks or decorations.

The Chosen must spend 10 motes of Essence to activate the dark rider. When activated, the figurine's shadow grows and replaces the Exalted's own, "riding" along with her for the scene. The sight is disturbing to those unaccustomed to such unusual displays and gives the Exalted two extra dice in intimidation or Leadership rolls when dealing with mortals who witness the merger. While the dark rider serves as the Exalted's shadow, she can see around her with perfect clarity, making it impossible to sneak up on her without the use of Charms for concealment and stealth.

The Exalt can send her dark rider-shadow away to spy on a person or location, leaving her without a shadow until the scene ends or the rider returns. The rider moves at a speed equal to the Exalted's Willpower in yards per turn, or it can ride in another's shadow, traveling along with him. The Exalted can see through the dark rider's "eyes" at will. When she does so, both

her eyes and the rider's bum a deep crimson. Even with the dimly burning eyes, the dark rider is difficult to spot unless the Exalted deliberately tries call attention to it (having it slither across a brightly lit area, move around in an otherwise unnatural fashion, etc.). Perception + Awareness rolls to spot the dark rider are at +3 difficulty, +2 when the Exalt is scrying through it.

The dark rider can also take a target captive. Each turn, the player of the Exalted controlling the rider rolls Dexterity + Brawl or Martial Arts in an extended test against the target's Dexterity + Dodge (if he's aware) and must accumulate successes equal to the target's Willpower score. Once the Exalt has sufficient successes, the dark rider appears to consume the target, leaving no trace behind. Once the duration expires, the target will be expelled wherever the dark rider is at that moment. If the target of the attack ends a turn three or more successes up on the dark rider, the rider dissipates and flees instantly back to its possessor, to appear before her as a figurine. Any conscious character will be alerted of his envelopment after, at most, one turn of attack, but an unconscious character may be enveloped and transported without ever awakening.

Dark riders have no Traits of their own, except soak and health levels. Only fire can harm them. Each dark rider has five health levels and a soak of 3L. If set on fire, they bum quickly and leave no residue. Dark riders are also dispelled by extremely bright light (that of the sun, for example). Such light includes the Zenith Caste anima power and Solar Charms that do aggravated damage to creatures of darkness. Dark riders dispelled by Solar magic or fire are forever destroyed.

Orichalcum

Dark riders crafted from the Solar metal are unaffected by light of any brightness. They are still vulnerable to fire and can still be dispelled by Solar magic such as Solar Spike and the Zenith Caste anima power.

Moonsilver

Moonsilver riders can, when hitching a ride with another's shadow, shift into a more innocuous form to avoid detection or take on a monstrous shape to draw attention to itself and whoever is casting the shadow. The former means that the difficulty to detect it is +4 instead of +3, and the latter means it's automatically noticed. Additionally, the Lunar adds +5 dice to Perception tests made through the dark rider's senses.

Jade

Jade riders are more durable. They have four soak and eight health levels. Jade riders cannot resist sunlight any more than other varieties.

Starmetal

A dark rider crafted from starmetal can flit through the air, traveling at 10 times normal allowed speed until it returns to earth.

Soulsteel

Soulsteel riders that enter a shadowland can carry entrapped victims into the Underworld, even if the time of day would normally not allow it. So long as they are in a shadowland, dark riders made from soulsteel can freely pass between the lands of the living and the dead, regardless of time.

LEVEL 4

THE CRIMSON BOW

This terrible weapon was once the property of the Dawn Caste warrior Ai, who was said to be the finest archer of the First Age. His arrows slew many Primordials, and his Solar brothers and sisters cast the remains into the darkness.

The composite bow is made from crimson-stained wood and horn, six feet in height and strung with the tendons of a Behemoth. In the diminished Second Age, no Solar is strong enough to wield the bow with the same puissance as that of its creator and first owner, but it remains a fearsome weapon in the right (or wrong) hands.

To anyone not attuned to the Crimson Bow, it's simply impossible to draw. The string won't budge, no matter the Exalted's Strength. To attune the bow, an Exalted simply needs to handle it for 30 minutes and commit 10 motes of Essence, after which time, it adjusts itself to the Exalted's Strength. In addition, it adds +6 to damage beyond arrow type.

Legend has it that the Crimson Bow had arrows specially made for it. These arrows could change course in flight to strike their targets, adding +2 difficulty to any attempt to dodge them. Twenty Crimson Arrows require Artifact • background.

WINGS OF THE RAPTOR

This heavy cloak grants the Exalted who wears it the power of flight. When the Exalted spends 10 motes to activate the cloak, it transforms into a strong pair of wings, 20 feet across from wingtip to wingtip. The first pair of such wings were created by a Solar who wished to join her Lunar spouse in the air, but it was quickly copied and has seen many uses since then.

The Exalted can use these wings to fly at five times his running speed, and he adds six dice to Dexterity for any action involving aerial maneuvers, including hand-to-hand attacks or dodging. The Exalted's eyesight also sharpens to equal that of a raptor, granting six extra dice on all sight-based Perception rolls and reducing difficulties for distance by three.

The Essence spent activating the cloak is committed until the wings are allowed to become a cloak again.

Name	Accuracy	Damage	Rate	Range	Artifact	Minimums
Crimson Bow	+4	+6	3	500	••••	S •••



LEVEL 5

BLACKENED BONES

This collection of burnt bones is reputed to be those of the mortal shell of Hesiesh, the Immaculate of Fire, or Pasiap, the Immaculate of Earth. Other sources claim that they are the collected bones of Anathema whose bodies Hesiesh burned to keep them from rising. Whatever the truth of the matter, the Sidereal Exalted who founded the Order of the Immaculate Dragons collected the bones and enchanted them with precious starmetal to serve as an oracular device. The bones vanished from the Siderals' care at approximately the same time that the Empress vanished.

The bones are an incomplete human skeleton carved with runes and inlaid with starmetal. All are ribs or pieces of long bones from the arms and legs. The skull, hipbones and spine are not part of the collection, and it's unclear whether all the bones come from the same body.

To use the bones, an Exalted must first attune them. This process takes at least an hour of handling, while the Exalted contemplates the runes and the bones' shapes. The Exalted must handle the bones at least once a day to maintain this attunement.

To use them, an Exalted must clearly state the knowledge he seeks and toss the bones into the air. He then examines where the bones fell, noting how they relate to each other. The bones give him in a vision of the past, present or future, depending on the question asked.

For simple questions ("What will the weather be like in Nexus tomorrow?"), visions will be relatively straightforward, showing cloudy or clear skies or a blizzard. For more complicated questions ("What manner of traps has the Deathlord laid in my path to keep me from finding Soul Mirror before his deathknights?"), the bones might offer an image of a shadowy figure offering a treasure with one hand and concealing a poisoned dagger in the other. More complex answers may require more elements, unfolded one after another in a dreamlike and highly symbolic fashion. These will always be accurate, if difficult to interpret.

While lost in the throes of the vision, the Exalted will be comatose. If it's a simple question with a simple answer, he will only be unconscious for a few minutes. For a complex or involved question, the Exalted could be out cold for a day or more.

The bones never reveal through vision just whose bones they were.

THE CROWN OF THUNDERS

This fabulously beautiful orichalcum crown is inset with five tastefully arranged Hearthstone settings. It was forged by the servants of the Unconquered Sun as a gift to the legendary Solar Merela to commemorate her part in the victor's over the Primordials. What appeared on the surface

to simply be a powerful weapon was, in truth, a much more complex Cool of rulership and influence.

The wearer automatically receives three extra dots of Strength, Dexterity and Stamina while wearing the crown. If the wearer spends 10 motes of Essence, she adds five dice to all Social tasks for the scene. Spending 10 additional motes allows the Exalted to give a command to all within earshot that must be obeyed — players may roll their characters' Willpower against a difficulty equal to the commanding Exalted's Charisma to have them resist the command. This command cannot be suicidal, but it can be anything short of it. Note that if used to compel someone to do something he would otherwise not do or be violently opposed to, he is certain to harbor resentment about it and may well seek revenge.

Finally, the wearer can spend 10 motes to invoke the crown's aura. When she does so, to others she becomes much larger than life — even more so than is typical for Exalted. Her eyes flash dangerously, her words are punctuated with the crash of thunder, and her presence is irresistible to all around her. Normal humans are struck with awe at the sight and sound of her and can take no action but to look on with complete fascination. The player of an Exalted witness must make a Wits + Valor roll at a difficulty equal to the wearer's Charisma or have his character struck with terror at the thought of offending or causing harm to her. Exalted can resist this effect for the cost of one temporary Willpower. This single turn can be used to knock the crown from the wearer's head or find some other means to stop the effect, but all actions taken against the wearer are still at +1 difficulty.

SOUL MIRROR

Soul Mirror is a terrible daiklave crafted centuries ago in the Underworld by the Lover Clad in the Raiment of Tears. She had wanted the most fearsome weapon she could wield against her enemies, and this weapon is the result of her labors. The Deathlords had no Abyssal servants at that time, and so, the nemessary champion who wielded the blade was slain in battle by two Terrestrial Exalted of the Immaculate Order. The Dragon-Blooded monks had each trained for 10 years to prepare for the battle, and afterward, they took Soul Mirror and hid it away, in hopes that it would never again see the light of day.

Legends say that the Lover's vengeance against the two was so terrible that their names were lost to time and memory. As for Soul Mirror, none know if it is still hidden or if the Lover or some other Deathlord has recovered it. If the latter, it shall not remain secret long.

The sword appears to be flat black. Unlike typical soulsteel, the tormented faces of those within it are not visible in the normal fashion, nor does the weapon moan. Its dimensions and statistics are the same as a grand daiklave. The sword is cold to the touch, and the blade numbingly so. Anyone who



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looks directly into the blade will see one of the souls imprisoned within—if any of the imprisoned souls were close to the viewer, that is who he will see when he looks.

Soul Mirror has all of the abilities and statistics of a standard soulsteel grand daiklave and requires the same commitment of Essence. The only difference is that the ami has settings for four Hearthstones rather than three. If the user inflicts at least one health level on an attack, Soul Mirror drains a number of motes from the target equal to the wielder's permanent Essence, and one point of temporary Willpower. The sword passes half the stolen Essence (round down) to the wielder. The blade itself consumes the Willpower and the remaining Essence.

In addition, if the wielder kills a target with Soul Mirror, then the victim's soul is drawn into the blade. By allowing the sword to consume a captive soul, the wielder can increase the weapon's speed, accuracy and damage by one point for seven days. Soul Mirror can only benefit from four souls at any given time, but until they are consumed to enhance the weapon, the souls of all the sword's victims remain imprisoned within the blade.

A character faces Soul Mirror's bearer in battle, the sight of imprisoned souls reflected within the blade can demoralize her. She must make a Willpower roll or suffer

a 4 die penalty to any attack rolls made against the wielder. This roll is difficulty 4 for mortals, 3 for Exalted and other magical beings and 2 for Solars and Abyssals. If Soul Mirror drains a character's Willpower, it has an additional +1 accuracy bonus against that character for the following seven days, for the daiklave hungers to consume the rest of the character's soul.

Soul Mirror's final power is perhaps its most potent. If the wielder suffers damage that would take her to Incapacitated or below and the sword has taken a victim within the last seven days that has not yet been used to enhance the blade, she can instead choose to sacrifice a soul to save her life. This action is reflexive, and costs all of the wielder's remaining Peripheral Essence. Such expenditures count toward the wielder's anima display, and the effect can only be invoked if she has at least 10 Peripheral Essence remaining in her pool. When she invokes this power, the attack that would have killed her does no damage. In addition, all her lethal and bashing damage is healed, and she also heals a number of levels of aggravated damage equal to her permanent Essence. When used in this manner, Soul Mirror emits a terrible shriek as the soul within suffers final dissolution to fuel the wielder's life force.



CHAPTER SIX

DEMENSE, MANSE AND HEARTHSTONE



Essence is spirit and dream. It is the raw power of Creation. In most places, it flows slowly and transparently, washing through and over all things: light, earth, water and flesh. But in some places, the world grows thin, and Essence rushes like a waterfall. In those places, even the unExalted can sense the power and feel awe at what they behold. These places of power are called Demesnes. Where these loci have been tamed by the planes and angles of occult architecture, they are referred to as Manses.

Without the construction of a Manse, the Essence that erupts from a Demesne is difficult to harness. It cannot be formed into Hearthstones, the talismans of the Exalted. Nor can Exalted easily reap it for their benefit. Essence without focus dissipates into the area around a Demesne, shaping its environment and the creatures that dwell there in unexpected ways.

The construction of a Manse is a long and difficult task and is not without dangers. If the architect's skill is lacking, the Manse may be of a lower level than the Demesne beneath it. In these cases, the architect must find a way to dissipate the excess Essence, or the Manse may explode, sometimes in a blast large enough to destroy entire cities.

DEMENSES

Untamed Demesnes are most commonly found in the Threshold, and in other places where the Wyld is strong. However, a few wild Demesnes can be found in the Realm or

even on the Blessed Isle, usually where Manses have fallen to dust or exploded from a surfeit of Essence.

TYPES OF DEMENSES

Most Demesnes contain more than aimless, raw power. Instead, the Essence is typically "aspected" in one fashion or another. The majority of Demesnes are aspected to one of the five Terrestrial elements, but a few Demesnes are aspected toward Solar, Lunar, Sidereal or Abyssal Essence. Demesnes are often found in areas that match their aspect. For instance, a fire-aspected Demesne is much more likely to be found in the desert or on a warm plain than in a swamp or the icy North.

An Exalt who performs Charms or other magics at the heart of a Demesne that are allied with the nature of the magic receives 1 extra die to those rolls. This bonus is a small one and of limited relevance to greater magics, but many Exalted still seek it out.

Eighty percent of Demesnes are elementally aspected. Another 15 percent are aspected toward Solar, Lunar and Sidereal magics and are hotly sought after by practitioners of those magics. Most of these Celestially aspected Demesnes are found in Wyld regions. Five percent of Demesnes are aspected toward Abyssal magics. Such Demesnes are very dangerous places and are typically Demesnes of another sort that have been overtaken by a shadowland.

ALTERING ASPECT

An Exalted who wishes to change the aspect of a Demesne must perform magics of the relevant type (Solar magic if she wishes the Demesne to aspect toward Solar Essence, fire magic if she wishes it to aspect toward fire Essence and so on) at the heart of the Demesne at least once a month. This magic may be in the form of Charms, sorcery or even the Exalted's anima power, if the power is used frequently enough. If she does this, it will take approximately four years to change the aspect of the Demesne.

If she wishes to speed up the process, she has a number of options.

She may change the environment. Creating a nearby lake tends to shift a Demesne's aspect toward water. Creating an active volcano would similarly aspect a Demesne toward fire. Altering the local climate to be sunny and dry would aspect a Demesne toward either fire or Solar magics, depending on how the climate was altered and the desires of the Chosen responsible for the change.

Alternately, the Exalt can perform acts related to the type of Essence sought. For example, carnage and death will aspect a Demesne toward Abyssal magics. Acts of heroism and nobility aspect Essence toward Solar magics. A single act of torture or a single noble act won't do — at minimum, these ideals must be expressed once a month during this process.

For each additional major way in which the Exalted affects the area, take one year off of the time it takes to change a Demesne's aspect. The time required cannot drop below one year.

For Example; If a Solar Exalted wishes to change a water-aspected Demesne to a Solar-aspected Demesne, she starts by performing, Solar magics once a month at the heart of the Demesne. She uses sorcery to make the climate sunnier and warmer, reducing her time to three years. She also patrols the area, rooting out bandits and helping lost travelers, reducing her time to two years.

Most Demesnes in the Realm were long ago subjected to this process and, thus, are elementally aspected. Also, Manses may alter the aspect of Essence after it leaves the Demesne. If a Demesne is capped by a Manse that alters the aspect of its Essence flow for more than 20 years per level of the Demesne, then the Demesne itself will gradually change aspect to match the Manse.

STATISTICS

In well-populated areas, there is approximately one Demesne for every decent-sized town or city. Particularly great cities may have two or three Demesnes, but there is rarely more than one Demesne per five-square-mile area.

Many cities were deliberately built alongside Demesnes, particularly in the First Age, when Manses acted as schools and gathering-places for the Exalted. Building cities and Manses together makes it easier for Exalts to protect and rule over the cities. Also, if Demesnes remain uncapped, they attract spirits and monsters. Thus, Demesnes found in or near cities are almost always capped by Manses.

In the Wyld, a good rule of thumb is that the journey from Demesne to Demesne should take approximately four days by foot.

On average, 25 percent of Demesnes are level one, and thirty percent are level two. Twenty-five percent are level three, 15 percent are level four, and just five percent are level five.

ALTERING THE POWER LEVEL

The number and level of Demesnes is one place where a Storyteller who wishes to alter the power level of Exalted may easily do so. If there is a Demesne over every hill or if more Demesnes are of high level, power will be more readily available and will not confer as much awe and respect. Control of Demesnes will cause less conflict, and they will be less valuable.

If Demesnes are less widely available or if fewer Demesnes are of high level, power will be scarce, Hearthstones will be rare, and the power of a Demesne will be an uncommon advantage. People will fight even harder to obtain and control the Demesnes that exist.

THE EFFECTS OF AN UNTAMED DEMESNE

Demesnes uncapped by Manses can cause radical changes in the environment around them, including living things. Trees stand miles high, form elaborate palaces of wood or bear enchanted or visually exotic fruit. The trees themselves may be formed of a material other than wood, such as gemstone or metal. They might take on a certain sentience or develop active defenses against intruders; scratching limbs, strangling vines and tripping roots. Some Demesnes are protected by enigmatic mazes of stone or wood, while other defenses are more exotic, such as leaves that exhale poisonous gases or seeds that burrow under the skin and sprout there, causing a painful, terrifying death. Plants sprouting from the skeletons or corpses that litter the area around the parent plant can often serve to identify these latter defenses.

It is rare to find man-made buildings in such areas. Those few structures that don't crumble to dust within weeks change shape, material and size over time. For instance, the rooms of a low, rambling house built near a particularly powerful Demesne might shift constantly, creating an ever-changing maze of wood and stone. However, vast natural sculptures, vaults or buildings of sand, ice, plant matter or glass mark many Demesnes. In these places, Essence takes the stuff of the natural world and

molds it into creations of breathtaking beauty, stark horror or incomprehensible strangeness.

Many people, spirits and animals are attracted to Demesnes. The Demesne warps these creatures mentally, physically and spiritually. The line between man, animal and spirit blurs, as each takes on features of the others. Sometimes separate beings fuse together, binding man to spirit or spirit to animal. Those who stay for any length of time in a wild Demesne are forever changed. The most horribly mutated of these creatures are similar to those who have spent a great deal of time in the Wyld and will die if they leave the Demesne.

The constant conflict that surrounds these Demesnes results in frequent turnover of control. One year, a strong-willed shaman with blue fire for eyes will hold a Demesne, and next year, she will have fallen in battle and been replaced by a shimmering black serpent that leaves a trail of smoke and melted rock wherever he slithers.

System: After roughly six months (minus one month per level of the Demesne), anyone who has spent a significant portion of that time within two miles of an untamed Demesne develops one physical mutation or one mental derangement. This change comes on gradually — the formula is a guideline, the character doesn't wake up exactly four months later to discover he grew antlers. Mutation occurs in one month at a level five Demesne and five months at a level one Demesne. Players may make Stamina + Endurance rolls (for physical mutations) or Willpower rolls (for mental derangements) for their characters; the difficulty of this roll is equal to the level of the Demesne. Each success on this roll delays the onset of a mutation by one month. After a creature mutates, the "clock" is reset, and the countdown begins again.

DETECTION

Demesnes, with their unchanneled Essence flows, are easy for Exalted to detect. The player of an Exalted approaching a Demesne makes a Perception + Occult roll. For each success, the Chosen detects it from an additional mile away. One success would allow her to detect it when she came within one mile of it, while three would allow her to detect it from three miles off. Zero successes causes the Exalted to notice nothing at all until she actually enters the Demesne.

If a Manse has completely harnessed the flow of a Demesne, the difficulty of this roll is raised by one. If the Manse is of lower level than the Demesne beneath it and the excess Essence is discharged into the environment, then the difficulty is the same as that for an untamed Demesne.

The results of a botch vary. Perhaps the guardian of the Demesne also notices the Chosen, or maybe the Exalted notices something irrelevant that draws her in the wrong direction. Alternately, she may perceive the Essence flow as rushing from an incorrect location.

If an Exalt is not attuned to a Demesne or Manse, her player must make this roll again whenever her character approaches a

Demesne or Manse, even one she has visited before. An Exalted attuned to a Demesne or Manse will automatically perceive it when she approaches within five miles.

THE PERCEPTION OF ESSENCE

The Exalted's perception of a Demesne may take on one of several visual forms. It may look like a rush of color (for an elementally aspected Demesne), a play of lights (for a Celestial Demesne) or a noisome mist hanging in the air (for an Abyssal Demesne). Demesnes often feel colder or warmer than the surrounding area. An Exalted who stands within a Demesne will feel a thrill of electricity along his spine, a tingling in his fingers and a strong sense of longing.

If a Manse capping a Demesne alters the aspect of the Essence flow, then the visual perception matches the aspect of the altered Essence flow.

THE UNEXALTED

The unExalted notice Demesnes as well. When a human approaches within one mile of a Demesne, make a reflexive Perception + Occult roll at difficulty 2. If it succeeds, he gets a weird, slightly uncomfortable feeling; the hair on the back of his neck stands up, or his skin tingles. If the roll fails, his player may roll again when the mortal stands at the Demesne itself, this time at difficulty 1. One or two successes conveys the same skin-tingling feeling of discomfort. Three or more successes imparts a faint perception of the actual Essence flow, a reduced version of what the Exalted would see and feel. The next time he approaches within one mile of the Demesne, he will feel the same sense of awe, without having to make the roll.

Humans who live near Demesnes for an extended period of time gradually come to perceive the Essence flow as the Exalted do. This takes roughly six years, minus one year per level of the Demesne—one year for a level five Demesne, and five years for a level one Demesne.

Human perception of a Demesne is affected by the presence of a Manse in the same way that Exalted perception is affected — the difficulty of the roll is 1 higher, unless the Manse is of lower level than the Demesne and the excess Essence is discharging into the surrounding area.

FORMATION

Demesnes form in places where the physical and metaphysical features of the environment cause the Essence to pool in one place. Eventually, it builds up to the point that it forms a bubble in the fabric of the world, and then, it bursts through.

FORCING DEMESNE FORMATION

Usually, Demesnes come about naturally over thousands of years, as the land naturally changes. Some Exalted prefer not to wait for this process. The deliberate formation of Demesnes was common during the First Age, The Dragon-Blooded still do it today, using sorcery and public works projects to alter an area.





First, the Exalted's player should make a Perception + Occult roll (difficulty 3) to determine what level of Demesne any given area is capable of producing. Under normal circumstances, no more than one Demesne may form in any area five miles square.

The level of a Demesne is up to the Storyteller. If the Storyteller has no answer in mind, she may roll 10 dice. A failure means the area isn't capable of supporting a Demesne at this time; several hundred years must pass before the area can be reevaluated and produce a different answer. Every two successes indicate one level of Demesne that the area can support, with a maximum of level five. So one or two successes is a level one Demesne, three or four is level two... nine or more indicates a level five Demesne is possible. A botch indicates that the area will not support a Demesne or that the Exalted has wildly misguessed what level of Demesne the area will support.

Determining the process by which a Demesne can be forced is extremely difficult. First, the Exalt must have Occult and Lore scores of at least 4 each, and the Exalted's player must make an extended Intelligence + Occult roll. This process is not unlike designing a Manse. Each roll represents one month of careful, geomantic study of the area's physical, emotional and spiritual characteristics. The Exalted's player must accrue 10 successes per level of Demesne that the Chosen wishes to create — these successes are counted separately for each level. An architect may not design a Demesne of greater power than the area may support, but he may choose to create a lower level Demesne.

After this study, the Exalted will know what aspects of the environment he must change in order to cause the Essence to pool. He must change at least one major aspect of the environment for each level of the Demesne that he is creating. Typically, this process takes years, possibly decades.

There's a specific reason for counting successes separately for each level. If the Exalted rolls a single botch for any given level, he must start his studies over for that level but not for any other levels for which he has already accrued the requisite number of successes. Perhaps his approach turned out to be poorly founded, or may be something interrupted his studies. If the architect botches with two or more "1"s, then one of several things may have happened:

- His information about what he needs to change may be incorrect.
- A natural disaster, such as a flood, volcano, earth quake or major war may interrupt his work, disrupting the geomantic character of the landscape.
- His plans may create a Demesne of lower level than expected.
- Other problems may occur, at the discretion of the Storyteller.

PERFORMING LANDSCAPE CHANGES

Changes to the environment are a matter of roleplaying or Solar Circle Sorcery. Reducing them to dice rolls is not recommended, but if desired, the Storyteller may use the following system instead of or in addition to the roleplaying aspects. The Exalted's player must perform an extended roll for each level of the Demesne to be created; each individual roll represents two years of work. For each separate level, the Exalted must accumulate 15 successes.

Traits used in these rolls vary depending on the sort of landscape changes necessary; some examples are:

- Manipulation + Presence (to end wars or otherwise convince many people or spirits to do something).
- Dexterity + Crafts (to erect a monument).
- Intelligence + Occult (to change the spiritual makeup of an area).

Once the changes have been made, it then takes some time for the Essence to pool to the point of bursting—an average of one year per level of the Demesne that is to be created.

SOME POSSIBLE CHANGES TO ENVIRONMENTAL FEATURES:

- Raising or destroying a mountain
- Creating or sealing a fault line
- Taming or setting off a volcano
- Creating or draining a lake
- Filling in a lake or valley with molten metal
- Causing a completely different type of spirit to displace the spirits that already reside in the area
- Causing a strong and lasting outpouring of a specific emotion in an area
- Healing a great sorrow
- Slaughtering tens of thousands of people
- Ending a great war
- Raising a great castle or monument of a rare material
- "Flavoring" an area with a particular type of magic by performing powerful sorceries.

VARIATIONS AND PROBLEMS

There are many things that can go wrong with this process. Many people will be averse to having mountains raised and lakes drained in their backyard, particularly if it will destroy their city or their city's livelihood. Spirits often object to such radical changes to their homes as well.

All it takes is one problem or a single act of sabotage to ruin years of work. Natural disasters may change a landscape drastically, with little notice. If something goes seriously wrong, the process of creating the Demesne can be completely derailed, and the area must be reevaluated for suitability from the roll to determine Demesne level onward. If the

Chosen architect is unlucky, the changes may have made the area totally unsuitable.

Smaller problems simply require extra work- If a minor earthquake occurs, the Exalted will need to clear out the rubble before he can continue with his work. If a river floods, the Exalted must either wait for or cause the waters to recede.

The Storyteller should require environmental alterations that are in keeping with the type of Demesne that is to be created. Also, the initial evaluation sets the type of Demesne, and the character cannot change type in mid-process- The act should be difficult — creating a new Demesne requires the utmost effort, even for the Celestial Exalted.

DAMAGE AND DESTRUCTION

There are ways to weaken the upwelling energy of a Demesne. Most of these involve variation on the geomantic method of forming a Demesne: major alterations to the physical and metaphysical environment. An alteration that affects the heart of the Demesne or that is starkly at odds with the nature of the Demesne may cause a great deal of damage to the Essence flows of sacred site. For example, an Exalt wishing to destroy a fire-aspected Demesne might create a lake on top of it or surrounding it.

In general, lower a Demesne's rating by one for each major environmental alteration and by two for alterations that target the heart or type of a Demesne. If this reduces the Demesne's rating to zero, then it ceases to exist, and the Essence flow in the area returns to normal. Even if the Demesne is exactly recreated, Essence must still pool for a number of years equal to the Demesne's level before the place of power becomes active again.

Particularly vicious attacks may be aimed at totally diverting the Essence flow around the former wellspring. Plants at the heart of the Demesne wither, rocks and buildings crumble, and Exalted are unable to regain Essence from the area. Beings touched and altered by the Demesne's Essence become sickly. Residents wither and die if the Demesne remains damaged for too long.

Damaged Demesnes do not just become weaker; many develop stranger effects. Some few badly damaged Demesnes have even changed aspect, with terrible effects on the surrounding area. It is also possible that the heart of the Demesne may shift location.

In rare cases, damage to a Demesne may cause a sudden out rush of power. Such an outpouring of energy will devastate approximately one square mile per level of the Demesne, but stranger, more localized effects may occur as well. The initial effects last for one hour per level of the Demesne; smaller oddities and aftershocks linger for weeks.

The release of power may cause a rush of fire that burns vegetation and rocks alike or an earthquake that topples cities and opens great cracks in the earth. Mountains rise up out of plains, lakes form in the middle of a desert, or dust fills the air for weeks, bringing a terrifying darkness to the land.

Elements transmute: rock to water, water to fire, air to fire and so on.

Those caught in such Essence discharges may die as a side effect of the event, or they may be twisted by it themselves. Bodies exposed to such a blast twist and transmute in seconds—flesh turns to glass, wood or even cloth. The lucky ones die; others live on in pain, mutated into something entirely unnatural.

LEAKAGE

Demesnes unharnessed by Manses seethe and bubble with power for ages, leaking odd phenomena around the edges.

Unstable crystals form in the area. These are similar to Hearthstones, but they can be used by any Exalted without the need to be attuned to the Demesne, and they disintegrate within one day of being removed from the Demesne. Even when kept within the confines of the Demesne, they disintegrate within one week after they are first activated. Each crystal takes two full years to form. To have any magical effect, these crystals must be set into an item made of one of the Five Magical Metals, and the Exalted's anima must be attuned to that item.

Not all untapped Demesnes bleed off their excess power into crystals. Some Essence flows bleed off through odd phenomena such as displays of light and odd sounds. In other place, unusual weather patterns are common, with radical changes in temperature, constant tornadoes, regular flooding and so on. Around very powerful Demesnes, the Essence may give birth to weak spirits. These spirits are of varying intelligence, and some may be convinced to act as lookouts, protectors or messengers. Most of these spirits are unstable and will fade away if they spend a full day outside of the Demesne.

MANSES

Outwardly, the appearance of a Manse varies greatly from structure to structure. They have been built from widely differing materials, in a vast array of sizes, styles and designs. Anyone with an eye for the occult or a tendency to notice small details will notice certain traits all Manses share in common.

For instance, angles where walls, roofs and columns join are often a little greater or lesser than the expected 90 degrees. Motifs, flourishes and other seemingly ornamental details are repeated again and again. Stained glass windows are commonly found in the eastern or western walls of Manses built during the First Age, to strengthen the Solar aspect of the Essence flow. The focal room for Hearthstone formation often has deep grooves carved into the walls to help focus the Essence at a certain point. An architect who wishes a Hearthstone to affect combat situations will often work a harsh, jagged motif of carvings into the focal room.

Marble is very commonly used in constructing Manses because it is believed to be a magically neutral material that will not have any unexpected effects on the magic. Manses constructed by Dragon-Blooded often incorporate iron, as it





helps to ground the Essence in Terrestrial magics and to increase the tendency of the Hearthstone to affect leadership- and combat-related situations.

The design of a Manse is a thing of occult science, and it follows very specific rules and laws. This does not preclude variation. In order to aspect an Essence flow toward water magics, one architect may put windows of blue stained glass two feet wide by two feet tall in the north wall, and another may create a courtyard pool three feet in diameter. $2 + 8$ may equal 10 after all, but so do $4 + 6$, $18 - 8$, 2×5 and $110/11$.

For example, many Manses have very high ceilings — a ratio of three to two or more in room height versus room width is usually necessary to accommodate the energy of Demesnes that are of level three or higher. Some architects have found a much more complex series of angle measurements, wall heights, and carved designs that can accomplish the same thing without giving a cathedral-like feeling. This isn't purely a matter of aesthetics — lower ceilings mean more usable space can be derived from the given amount of materials used in the creation of the Manse.

More powerful Manses are both larger and more complex. There must be two rooms to the Manse for each level of the Manse, although Manses can be built much larger than this without negative effect. Only those two rooms per level are magically necessary, although extraneous rooms may have contributory effects, such as helping to aspect the Essence flow. However, only damage to the Manse's core rooms will cause ill effects. Because of this, Exalted who design a Manse to have any real volume of traffic prefer to design it to be much larger than the core rooms, so that those rooms can be kept carefully secreted from any would-be saboteur.

ELEMENTAL SCHOOLS OF ARCHITECTURE

Individual architects tend to prefer working with Manses and Demesnes aspected toward one or two certain elements. The design concerns of Manses vary widely based on the aspect of the Manse, and few architects feel comfortable or qualified working with all five elements.

There are some features that tend to distinguish Manses of each element:

Air: Many windows and large open courtyards, clear glass, thin unlocked doors, very little iron, large hallways, sprawling one-level building designs and a chaotic pattern of rooms and hallways.

Earth: Polished black marble, mirrors, large courtyard gardens open to the sky, narrow angles, lots of iron, packed dirt floors, Manses built into the sides of hills or partially buried in the earth, locked doors and highly defensible entries.

Fire: Right angles, strong doors, hot dry air, a lack of courtyards and windows, iron walls, angular designs carved into the walls and ceilings, red marble, tall rooms, multiple floors, a marked lack of basements and curved or sweeping stairways to the upper floors.

Water: Pools and fountains, shades of blue and purple, frequent use of gemstones, curved design elements, large archways, abstract, flowing murals, a lack of inner doors, smooth white marble surfaces, pools and springs, extensive use of plain and stained glass.

Wood: A tall tree growing in a courtyard at the center of the building, doorways filled by hanging beads or curtains, tall walls, murals of everyday life, wide angles, narrow hallways, well-ordered room layouts, arrow-slits in the outside walls and small, frequent gardens.

CELESTIAL ARCHITECTURE

While few architects currently understand the art of making Celestial or Abyssal Manses and few of the places exist, these sites still tend to possess some features in common:

Abyssal: Underground crypts, stagnant pools, dark shadowy passages, torture chambers and prisons, soulsteel and black iron accents, packed earthen floors, bare throne rooms, black and white marble worked together and paintings of masks and dead things.

Lunar: Mirrors, training rooms, silver accents, stairways that lead nowhere, vast basements, tall battlements, rooms of long tables for students to study at, thick walls, moats and marble strong rooms for storage of valuable and dangerous items.

Sidereal: Scrying pools, rooms without roofs (or with glass roofs) so that the night sky may be visible from within, hidden rooms and passages, glass, murals that shift and change over time, clear gemstones that glow with an inner light, star maps and arcane symbols etched into the walls.

Solar: Tall buildings, huge courtyards open to the skies for meditation, large stained-glass windows in eastern and western walls, vast audience halls, yellow marble, gold accents and motifs, murals depicting scenes of battle, great libraries and large open doorways.

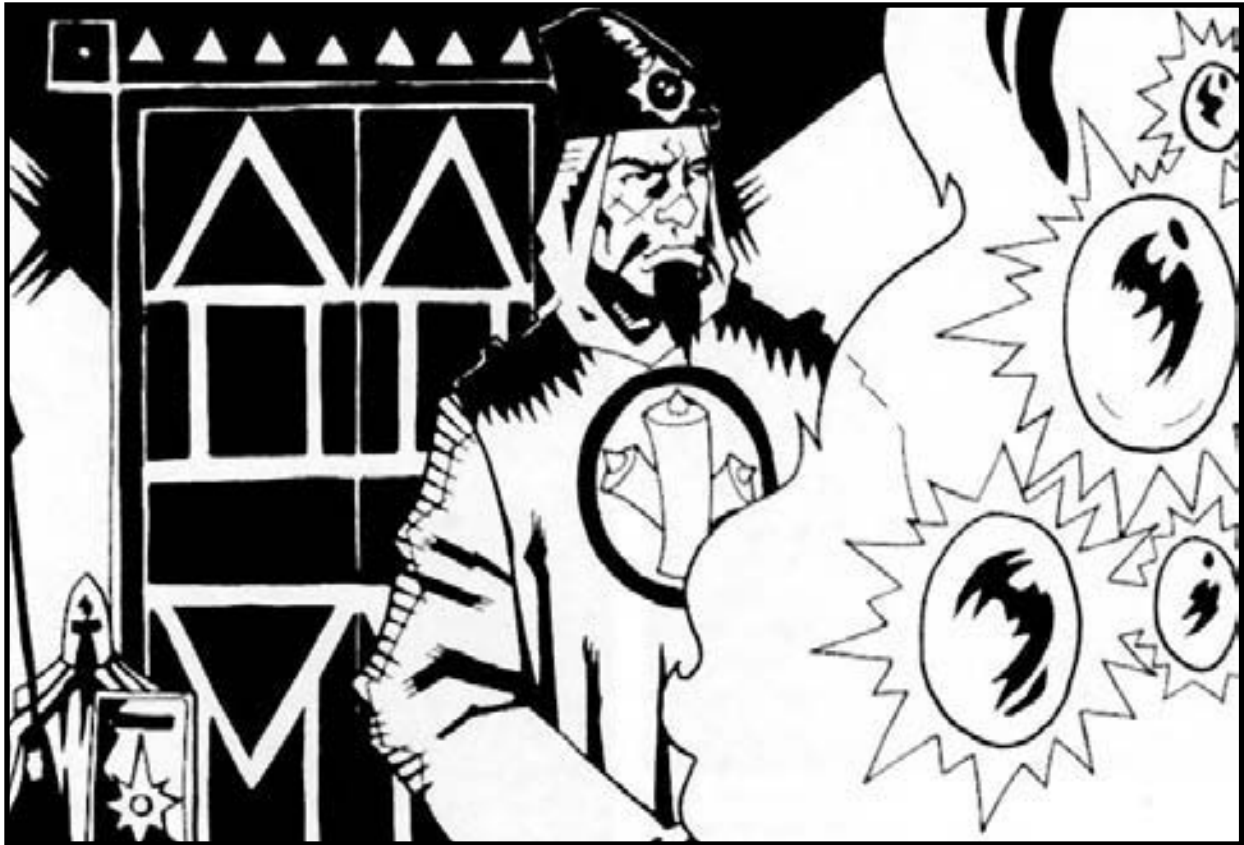
CONSTRUCTION

Building a Manse requires that the architect have the Abilities Lore, Craft (Architecture) and Occult, all at four or higher. A level one Manse requires 4-6 months of continual work for a skilled team of masons, assuming fair weather and plentiful supplies. Higher-level Manses require longer—an average of one year per level of the Manse being built; particularly complex or ambitious jobs may take two years per level.

MANSE DESIGN

The design of a Manse takes a great deal of research. The architect's player must perform an Intelligence-based roll for each of the major three abilities (Lore, Craft and Occult) while designing the Manse, and she must succeed at each one.

The maximum level of the Manse is the smallest number of successes that the architect's player gets on any of the three rolls or the level of the underlying Demesne, whichever is lower.



If the level of the Manse ends up being lower than the level of the Demesne, then the excess Essence must be bled off so that it doesn't build up and cause the Manse to explode at a later point. If the architect gets a result on any of her rolls that is at least one success higher than her lowest roll, she may successfully design the Manse to discharge any excess Essence.

DISCHARGING EXCESS ESSENCE

Most methods of Essence discharge are merely decorative; some few are useful in one way or another. Some common methods include:

- Courtyard fountains of light and color
- Lightning-like flashes into the air from tall spires
- Decorative rods that ground the energy into the earth around the Manse
- Eternal flames that burn throughout the structure
- Odd weather phenomena, such as constant rainfall over a desert Manse
- Noticeable temperature changes inside the Manse, such as a Manse in the frozen north being comfortably warm.

Discharge effects cannot be fine-tuned. If the architect makes the Manse cold, he makes the entire Manse noticeably cold. If he makes it rain, he makes it rain all the time. If he creates a colorful fountain, he cannot decide which colors it will display.

For Example: If our architect gets two successes on the Lore roll, three on the Craft to Hand five on the Occult roll, then the maximum level of the Manse is two, the smallest of these numbers. Because she got more than two successes on at least one of the two other rolls, she may design the Manse to discharge any excess Essence, assuming that the Demesne beneath the Manse is of greater than level two.

The construction of a Manse calls for expensive or rare materials, as well as the assistance of skilled artisans. The central rooms must be made primarily of some sort of metal or stone; marble and iron are common choices. Sometimes, certain materials are chosen to arrange certain effects. For instance, if an architect wishes for the Manse to aspect the Essence of a fire-aspected Demesne toward water magics, he might have a skilled painter cover the walls with murals of ocean scenes, and he could scour the countryside for flawless blue gemstones to set in that mural.

The higher the level of the Manse and the more specific effects the Exalted wishes to achieve, the rarer the materials and the more precision required of the artisans. The search for materials and craftsmen can make up entire adventures or quests, and shortages will lengthen the time required to construct the Manse.

The effects of a botch during Manse design vary. The design may seem fine, but the Manse may not handle the energies that flow through it, causing it to explode later. The Manse may not form a Hearthstone, or its Hearthstone will have wild and unpredictable effects. The Manse may also turn out to be a lower level than the architect expects.



For this reason, wise architects ask one or more of their peers to double-check their work. This requires the same minimum Abilities and an Intelligence + Craft roll. It only takes one success to see obvious flaws, but it may take more to catch subtler mistakes. For an architect to check his own work is more difficult. The plans must be set aside for at least six months, and the difficulty increases by 1.

THE EFFECTS OF A PARTIALLY CAPPED DEMESNE

The area around an a Demesne capped by a Manse of lower level than tile Demesne will bear marks of the excess Essence flow. Surrounding trees arc in odd patterns or form dense thickets and often stand unusually short or tall. The excess Essence means that grass is lush and green, and growing things have a particularly easy time finding root in the area of a partially tamed Demesne, regardless of terrain and climate. This fecundity may apply to all plants or just to one or two specific species of vegetation. In some wooded areas, crude natural houses form out of one or several trees, complete with doorways and even furniture formed from twisted tree limbs and roots.

Man-made buildings in the area around a partially capped Demesne crumble years ahead of their time. Rocks slowly wear down into shapes that resemble frightening beasts, spirits, demons or people who have lived in the area for a long time.

Spirits find the area around such a Manse attractive. Some jealously attempt to drive people away from what they see as their property, while others develop relationships with those who control the Manse or live nearby. These latter spirits typically offer to protect or serve their patrons in return for easy access to the Demesne.

Animals that live near a partially capped Demesne develop odd mutations over time, ranging from strange hide or fur colors to exaggerated features. Their eyes become overly large and intense, sharp claws turn to elongated talons, and delicate chirping cries become wild and creepy.

People who live within a one-mile radius or who spend much of their time there also develop odd traits. Some of these are mild: unusual eye colors, blindness or preternatural weather sense. Other mutations are more pronounced: hunched backs, twisted spines, unbreakable bones or an unusual faculty for taming animals. Many mutations are related to the aspect of the Essence flow — for example, water-aspected Essence might cause webbed toes and fingers.

The more severe the mutation or adaptation, the more likely the person is to sicken or die if removed from the area. In areas that were populated before a Manse was built, the inhabitants will often sabotage attempts to upgrade or finish the Manse out of worry that taming the power will cause their deaths or because they've come to rely upon their unusual adaptations to make their living. Some compassionate Exalted solve this problem by deliberately designing their

Manses to be of lower level than the Demesne beneath them, allowing some of the Essence to return to the land.

System: As a rough guideline, every 12 years (minus two years per “extra” level of the Demesne above and beyond the Manse level), a person who has spent most of his time within one mile of a partially capped Demesne should gain one mild physical mutation or mental derangement. Such changes come on gradually — this formula is an estimate. The Storyteller may allow a Stamina + Endurance roll (for physical mutations) or a Willpower roll (for mental derangements) at a difficulty equal to the number of levels the Demesne possesses beyond the level of the Manse capping it. Each success delays the onset of a mutation by approximately one year. After the creature mutates, the “clock” is reset, and the countdown begins anew.

For Example: A level four Demesne is capped by a level two Manse that discharges the excess energy into the environment. Thus, there are two “extra” levels of Demesne. Mutations would occur approximately every 12-4 years, or every eight years. The difficulty of the Endurance roll to resist physical mutation would be 2.

SUBTLE MANSE EFFECTS

Manse design effects described so far aspect the Essence flow, alter the effects of a Hearthstone, make a Manse suitable for a certain level of Demesne or allow excess Essence to be discharged. There are more subtle effects that can be achieved, however. Most of these will only be found in First Age Manses, but a few have remained in the common body of knowledge or been rediscovered since.

When the Manse is originally designed, it can be made to produce one minor subtle effect per level of the Manse or one major subtle effect per two levels of the Manse, with a total no higher than the level of the Manse. For instance, a level five Manse could have two major and one minor effects, one major and three minor effects or five minor effects. Additional subtle effects may be added later.

REDESIGN OF A MANSE

If the architect wishes to make alterations to a Manse, whether she's altering unexecuted designs or an extant Manse itself, her player must succeed at all three rolls (Lore, Craft and Occult) again. Lore and Craft are rolled at difficulty 1; the difficulty of the Occult roll is determined by the nature of the changes to be made.

Cosmetic changes are only difficulty 1; the architect merely needs to ensure that her changes won't interfere with any occult effects of the existing design. Moderate changes are difficulty 3. Severe changes are difficulty 5.

If an architect attempts to redesign her own work without getting an outside perspective from another architect, her difficulty is raised by 1.

OLD VERSUS NEW

Old Manses built by the Celestials tend to be larger, more ornate and more durable than modern Manses.

EXAMPLES OF SUBTLE EFFECTS

Minor:

- Effects that keep certain areas of the Manse different temperatures and change temperature with the season
- Decorative patterns and colors covering the walls of the Manse that change over time
- Murals that change the scenes they display over time
- Glass panels that can be seen through from one side but not the other
- Gardens that grow and thrive without access to water, nutrients or fresh soil
- Oddsouneffects, such as meditation areas where sounds are strongly muted, or entry ways where every whisper and footstep can be heard far down the corridor
- Light panels that glow or darken on command

Major:

- Complex localized weather control effects
- Murals that display past or future events and change the scenes they display over time
- Mirrors that reveal hidden details about any one reflected in them
- Pools that can scry any area in or around the Manse on command
- Rooms in the Manse that have emotional effects on visitors, such as calming them, making them more agreeable, or setting them on edge
- Magically hidden entrances to secret rooms or passages

Any subtle effect that is actively dangerous or damage causing is automatically considered a major effect.

Today's lack of ornate design is not due to laziness on the part of modern architects or a lack of aesthetic appreciation. Rather, it is due to the loss of certain secrets of engineering and construction. The Celestials knew more about how to use Manses to affect Essence than modern architects do. The Celestial Exalted knew more about the occult effects of additional angles, more about complex series of measurement ratios that could achieve subtle effects and more about the ramifications of a larger combination of architectural details.

Most of those secrets have been lost, but architects who have had the opportunity to study First Age Manses have rediscovered a few. It can be difficult when studying old Manses to determine what was done to occult effect and what was done for ornamentation. Even more difficult is the determination of what details were inserted to achieve what effects. Separating out the precise series of measurements that aspect the Essence flow from the design decisions that affected Hearthstone formation can be extraordinarily difficult, requiring a great deal of study and experimentation.

CHANGES TO A MANSE

Examples of moderate changes to a Manse:

- Changing one elemental aspect to another
- Changing one celestial aspect to another
- Lowering the level of the Manse
- Making minor changes to the effect of a Hearthstone

Examples of severe changes to a Manse:

- Producing or altering a minor subtle magical effect
- Changing the aspect of the Essence flow from Celestial to Terrestrial (or vice versa) or from any thing to Abyssal (and vice versa)
- Raising the level of the Manse (it cannot go higher than the level of the Demense beneath)
- Making major changes to the effect of a Hearthstone
- Changing the number of Hearthstones a Manse forms
- Producing or altering a major subtle magical effect
- Causing a Manse that doesn't properly discharge excess Essence to do so

SABOTAGING A MANSE

As the geometry of a Manse is so delicate and requires a great deal of precision, it only takes a Wits + Lore roll at difficulty 1 to alter the geometry of the Manse enough to break all attunements to it. Breaking the attunements does not require the knowledge of an architect. However, any non-architect whose player botches this roll will introduce a dangerous flaw into the Manse.

Deliberately introducing specific flaws into a Manse's architecture beyond simply breaking attunements requires the same process that the redesign of a Manse does.

Of course, someone unqualified as an architect might wish to attempt to introduce flaws into a Manse by taking a sledgehammer to a portion of it or by randomly altering the architecture. In this case, the saboteur's player rolls Wits + Lore difficulty 3 for his character to get a sense for which portions of the Manse are magically potent and how he might alter them. If the roll succeeds and the character enacts the sabotage, some random flaw will be introduced into the Manse. This may mean it goes inert immediately, that it gradually ceases to function, that it builds up Essence until it explodes, that the aspect of the Essence flow changes over time, that subtle effects change or stop working or that the Hearthstone develops unexpected side effects.

The player of any Exalted examining the Manse receives a Perception + Awareness roll for the character to notice any changes made. The more subtle the change, the higher the difficulty. A sledgehammer-sized hole in a column would be difficulty 1. A small gemstone missing from an intricate mural would be difficulty 5. Familiarity with the Manse lowers the





difficulty by 1 — anyone who has the minimum Abilities to qualify as a Manse architect lowers the difficulty by 2. If this lowers the difficulty below 1, then the Exalted notices the sabotage automatically. However, only an architect can extrapolate what effect the sabotage will have.

WAYS TO SABOTAGE A MANSE

Anything that alters the occult geometry of the core rooms of a Manse may accidentally introduce an unexpected effect into a Manse. Some examples of sabotage that may affect a Manse include:

- Destroying a column or wall
 - Breaking a window or mirror
 - Eroding the ground beneath a corner of the Manse to alter the angle at which the walls meet the ceiling
 - Killing all of the plants in a courtyard or garden or a wood-aspected Manse's central tree.
 - Removing gemstones from their settings or replacing them with different gems
 - Carving new designs into the walls
 - Painting over or defacing existing murals
 - Removing sculptures or moving them to other locations
 - Flooding the Manse
- Small, easily reversed acts may be dealt with before the new flaw wreaks too much havoc. Others may take a long time to fix, assuming they're noticed in the first place.

HEARTHSTONES

Manses are built to focus the Essence of a Demesne, crystallizing it into solid form as roughly egg-sized gemstones. Objects of unearthly perfection, most of these stones naturally form in beautiful cuts, and some burn with their own inner light.

Hearthstones act as talismans, granting powers to Exalted who wield them. In order to grant these benefits, the Hearthstone must be from a Manse to which the character is attuned and must be either set into an item made of one of the Five Magical Materials that has been made to resonate with the character's anima or else worn against the skin.

FORMATION

The formation of a Hearthstone is catalyzed by the architecture of a Manse, which focuses the Essence flow of a Demesne into a single point, where it crystallizes. This process takes roughly two weeks per level of the Hearthstone being created.

It is obvious upon searching a Manse where the formation-point of a Hearthstone is. The room includes at least two of the following characteristics:

- The only decorations found in the room are murals or carvings in the walls representative of some aspect of the Hearthstone's powers. If the architect did not attempt to influence the Hearthstone's powers, then there will be no such works of art.

- This room is found at the center of the Manse.
- There is no furniture in the room.
- The room's architecture flows to a point in the room that naturally draws the eye. Less skilled architects carve deep grooves or chevrons into the walls to aid in this process.
- The point at which the Hearthstone forms has a disk two to five inches in diameter made of one of the Five Magical Materials, on which the crystal forms. This disk is typically of the appropriate Magical Material for the Manse, but it may differ in certain First Age Manses. Architects of the time were more skilled at harmonizing the disparate energies of the various Materials and sometimes used them to alter the character of the Hearthstone through techniques now forgotten. However, soulsteel is never used outside of Abyssal Manses.
- There are no windows in the room's walls leading to the outside of the Manse.

A Hearthstone removed before its formation is complete will disintegrate within an hour and cannot be used as a talisman. An incomplete Hearthstone always looks incomplete, lacking the precise geometries and inner light of a full Hearthstone.

Once a Hearthstone is formed, the Manse cannot generate a new one until the old one has been destroyed.

MULTIPLE HEARTHSTONES

Most Manses are fashioned to create one Hearthstone of the same level as the Manse. However, it is possible to fashion a Manse to create multiple Hearthstones at once. The total levels of Hearthstones generated cannot exceed the level of the Manse.

For Example: A level three Manse could create one level three Hearthstone, one level two plus one level one or three level ones.

In order to accomplish this, the Manse's architecture must be suited to this purpose. This is easiest to do when first designing and building the Manse, but it may also be accomplished by altering an existing Manse. Such an alteration is considered a major one, and the rolls to execute it are made at difficulty 5.

The multiple Hearthstones may all form within the same room at different focal points, or they may each have their own formation room. Their powers will never be entirely unrelated. They will be identical, similar or the same but at different strengths.

If the architect wishes the Manse to form multiple Hearthstones, one additional month must be spent in construction of the Manse for each Hearthstone after the first. Modifying an existing Manse to alter the number of Hearthstones produced takes six months.

DESIGNING HEARTHSTONES

The properties of the Hearthstone created by a Manse depend on a number of factors—they are the result of occult science influenced by a handful of unquantifiable elements.

The aspect of Essence flowing through the Manse will have a strong effect on the Hearthstone. If the Manse channels fire-aspected Essence then the Hearthstone should reflect this — perhaps obviously or perhaps subtly. If the Demense beneath the Manse is of a different aspect, the Hearthstone will also reflect some of that aspect as well.

The level of the Manse has an effect as well. Mechanically, the higher the level of the Manse, the higher the level of the Hearthstone. The higher the level of the Hearthstone, the more powerful the effect.

The design of the Manse will also strongly affect the Hearthstone. This component of the stone's character is an exact science. The formation of a certain type of Hearthstone is determined by the Manse's planes, angles and ornamentation. However, it's a very difficult science. Not only must the architect determine how to influence the Hearthstone with her work, she must do it without causing negative effects on the Manse she's designing or re-working. This task is far from easy.

PRODUCING A HEARTHSTONE

Because of all of the uncertainties and factors involved, most architects are capable of dictating only the general theme of a Hearthstone when first designing a Manse. Later on, after seeing how the Manse operates and what sorts of Hearthstones it creates, the architect may make alterations to the Manse in order to fine tune the specific expression of the Hearthstone. This is a process of successive modifications, as the architect refines the effect through slight changes to the structure's architecture.

Thus, wrapped up in the normal process of designing a Manse is the process of choosing a theme for the Hearthstone. This task is a difficult one; many lesser architects leave the Hearthstone to chance.

Deliberately choosing a particular theme when designing a Manse necessitates the use of specific materials, which will probably be scarce or expensive. It also requires an additional Intelligence + Occult roll at difficulty 2 while designing the Manse. A botch might introduce flaws into either Hearthstone or Manse or may prevent the formation of a Hearthstone at all.

FLAWS

Any number of mistakes during the design, construction or alteration of a Manse may introduce flaws into its Hearthstone. Some of these may be physical instabilities that cause Hearthstones to be unusually weak or to deteriorate over time. Others may cause more unusual effects.

Some possible flaws that could be introduced by sabotaging or by incorrectly designing or altering a Manse are:

THEME AND EXPRESSION

To make designing Hearthstones mechanically easier, look at a Hearthstone's powers in terms of two elements: Theme and Expression.

Theme: The theme of a Hearthstone is a one-word, generalized concept that the Hearthstone affects. Some examples are: information, transportation, flora, health, corruption, security, luck, power, shelter, sustenance, purification, communication, relationships, light, shadow, combat, leadership and so on.

Expression: This is the manner in which the Hearthstone's theme manifests. For example, a theme of shelter could find expression through the Hearthstone's wielder always finding a safe place to sleep at night. A theme of security might find expression as a Hearthstone's wielder instantly knowing if someone approaches within 10 feet of her.

Multiple Hearthstones from the same Manse will have the same theme, but may well have different expressions. However, these expressions will always be related to each other. For example, a Manse produces two Hearthstones with a theme of combat. One increases its wielder's ability to dodge his opponent's hand-to-hand attacks, while the other increases the wielder's ability to dodge ranged weapons. Alternatively, the first might increase the wielder's ability to dodge his opponent's hand-to-hand blows, while the other increases the wielder's ability to land hand-to-hand blows.

Altering the theme is considered a severe change when redesigning a Manse and, thus, is difficulty 5 for the purposes of the Occult roll to do so. Altering the expression is considered a moderate change when redesigning a Manse and is difficulty 3 for the purposes of the Occult roll. If the architect wishes to cause different Hearthstones from the same Manse to have different specific expressions, then the difficulty is increased by 1 for each Hearthstone after the first that she wishes to alter at the same time.

- The Hearthstone causes minor, physical ill effects for its bearer: headaches, minor illnesses, dizzy spells, blurred vision.
- The bearer's presence causes fragile items to break.
- Sometimes, the Hearthstone operates in the opposite of the way it's supposed to.
- The bearer attracts spirits or demons.
- The difficulty of any Charms or sorcery performed by the bearer increases by 1 per level of the Hearthstone.
- The Hearthstone could explode when used, causing two health levels of lethal damage per level of the Hearthstone to the bearer. If the Hearthstone is set directly against the bearer's skin, this damage increases to three health levels.





HEARTHSTONE EXAMPLES

Herein are detailed a number of sample Hearthstones. You may use them as provided, adjust them to suit your series or use them as a guideline for creating your own.

HEARTHSTONE MECHANICS

Each Hearthstone has a trigger listed that activates the power of the Hearthstone. This action must be performed to activate the Hearthstone. Where so noted in the Hearthstone's description, the trigger must also be used to deactivate the Hearthstone's effects.

When the trigger is "concentration," use the rules from the "Casting Time" and "Distractions" parts of the "Sorcery" section on page 216 of the main rulebook. The power of any Hearthstone that lists "none, constant" under its trigger is constantly available without any extra effort on the part of the bearer.

HEARTHSTONE CONFLICTS

Occasionally, the powers of two Hearthstones come into conflict. In many cases, common sense will dictate what power should prevail. For example, the Gemstone of Dark Thoughts, which blocks mind-reading, says to raise the mind-reader's difficulty by 2. The Gemstone of Surface Thoughts, which allows the bearer to read

someone's thoughts, gives a die roll. Thus, you simply raise the difficulty of that die roll as instructed.

Not all conflicts are so obvious, however. In these cases, have the players of the two characters each roll a number of dice equal to the level of the Hearthstone they're using. If the example above were not so easily solved, then each player would roll 2 dice, as both stones are level 2. The player who rolls the most successes wins the contest, and his character's stone works.

If they tie, the stones negate each others' powers. This often causes a spectacular light show as the powers fail. It may also cause other odd effects related to the powers of the stones. In the example above, the characters could both end up with headaches. If one stone is causing plants to grow swiftly and another is killing them, the plants might grow wildly but wither and die as they do.

RESISTING A HEARTHSTONE

Some Hearthstones just work. They don't require a roll to see if they read someone's emotions or thoughts. As an optional rule, a player can make a Willpower roll for his character to resist the effects of such Hearthstones. The difficulty of this roll is the level of the Hearthstone. Thus, a character resisting a level three Hearthstone would need the player to succeed at a Willpower roll of difficulty 3.

LEVEL I

AIR

GEM OF ECHOES

Trigger: Concentration

This Hearthstone is a black jewel that glows softly with an inner light. It throws confusing echoes of any sounds its bearer makes, causing footfalls or whispers to come from odd directions, misleading anyone trying to locate the source of the sounds. Mechanically, it adds 2 to the difficulty of anyone attempting to use hearing to detect the bearer.

GEM OF HOLINESS

Trigger: None, constant

This Hearthstone is a banded, light-purple gem. Its bearer takes on a faint air of holiness, and unless he does something to obviously contradict this aura, people will take him to be a devout and trustworthy man. The character gains one die to any Manipulation or Charisma rolls when attempting to convince people that he can be trusted.

STONE OF QUICK THOUGHT

Trigger: Concentration

This Hearthstone is banded with opaque red and dark silver. When the bearer concentrates, time seems to slow down for her, but in reality, her thought processes speed up. It gives her time to think when in a tense and time-pressured situation and increases her reflexes. Mechanically, this gives the stone's bearer one extra die for Wits and Dexterity rolls.

EARTH

GEM OF DIGNITY

Trigger: None, constant

This stone is luminescent and perfectly clear. Its bearer possesses a natural dignity, and any attempts to make her look foolish or stupid are at a +1 difficulty.

GEMSTONES OF SYNCHRONICITY

Trigger: None, constant

When more than one of these stones are formed within a single Manse, multiple people attuned to the Manse may carry them. The stones themselves are octagonal and bright green. Each Exalted in the bond will feel the pains of the others. Though this is unpleasant, the sensation is muted and does not generally impede the characters. When the pain of one is extreme, it causes a penalty of at most one die to all actions attempted by the others. If one of those bearing a stone from a set dies, the others feel it as a searing pain of the heart that lasts for a full minute before easing. These stones only form in sets of two or more.

STONE OF BREATH

Trigger: None, constant

This Hearthstone is a flat, opaque stone of pale green. When not exerting herself, the bearer settles naturally into deep breathing — a simple, abdominal rhythm of breath.

This breathing increases overall vitality, aids circulation and strengthens the body. Mechanically, the bearer gains one die to all Endurance rolls.

STONE OF COMFORT

Trigger: Conversation with target

This plain white stone enables the bearer to soothe the emotional pain of others. The effect lasts for half a day, and it eases the effects of any derangements. This power may only be used once per day.

FIRE

FIRE GEM

Trigger: Concentration and breath

This Hearthstone is a transparent, reddish-orange gemstone. It allows the bearer to breathe on a piece of wood or other flammable material and thereby spark a small magical fire. In order to remain alight, this fire must be fed further flammable material and protected from wind and rain.

GEM OF NIGHT VISION

Trigger: Concentration

This Hearthstone is completely clear. Its bearer sees perfectly in non-magical darkness, even when there is absolutely no light at all.

STONE OF CIRCULATION

Trigger: None, constant

This Hearthstone is a translucent green. It grants the bearer good blood circulation, helping to keep her warm in cold weather and vice versa. It also improves her immune system and staves off the dehydration of heat and the stiffness of cold. However, it cannot prevent injury from more severe temperatures—for example, frost bite or scalding. Mechanically, the bearer gains one extra die for appropriate Stamina and Resistance rolls in non-temperate locations.

STONE OF PASSION

Trigger: Speaking of important matters

This dark purple stone causes the bearer's voice to take on an appealing tinge of passion whenever he speaks on a matter of emotional import to him. This zeal gives him two extra dice on any Charisma- or Manipulation-based rolls that have to do with such topics.

STONE OF THE LIGHT SLEEPER

Trigger: Sleep

This disk is a bright, fiery red, with a stylized sun etched into its surface. It blazes with inner light. Its bearer can awaken at a moment's notice with no sleepiness or confusion and will wake up at the slightest out-of-place sound. This Hearthstone will make it difficult for her to sleep in noisy places.

WATER

GEM OF INJURY SENSE

Trigger: Place hands next to the target's skin and concentrate





This Hearthstone is a beautiful blue and green stone shot through with glistening hairline cracks. The bearer of this stone senses any injuries or illnesses as disruptions in an invisible energy field that surrounds her patient. This won't give her exact details of what's wrong, but it will tell her where the problem is and the approximate severity.

THE LABYRINTHINE EYE

Trigger: Concentration

This stone is a perfect, glimmering sphere of gold and brown bands. Its owner will always pick the right path to reach either the exit or the center (her choice) when navigating mazes or labyrinths. The path she should follow will simply be evident to her when she's confronted with a choice. This gem conveys no knowledge of whether or not the route is safe—merely that the route will lead the bearer to her destination.

LULLABY STONE

Trigger: Sleep

This Hearthstone is a pale translucent blue. The bearer will sleep a calm, restful and nightmare-free sleep, regardless of circumstances. However, the difficulties of any attempts to wake up before the night's sleep is over are increased by 1. Difficulties for spirits or others trying to invade her dreams are similarly increased by 1. In addition, anything they try to do within her dreams that would frighten or harm her fails.

WOOD

THE FARMER'S STONE

Trigger: Tending farmland

This Hearthstone is a long, angular, pale-blue gem. The bearer's crops grow particularly well. They must be at least minimally watered and taken care of, but they will invariably grow, flower and yield a perfect harvest, even when the conditions for growth aren't favorable. This Hearthstone affects any size of farm, so long as the bearer of the stone takes a personal hand in tending it throughout the season.

The bearer may aid a farm that he does not ordinarily tend by spending one full day working it just after planting has taken place. This effect works on a maximum area of one square mile, and it only protects against minor problems: mild droughts, brief periods of flooding and small infestations.

STONE OF SHELTER

Trigger: Concentration

This Hearthstone is an opaque dark blue with bright green flecks. Each night, its bearer will find a place to sleep that is sheltered from the elements. Shelter might mean the house of a farmer, an abandoned barn, a dry cave or even a hollowed out tree.

The shelter is not necessarily safe and doesn't always come with food and drink, but it will be dry and protected from the elements.

STONE OF THE HUNT

Trigger: Concentration

This Hearthstone is a sphere banded with swirling patterns of light and dark green. Its bearer gains an empathy for wild animals. This gives him two additional dice to any roll involved in hunting, taming or otherwise understanding untamed animals.

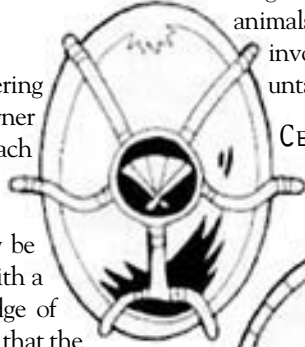
CELESTIAL

GEM OF STARLIGHT

Type: Sidereal

Trigger: Concentration

This Hearthstone is a silvery, crystalline rod, very similar to the Gemstone of Shadows, in which shadows and light eternally swirl about. When the bearer wishes, the light within the stone flares up, casting a pale, flickering glow in an area the size of a small room.



GEM OF WATER-WALKING

Type: Solar

Trigger: Sunlight

From sunup to sundown, the bearer of this yellow pyramid may walk upon water as though it were land. If he rides a horse, the horse will sink as normal; the water is solid only to him. If the water is rough and stormy, make a Dexterity + Athletics roll for the bearer to keep his footing. If he falls, the surface of the water will remain solid to him, and he may be roughly tossed about. If he stays on the water when the sun sets, he will fall through the waves.

GEMSTONE OF SHADOWS

Type: Lunar

Trigger: Concentration

This Hearthstone is a silvery, crystalline rod. It causes an inky shadow five feet in diameter to flow about the bearer. This shadow may be penetrated by magical sources of light, and it is not completely black—anyone peering directly into it will see vague shapes but no specific details. It increases the difficulty to spot something that lies within the shadow by 1. This penalty can be raised even higher if the power of this stone is used in a place where a shadow is not obvious, such as outside at night, and the person doing the spotting doesn't know where to look.

ABYSSAL

LIFEDRAIN STONE

Trigger: Concentration

This Hearthstone is a deep purple that changes to blood-red in direct sunlight. The bearer's player makes a

Manipulation + Socialize roll for the Exalted to catch his target's eye. The target's player makes a Willpower roll, with a difficulty equal to the number of successes the bearer got. If this roll fails, then, for the next day, the target feels listless and tired. She loses one die from all Wits and Dexterity rolls.

ROAD OF HATRED STONE

Trigger: None, constant

This stone is a smooth, swirling black and gray. Any bearer who possesses a driving hatred of someone or something finds her will strengthened when pursuing that goal. The bearer gains one die to any Willpower rolls that aid her in the pursuit of the subject of her hatred. She also regains one extra temporary Willpower when she achieves a goal related to her driving hatred.

LEVEL 2

AIR

GEMSTONE OF SURFACE THOUGHTS

Trigger: Concentration

This Hearthstone is a round, light blue gem, with fiery flecks of color throughout. It enables the Exalted bearing it to pick up another person's surface thoughts — whatever is foremost in the target's mind.

The bearer's player must succeed at a Perception + Awareness roll; the number of successes she achieves determines the amount of information the Exalt picks up. One success allows the bearer to pick up brief, enigmatic phrases and partial images. Two successes gives her a general idea of what subject most occupies the target's thoughts at the moment. Three successes adds detail to that general impression. Four or more successes gives the bearer a thorough idea of what the target is currently thinking about.

MIND SHIELD STONE

Trigger: None, constant

This Hearthstone is a smooth blood-red. This stone prevents the bearer from developing any new derangements; it does not cure derangements that the bearer already possesses.

STONE OF FIRST IMPRESSIONS

Trigger: Concentration

This stone is an opaque blue and white. Whenever its bearer meets someone for the first time, he gets an immediate sense of whether he likes or dislikes her, based on what that person's intentions are at that time toward the bearer or his immediate concerns. The stone only grants a first impression; it lends no insight into a person's overall personality or trustworthiness.

EARTH

GEM OF PERFECTION

Trigger: None, constant

This Hearthstone is a beautiful, moss-green gem, transparent and smooth. It causes the bearer to ignore the effects of long-term injuries, scars and birth defects. Congenital

conditions vanish under the effect of this stone. Paralysis is lifted and chronic pain vanishes. It can even restore what is missing, although it takes two months for whole limbs to regenerate. This stone does not allow the bearer to ignore the penalties incurred during combat, but after a week of healing any remaining penalties go away. If the bearer loses possession of this stone, the ill effects of any permanent injuries and defects return, although regenerated limbs remain.

GEMSTONE OF DEEP DRINK

Trigger: Concentration

This grass-green chunk of glass-like stone with very sharp edges allows its bearer to drink as much alcohol as she likes. It will act in all respects as water to her, apart from the taste, even to the point of satisfying thirst.

KILL-HAND GEM

Trigger: Unarmed combat

This stone is such a dark green that it almost looks black. When the bearer engages in unarmed combat, it enables him to hit his opponent's vulnerable points. Rather than doing bashing damage, his unarmed blows deal lethal damage.

SPHERE OF BALANCE

Trigger: None, constant

This Hearthstone is a sphere of dark green shot through with white. Its bearer has perfect balance. Any attempts to knock her down or otherwise throw her off balance suffer a +2 penalty to difficulty. She gains two dice to any Athletics rolls that involve balance, such as walking across walls or tightropes or keeping her footing on ice.

SPIDER'S EYE STONE

Trigger: Meditation

This stone is a smooth gray color, with sparkling veins of blue throughout. The bearer can see through the eyes of any spider within a 10-yard radius. This effect also works on Ahnules (spider-demons) and other spider-like creatures.

FIRE

GEM OF SEDUCTION

Trigger: None, constant

This Hearthstone is a deep purple that changes to dark blue under direct sunlight. It causes the bearer to seem more attractive to others, giving him an additional three dice on rolls pertaining to seduction attempts. It also gives one extra die to any other Appearance roll.

GEMSTONE OF LAST RESORT

Trigger: Focus anger and rage

This Hearthstone is a brown and black speckled stone. The bearer may choose to ignore all wound penalties during a combat. When he reaches Incapacitated, this effect ends immediately, and he can still die. If the stone's power is invoked, the bearer will take twice as long as usual to heal from any wounds sustained in the combat, and the Essence cost of any magical healing will be doubled.





THE SENTINEL'S STONE

Trigger: Concentration

This Hearthstone is a cloudy white shot through with blackstreaks that seem to move at night. It gives its bearer an additional one die to use in any Awarenessroll, three if he is standing watch.

WATER

GEM OF ACCLIMATION

Trigger: None, constant

This Hearthstone is a blending of dark purple and white. It allows the bearer to feel comfortable in very hot and cold climates and reduces any heat- or cold-based damage she takes. Mechanically, reduce damage taken from any source of heat or cold by two health levels per turn.

GEM OF OMENS

Trigger: Concentration

This stone is a transparent, faceted blue-gray. It enables its bearer to understand the omens she sees: in flights of birds, patterns of tea leaves and so on. Omens are not entirely reliable predictors of things to come, but they often give a brief glimpse into the future. Mechanically, the character concentrates on a pattern or event (usually one found in nature), and her player makes an Intelligence + Occult roll with two extra dice. If the roll succeeds, the Exalt gains some minor insight into the immediate future.

GEM OF TEARS TO POISON

Trigger: Shedding tears

This Hearthstone is a bright, shining blue. The tears of the Exalted who carries it act as a poison. They have no effect on skin contact, but if ingested, they induce pain and vomiting for one day for each drop swallowed. The tears do not become poisonous until they are shed. If the tears are not ingested within one day of being shed, they revert back to normal tears.

STONE OF RECOGNITION

Trigger: Concentration

This Hearthstone is a rough sphere of azure-blue stone mottled with white. It causes a target to believe he has met or heard of the bearer before. To use the stone, the bearer concentrates and her player makes a Manipulation + Socialize roll for the Exalt to catch her target's eye. If this roll succeeds, the target's player makes a Willpower roll at a difficulty that equals the number of successes the bearer's player got. If the roll fails, the target is generally well disposed toward the bearer but can't quite remember where he's heard of her before. If the roll botches, he believes the bearer to be

someone good and trustworthy — a childhood friend or famous hero. If the roll succeeds, nothing happens.

WOOD

STONE OF BLOOD INVIOLE

Trigger: None, constant

This Hearthstone is a mottled red and green. As long as an Exalted bears it, his blood cannot be spilled. He can be injured, strangled, beheaded and so on, and he may certainly be killed, but he will not bleed — not even if a limb is severed. Neither can blood be deliberately drawn from him.

STONE OF COLOR

Trigger: Concentrate to initiate change

This Hearthstone is a clear prism cut in a triangular shape. The bearer can change her skin, hair and eye color at will to match those native to the area she is in.

THE STONE OF EMPTY KNIFE

Trigger: Concentrate to change state of weapon

This Hearthstone is a silvery-black disk. Its bearer places a weapon against the skin of his arm, and it fades into the limb. The weapon leaves a "tattoo" perfectly representative of it on the surface of the skin. Only one weapon at a time may be stored on each arm. The weapon must be small enough that the tattoo will fit on the character's arm between wrist and shoulder. If the skin in which the tattoo rests is cut, scarred or indelibly marked, the weapon is lost forever. The bearer must have possession of the stone in order to remove the weapons; he does this by placing a hand over the tattoo and concentrating. This process takes as long as drawing a normal weapon. It is permissible for the character to hide a weapon into which the stone is set, and the character will still be able to retrieve it afterward.

STONE OF MENDING FLAWS

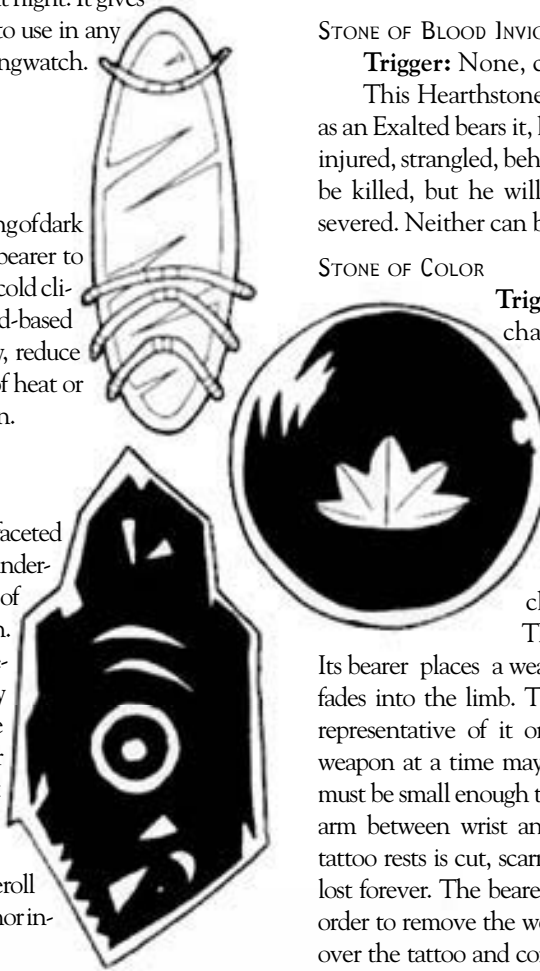
Trigger: Concentration and touch

This Hearthstone is a porous green and blue rock the size of a person's eye. Its bearer may mend any small cracks or flaws in the surface of a non-living material, over a maximum area of five feet in diameter, at a touch. He may not heal cracks and flaws in any of the Five Magical Materials, nor in Hearthstones or other mystical items.

SURVIVAL STONE

Trigger: None, constant

This Hearthstone is a leaf-green stone with brown striations. Its bearer will never starve or die of thirst. He will feel hunger and even intense pain from that hunger, but he will not die of malnutrition or become too weak to function. If he goes more than four days without food or water, he suffers a -1 die penalty to all actions representing the distraction of intense hunger pangs or thirst.



CELESTIAL

GEM OF FALSE DEATH

Type: Sidereal**Trigger:** Meditation

This Hearthstone is a pale yellow amber with a crack through the center. The bearer can put herself into a trance that mimics death, during which all vital signs halt. The bearer retains her senses, although, if her eyes are shut, she can't see. The bearer wakes up whenever she chooses; if the stone is removed from her body, the trance ends immediately. While she is in this trance, she does not require air or food, but she can be injured as normal.

SNAKESKIN STONE

Type: Lunar**Trigger:** Sleep

This oddly shaped, not-quite-flat rock bears a pattern of black, red and white reminiscent of a snake's scales. When the Exalted that bears this stone is injured, he will shed his skin the next time he sleeps. As a result, any surface-level injuries heal. Wounds close, burns give way to smooth new skin, and so on. Damage to internal organs is not healed by this stone and must be healed naturally (or by other magical means). Mechanically, this means that, for combat injuries, half of any damage (rounded up) is healed. The amount of damage healed from other wounds is up to the Storyteller to determine.

ABYSSAL

FLAWED GEM

Trigger: Touch and concentration

This transparent stone is violet blue. Its bearer can cause flaws in any non-living substance; the area of effect is five feet in diameter, radiating outward from the spot that the bearer touches. These flaws include cracks, pitting and weaknesses, and the item will break within the next day. This stone will not cause flaws in any of the Five Magical Materials, nor in Hearthstones or other mystical items.

GEM OF SHADOW

Trigger: Concentration

This Hearthstone is a dark blue crystal the size of a large man's finger. The bearer is extremely difficult to follow; she slips into crowds or shadows as easily as a spirit. The difficulty of any attempt to follow her is raised by 2, though she can still be tracked normally in the wilderness by hunters and hounds.

LEVEL 3

AIR

GEM OF ELEMENTAL TRAVEL

Trigger: None, constant

This faceted, bright-red gemstone allows its bearer to walk safely on water, lava, mud, ice, quicksand or any other naturally non-traversable ground. This does not grant the bearer the ability to walk on air or to travel on anything other than a generally horizontal surface.

GEM OF FORGETTING

Trigger: None, constant

This arrowhead-shaped Hearthstone bears a pattern of swirling red and rose, and its surface is perfectly smooth. Anyone who meets the bearer of this stone will be unable to remember her clearly later. Only repeated and prolonged exposure to the possessor of this stone will negate this effect. Thus, the bearer's family and friends will remember what she looks like, while random shopkeepers will not. The player of any character who sees this Exalted after their first meeting must make an Intelligence roll at difficulty 3 for his character to remember who she is. Repeated contact lowers this difficulty.

EARTH

STONE OF JUDGMENT

Trigger: Concentration

This Hearthstone is a smooth piece of rich blue stone. The bearer asks someone whether or not he committed a crime or other harmful act. If the subject answers, the bearer's player gets an extra three dice to use in a Perception + Socialize roll to determine whether or not he is telling the truth.

FIRE

DISCORD STONE

Trigger: Concentration

This stone is a slim, dark-blue disc, and it causes people to bicker amongst themselves. The bearer must pass within 10 feet of the people to be affected. Up to three people can be affected at once, and this power can only be used once per day. The effect lasts for half a day; during that time, the targets' players must succeed at Willpower rolls in order for the characters to pass up any opportunity to argue with someone. In order to realize that the urge to argue came from somewhere else, their players must succeed at Intelligence + Occult rolls, difficulty 3; these rolls are made after the effect fades.

GEM OF THE BURNING HOUSE

Trigger: Concentration

This Hearthstone is a near-perfect two-inch cube of red. The possessor is immune to damage or burning from all normal fires, including damage caused by smoke inhalation. Thus, she could enter a burning building without harm, but she would take damage as usual from a magical fire or an arrow that has had the Fiery Arrow Attack Charm used on it. Neither the bearer nor her immediate possessions (carried or worn) will catch fire.

WATER

GEM OF DESIRE

Trigger: Concentration

This stone is a transparent and beautifully faceted, bright-yellow gem. It causes a person to be overtaken with moderate desire for some thing or someone; this effect lasts for half a day. During this time the target must succeed at a Willpower roll in order to pass up any opportunity to satisfy his desire. This stone may only be used once per day.





on a single target, and the bearer must be within 10 feet of that target.

When the effect ends, the target's player makes a Willpower roll; if the roll fails, this stone will spark a longer-lasting desire within the character. If the roll botches, he becomes obsessed with the object of his desire.

GEMSTONE OF SPOKEN LANGUAGE

Trigger: Concentration

This Hearthstone is an watery blue-green. The bearer understands anything spoken aloud in any language or dialect. This doesn't help with written language, and it doesn't give the Exalted the ability to speak other languages.

WOOD

GEMSTONE OF ENTRANCE

Trigger: Touch

This shimmering blue stone causes all locked doors and windows to unlock at a touch. It only works on points of entrance and egress, not on locked strongboxes or shackles.

GEMSTONE OF MENTAL HEALTH

Trigger: None, constant

This smooth, cloudy orange stone permanently cures any derangements the bearer suffers from. Any new derangements are cured as quickly as they are gained.

STONE OF THE SURE PATH

Trigger: Concentration

This red, striated, gleaming Hearthstone allows an Exalted who knows her destination to find her way to it. The more definite her knowledge of the destination, the more likely her path is to be straight and true. The rougher her knowledge, the more her path will wander and the more likely it is to lead her through danger. Regardless, her path will always lead her to her destination eventually—though, in some cases, it may take years.

If an area is sorcerously concealed, this Hearthstone will lead the bearer in circles. It cannot negate the concealment.

CELESTIAL

GEM OF GRACE

Type: Solar

Trigger: None, constant

This Hearthstone is a cloudy white sphere. Its possessor evokes mild feelings of awe and respect in others, even other Exalted. It adds three dice to relevant Charisma and Manipulation rolls.

GEM OF WAKEFULNESS

Type: Sidereal

Trigger: None, constant

This Hearthstone is a dull gray, perfectly flat rock. It allows the bearer to stay awake as long as he wishes, without feeling tired and without loss of cognitive abilities. For each full day after the first, however, his player must make a

Stamina + Endurance roll. The first roll is at difficulty 1, the second at 2, the third at 3, and so on. When the roll fails, the Exalt starts having hallucinations and waking nightmares. If the roll botches, he gains a temporary derangement that will not fade until he has slept a full eight hours for each day after the first that he stayed awake. It only takes a single night of sleep to end the hallucinations and waking nightmares.

STONE OF DREAM ENTRANCE

Type: Lunar

Trigger: Touch and concentration

This Hearthstone is around, smooth, white stone with milky irregularities in its surface. It allows its bearer to enter someone's dreams. He may observe those dreams, speak with the dreamer or alter those dreams as he pleases, turning them into beautiful fantasies or terrible nightmares. Anything that harms the dreamer within her dream will cause her player to make a Willpower roll at difficulty 2. If it succeeds, the character wakes up immediately, unharmed. The target may be woken up as normal by damage to her physical body, loud noises or someone trying to wake her, and she will awaken at her normal rising time. When the dreamer wakes, her player must succeed at an Intelligence + Awareness roll for the character to remember anything that happened while she was dreaming. The more successes she gets, the more detail she remembers.

ABYSSAL

THE DEATH-SPEECH GEMSTONE

Trigger: Concentration

This Hearthstone is cobalt blue and perfectly egg-shaped. The bearer may hold a conversation with any corpse, so long as there is still some flesh left on the bones. The corpse will have no knowledge that it didn't already have when it died.

STONE OF DECAY

Trigger: Concentration and touch

This Hearthstone is such a deep purple that it almost looks black. The bearer can cause an area of a non-living substance up to 20 feet in diameter to develop major flaws at a touch: cracks, pitting, weaknesses and so on. It will break within the next 10 minutes after this power is used on it. This power will not work on Hearthstones, talismans or items made of the Five Magical Materials.

LEVEL 4

AIR

LIGHTNING ROD GEMSTONE

Trigger: None, constant

This Hearthstone is a shaft of very deep purple. Any lightning (normal or magical) that would strike within 10 yards of the bearer will instead be drawn into the stone and have its energy dissipated harmlessly.

STONE OF EASY BREATH

Trigger: None, constant

This Hearthstone is a cloudy, almond-shaped gemstone. It allows the bearer to breathe easily in any surroundings — under water, in toxic fumes, at elevations where the air is thin and so on.

EARTH

GEM OF SAFE HARVEST

Trigger: None, constant

This Hearthstone is a dark yellow amber of irregular shape. Any food eaten or drunk by the possessor of this Hearthstone will be safe: It cannot kill her or make her ill, even if it is poisoned.

STONE OF REFUGE

Trigger: Curl into a ball on any solid ground and concentrate

This stone is a palm-sized green gem, rough and uncut. The bearer may fade into the ground, becoming a part of it. Her body will not be visible, her scent may not be detected in the earth, and the scent of her trail will fade as normal. Minor damage to the ground she lies in (scuffs, the removal of a handful of dirt, heavy things falling) will not affect her. If someone digs into the ground where the character lies, she will take one health level of bashing damage and will immediately rise up out of the ground. The character will hear and see nothing while in the ground, but she may feel the vibration of heavy footfalls or other movement above. She will starve as normal, but she will not suffocate. The character may emerge whenever she wishes. Magical sight will be able to detect the character.

FIRE

STONE OF BLOOD TO FIRE

Trigger: Concentration

This Hearthstone is a rough, cracked red. The bearer may transform any shed blood to fire, causing anything that has blood on it to catch fire. The blood must be within the bearer's line of sight, and the fire it creates maybe pat out like any other fire. The fire does two health levels of damage per turn until it is put out, and it will cause any flammable materials it touches to burn. Without flammable material to burn, the fire will only burn for three turns. Not all blood within line of sight is set on fire, just that which the Hearthstone's bearer chooses.

WATER

GEM OF MASKS

Trigger: Concentration

This Hearthstone is a rainbow-colored sphere with cloudy rough spots on its surface. While possessing it, an Exalt may change the details of her face. She cannot use it to change anything about the rest of her body, including her hair color, but any facial feature (eye color, nose, lips, the shape of her face, etc.) may be changed. This stone may not be used to alter or hide Caste Marks.

GEM OF YOUTH

Trigger: None, constant

This Hearthstone is a dark, smooth black, with the fossil of some small, unrecognizable animal buried in the center. The bearer will appear forever young, frozen at the age at which he took up this stone. His health will progress at its natural rate however, and he will die of old age at the same time that he would have originally. If he gives up this stone, his appearance will start to age from the point at which it was frozen; his appearance will never catch up with his true age.

STONE OF GENDER TRANSFORMATION

Trigger: Meditation

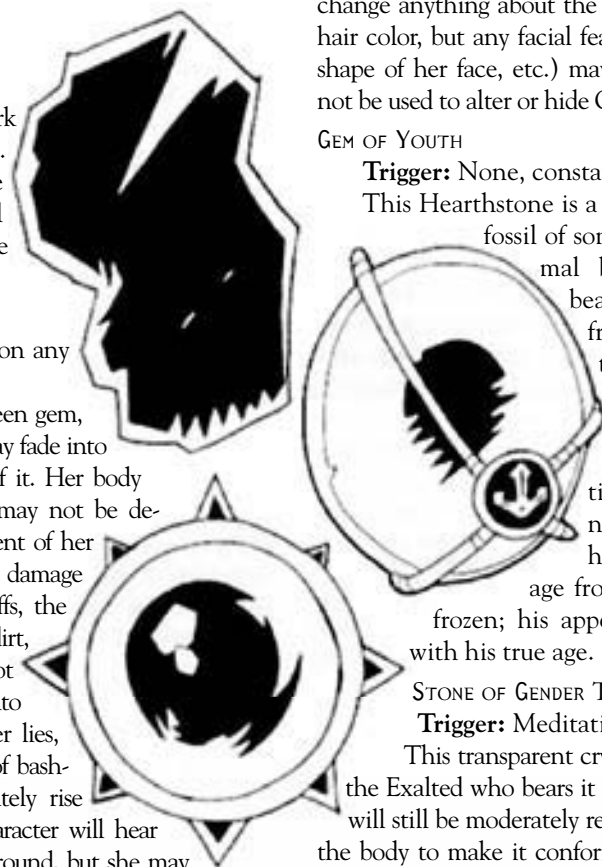
This transparent crystal is peach-colored. It allows the Exalted who bears it to change gender. The Exalted will still be moderately recognizable; the stone re-shapes the body to make it conform to the standards of the new gender but does not radically alter size or features. The player of any character who knows the bearer gets a Perception + Awareness roll at standard difficulty for his character to recognize her. Other factors may increase the viewer's difficulty: radically different clothing, hidden face, time having passed since he last saw the bearer and so on.

WOOD

GEM OF MEMORY WILL

Trigger: Meditation

This Hearthstone is a smooth, metallic ore. It allows the bearer to recall (and mentally relive) any particularly positive and will-reinforcing memory. This recollection allows the bearer to recover a single point of temporary Willpower, once per episode.





CELESTIAL

DREAM-STONE

Type: Sidereal**Trigger:** Concentration

This Hearthstone is a smooth black stone, with abstract white markings. When its bearer remembers her dreams, they will always be prophetic in some way. Once each episode, the bearer's player may make a Wits + Occult roll upon her character's waking. Any success at all causes her to remember a dream from the night before that gives some indication of events to come. The more successes she receives, the clearer the dream.

GEM STONE OF WILD LIFE

Type: Lunar**Trigger:** None, constant

This rough stone of pale purple aids its bearer in figuring out how to make do in wild places. He has an easier time finding safe food and shelter, recognizing poisonous animals and plants and understanding dangerous weather conditions. Mechanically, this adds four dice to any Survival rolls the bearer's player makes.

SEVEN LEAPING DRAGON STONE

Type: Solar**Trigger:** Combat

This Hearthstone is a translucent reddish-orange gemstone with a golden-orange iridescence that plays across its surface. The stone gives its bearer a better understanding of the weaknesses of the body. Mechanically, it adds four extra dice to any Martial Arts attack roll.

ABYSSAL

DEATH-SENSE STONE

Trigger: Concentration

This stone is a disc of opaque white. The bearer can sense any deaths that occur within a one mile radius and find his way unerringly to the site of the event. He can also sense and locate any deaths that have occurred within the last day. The bearer senses no information about a death other than location.

THE ICE-BLADE GEM

Trigger: Combat

This Hearthstone is a pale, icy blue and radiates a palpable air of cold. The blades of any weapons the bearer bears in combat become ice cold, adding +3 to their damage bonus against opponents who are not immune to cold.

LEVEL 5

AIR

STONE OF MEMORY CAPTURE

Trigger: Meditation

This Hearthstone is a bright orange gemstone. Its possessor can recall in perfect detail any memory she wishes. This allows her to pick up details that she missed when she

first viewed a scene or to remember details that she might otherwise forget. The bearer meditates on the memory, and her player makes an Intelligence + Awareness roll. The more successes achieved, the more detail the Exalt remembers. One success allows her to recall general events. Five or more successes allows her to recall the most minute details.

EARTH

GEM OF IMMORTALITY

Trigger: None, constant

This Hearthstone is a smooth, darkest black, with the faintest rainbow sheen playing across its surface. Its bearer will not age white she bears this stone, and she will not fall prey to any of the infirmities or illnesses of old age. She can be harmed and killed as normal, but she will never die of old age or natural illness. If she stops carrying this stone, she will start aging normally.

FIRE

GEM OF BONES TO FIRE

Trigger: Concentration

This Hearthstone is a palm-sized slab that ranges from blue-purple at one end to green at the other. Along the purple end is a jagged layer of gold. The bearer concentrates, and his player makes a Manipulation + Socialize roll for the Exalt to catch someone's eye. The difficulty of this roll is the target's Essence score. If the roll succeeds, the target's player makes a Willpower roll at a difficulty equal to the number of successes the bearer got. If the target fails, her bones slowly turn to burning cinders, causing two health levels of unsoakable lethal damage per turn until death or until the bearer loses sight of her. If the target leaves the bearer's line of sight, the burning stops, and she may heal normally.

GEM OF LEGENDARY LEADERSHIP

Trigger: None, constant

This Hearthstone is such a dark green that it looks black in dim light. It bestows upon the Exalt who bears it the qualities of a great leader, granting two extra dice to use in any Presence, Performance or Bureaucracy rolls related to leadership or governance, as well as any rolls involving battle strategy. It also gives one extra die for all combat-related rolls, such as Brawl, Martial Arts, Melee, Archery and Thrown, as long as the bearer is leading troops into a battle. If the bearer is not the leader of his force or if he does not fight beside his men, then he doesn't get that combat bonus.

WATER

GEM OF SLEEP

Trigger: Concentration

This stone is a deep, translucent, dreamy cobalt blue. The bearer concentrates, and her player must make a Manipulation + Socialize roll in order for the character to catch someone's eye. If the roll succeeds, the target's

player makes a Willpower roll at a difficulty equal to the number of successes the bearer's player rolled. If this roll fails, the target immediately falls asleep. He may be awakened by loud noises, shaking or anything else that would normally waken a sleeping person, and he will wake up regardless in five minutes' time. He awakens with all the confusion and sleepiness of anyone waking out of deep sleep.

WOOD

SONG OF LIFE STONE

Trigger: Singing

This Hearthstone is a brown and white banded phere. Any plant life within the sound of the bearer's voice will thrive and grow. The rate of growth is noticeable; withered grass grows green and lush; trees flower and bear fruit; vines lengthen and spread over whatever surface they cling to; bushes grow tall and leafy. This can bring a dead plant back to life so long as its roots are still buried in the earth.

STONE OF LOYALTY

Trigger: None, constant

This Hearthstone is a solid brown jewel. The bearer inspires feelings of loyalty in all those she commands. The player of anyone under the Chosen's command who wishes to betray her must make a Willpower roll at difficulty 5 to do so. The players of those who are not under her command but consider her a friend, ally or partner must make a Willpower roll at difficulty 3 for their characters to betray her. Even players of her acquaintances must make a Willpower roll at difficulty 1 in order for their characters to betray her. The difficulty may be lowered if the betrayal is considered particularly innocent or insignificant.

CELESTIAL

GEM OF MADNESS

Type: Lunar

Trigger: None, constant

This Hearthstone is a jagged piece of hard black rock. Anyone who physically attacks the Exalted bearing it gains a single derangement. This Hearthstone will not give the same person multiple derangements, even if he repeatedly attacks the character. Once a derangement has faded or been worked through, then another may be caused in the same manner.

GEM OF SORCERY

Type: Solar

Trigger: Casting sorcery

This Hearthstone is clear, but its surface has an oily, gold sheen to it, and it glows brightly from within. At will, the bearer can reduce the Essence cost of casting one spell by 10 motes. This power can be used only once per day.

GUARDIAN GEM

Type: Sidereal

Trigger: None, constant

This Hearthstone is a shimmering silvery sphere, and fate watches out for its bearer. Twice per episode, the bearer's player may reroll a roll of her choice, and twice per episode, she may also force someone else who is acting directly against her to reroll a roll of her choice. She chooses which roll to keep. Alternatively, she may give up any one of these rerolls in order to subtract two health levels from a single incoming attack after damage is rolled. Both rerolls can be sacrificed at one time to absorb particularly damaging attacks.

SCRYING STONE

Type: Sidereal

Trigger: Meditation upon an issue

This Hearthstone is a flat black stone polished to a high, reflective shine. The bearer sees visions in that surface related to any issue she chooses to meditate on. These visions can show the past, present or future. They either illuminate some aspect of what will happen or lend some understanding of the situation that the Exalted does not yet have. They may be clear or cryptic, symbolic or literal; the bearer's player makes an Intelligence + Occult roll to decipher the visions. Visions of the future are possible tomorrows, not definite ones.

ABYSSAL

GEM OF THE NIGHT SKY

Trigger: Concentration

This Hearthstone is a clear gem filled with tiny, star-like points of light. The bearer, by concentrating for 10 turns, may turn the sky over an area one mile in diameter to a night sky. No matter how sunny it is, the sky will cloud over, the light will dim to a nighttime level, and the temperature will drop precipitously. This effect lasts until the next sunrise and may only be used once per day. Make a Willpower roll for any humans in the area of effect; unless the rolls succeed, the mortals take a -1 die penalty to all Wits rolls due to fear.

THE WITHERING GEM

Trigger: Concentration

This Hearthstone is a translucent black gemstone with surprising depth to it. The bearer concentrates, and his player makes a Manipulation + Socialize roll for the Exalt to catch the eye of his intended target. If the roll succeeds, the target becomes mildly ill for one day and receives a two-dice penalty to all actions during that time. If the roll garners more successes than she has points of Stamina, she becomes seriously ill for one week and receives a four-dice penalty to all actions during that time.





APPENDIX WARSTRIDERS

Perhaps one of the most impressive weapons of warfare to emerge from the First Age were the warstriders — giant suits of armor three times taller than a large man. Designed to serve the Exalted as siege engines and in battles against behemoths and other large threats, these weapons were never common and were wonders even in their own time. So hungry for Essence are they that they cannot be driven by ambient Essence, but must harness and divert the power of a powerful Hearthstone to operate, depriving their operator of one of the benefits of a major Manse.

Warstriders are difficult and expensive to repair and require Exalted to wear them. As a result, only the Realm holds significant numbers of these devices, though Lookshy also operates a few, and there are several in the hands of outcasts. The Realm employs its striders primarily as propaganda weapons, parading them to terrify its subject peoples. However, these devices do see field service and are deployed with the imperial legions for sieges and when local auxiliaries cannot provide cavalry cover to legion forces. Lookshy deploys several with every field force and uses them primarily for combat engineering, though they also see service during sieges.

Despite their size and combat power, warstriders are not the perfect weapon. They are demanding devices and require constant maintenance from a skilled sorcerer. In addition, the strider's wearer must place a Hearthstone of at least level 3 in it to power it. This process consumes all the stone's magical power while it is in the fitting, and so, the Exalt must forgo a powerful asset in order to activate the warstrider.

Also, in order to control the strider, the Chosen must buckle herself into a complex harness of straps in the torso and close the armor around her. The harness is sympathetically connected to the arms and legs of the armor, which then mimic the pilot's motions. While certain motions such as walking can be triggered with abbreviated gestures, the whole process is still very tiring. Thus, in addition to the considerable Essence required to attune the warstrider, the Exalted must also commit Essence to Charms that lighten the load of the armor or else face exhaustion from the strain of operating it.

Finally, warstriders are huge. These armors stand nearly 20 feet tall and weigh thousands of pounds. Though preternaturally nimble from the investment of the wearer's Essence, they are still prone to sinking into soft surfaces and have problems dealing with human-scale targets and with maintaining their balance on uneven terrain.

Yet, warstriders do have certain advantages. The first, of course, is their immense combat power. Wielding weapons far larger than what even the mightiest mortal frame can bear, warstriders can fell even rampaging behemoths. In addition, the tremendous strength of these armors allows them to demolish fortifications and other obstacles with ease.

But augmented strength would be meaningless to most Exalts, and warstriders provide more than that. The wearer must commit Essence to attune himself to the armor, and the strider draws power from a Hearthstone likewise attuned to the wearer. As a result, the warstrider is very much an

extension of the Exalt wearing it. An Exalted wearing a warstrider can use all her normal Charms, just as if the strider were nothing more than a suit of regular armor.

RULES

The mechanics that follow describe warstriders so that players and Storytellers of Exalted can incorporate these powerful armors into their series. Players who wish to equip their characters with warstriders and Storytellers who wish to use them in games should read these rules closely. Though they are much simpler than one might expect, the middle of a climactic combat is the wrong time to have to flip through the rules to find out how to handle a situation.

BENEFITS

Warstriders are tremendously complex and expensive to operate and consume valuable resources, yet they survive in use to the present day, when so many other wonders of the First Age have been put aside or forgotten. This is because, for all their liabilities, they are extremely powerful weapons. When in their element, namely siege warfare or fighting other giant beings, they are unmatched.

GREAT STRENGTH

Warstriders' greatest advantage is their immense strength. The magic of the armor, and not the strength of the wearer, moves the limbs. The immense amount of Essence available to the strider from the inset Hearthstone allows this magic to be

powerful indeed. In addition, because the warstrider is harmonized with the wearer's anima and effectively something that she is wearing, Charms that increase the character's Strength work on the warstrider as well. Obviously, this allows the warstrider to wield much larger weapons than characters normally use. In addition, characters in a warstrider can lift and carry vast amounts of material and can tear apart stone walls with their hands, making them quite useful for siege and engineering work.

The Strength a warstrider lends a character is very limited. It substitutes for the character's normal Strength only when:

- Determining the damage of attacks made by the character while wearing the warstrider.
- Determining how much the character can lift and carry.
- Determining if the character can break an object.

Each model of warstrider has its own Strength score, as described in their statistics on page 126 of this chapter. Consult the *Feat of Strength* table on page 252 of the *Exalted* main rulebook to determine how much a warstrider can lift and what sort of objects it can break.

UNLIMITED ENDURANCE

Although a warstrider is fatiguing to operate, its very easy to leave the limbs in a given position indefinitely. A warstrider that can pick up an object can hold it up indefinitely. Characters wearing a warstrider never have to worry about falling over from fatigue if they stand too long or about their limbs falling asleep or cramping if they spend too long in a contorted position.



WARSTRIDER MOVEMENT

A warstrider has very long legs, allowing it to move quite rapidly. It has a movement rate of 10 times that of the character wearing it. Characters with Charms that allow them to increase their movement speed apply the modifier or multiplier to their movement rate before the 10 times multiplier for the warstrider — a supernaturally fast character in a warstrider can cover an immense amount of distance in a very short time.

MASSIVE ARMOR

Warstriders are incredibly well armored, as befits their use as siege engines and as machines of war designed to fight massive foes. A warstrider has lethal and bashing soak values like any other suit of armor. If an attack against a character wearing a warstrider does not exceed the strider's soak value, then the attack does no damage, rather than the standard automatic one die of damage for a successful attack. However, warstriders are still armor, and their protection can be bypassed by attacks that ignore armor, just like any other suit of armor.

In addition, warstriders are well protected against the forces of the Wyld. Though they are large, they are still die character's suit of armor. Charms such as the Chaos-Repelling Pattern that protect a character and his possessions will protect the warstrider from the effects of the Wyld just as they would protect a buff jacket.

POWERFUL WEAPONS

Due to their height, strength and the leverage their very long arms give them, a warstrider can use weapons far too large for the human frame. Though one of the Exalted might be able to pick up such a weapon, their arms and body are simply not long enough to use it effectively. These weapons are tremendously powerful and can fell behemoths or other warstriders in only a few blows. Unfortunately, they are also giant, and the blows are easily telegraphed; hitting human-sized targets can be quite challenging. Whenever a character wearing a warstrider attacks a target less than 10 feet tall, subtract 2 successes from her attack roll to reflect the difficulty in hitting small targets and the ease with which a warstrider's blows can be parried.

Obviously, it can be difficult to parry a 12-foot sword. If die warstrider's attack does more than twice the total damage (including the wielding character's Strength) of the parrying weapon, then the parrying weapon has either been sheared in half or casually batted aside. Resolve the attack as if the defender had been unsuccessful in his parry attempt. Weapons made with die Five Magical Materials are not so fragile and can parry the attacks of a warstrider without penalty. A warstrider's attack can be dodged as if it were any other attack.

Warstrider weapons come in all the same flavors as weapons for mortals — there are swords, axes, spears, bows and all other sorts of weapons. There were even daiklaves and

other such magical weapons produced for use by warstriders, though their astronomical cost and the vast sorceries needed to forge them made them rare even during the First Age.

CHARM USE

Exalted can use their Charms while wearing a warstrider, and die effects of the Charms stays the same, regardless of the fact that the suit of armor die character wears is 18 foot tall. This effect makes some Charms more useful than others; the Melee Charm Hungry Tiger Technique will still add one die per mote of Essence expended to attacks with the armor's 15-foot-long sword, making it formidable indeed. However, the Charm Blazing Solar Bolt still only does a base damage equal to the character's Willpower plus her Strength outside the warstrider.

COMPLICATIONS

Though they are unsurpassed in their areas of strength, warstriders are also very limited devices. The very might and size that makes an individual wearing one so deadly also makes him clumsy and blind. Characters dressed in a warstrider must maneuver a suit of armor three times taller than they are, with only a dim feeling for the location of their limbs, through the commonplace acrobatics of battle. In addition, these huge suits of armor require a vast amount of Essence to activate, and the strain of using them can often tax an Exalt so severely that she is unable to truly benefit from the armor's power. Between attuning the armor to her anima and activating the Charms required to protect her from fatigue while wearing die warstrider, a Chosen can find herself with little or no Essence for combat Charms.

ESSENCE REQUIREMENTS

When an Exalt straps herself into a warstrider, she must attune it to her anima just as if it was magical weapon or armor. This attunement is somewhat expensive — it takes 10 motes to harmonize the strider's structure with the Exalt's anima. The process does not require the prolonged contact an Exalt's attunement to a magical blade does, only taking a few minutes. This procedure is somewhat problematic in that Charms cannot really be used to speed the process of donning the warstrider. Although a character can enter the straps as quickly through the regular array of magics designed to speed the donning of more conventional armor, the suit must still be made to resonate with the character's anima. This problem is exacerbated by the fact that the Exalted's attunement fades as soon as the strider is removed — such a large amount of the Magical Materials cannot resonate for long away from the Chosen's aura. As usual, die motes used for attunement remain committed until the attunement fades.

Even if the warstrider is attuned, it cannot move unless a Hearthstone of level 3 or higher has been set into the armor's hearthmount. The hearthmount is a special Hearthstone setting inside the armor, near the head of the Exalt wearing the strider. Normally, the Exalt enters the armor, places the hearthstone in the hearthmount, begins attuning and straps in. By the time he is finish strapping in, the armor will be fully attuned to his anima, and he will be ready for combat.

FATIGUE AND MOBILITY PENALTY

The straps and webbing inside the warstrider offer resistance to the pilot. To some extent this is simply inevitable—a character pushing, pulling and tugging against countless bindings is going to exhaust himself in his efforts. However, a certain amount of this resistance is intentional — the straps in a warstrider apply pressure to the wearer's body to help the Exalt feel what is happening to the extremities of the suit, which he would otherwise have little awareness of. Though this tension is essential to allowing the Chosen to wear the warstrider and remain dexterous, it is nevertheless quite fatiguing.

As a result, a warstrider has a high fatigue value, to reflect the amount of work the character must do when wearing it. This penalty can be offset as normal by Charms that reduce the fatigue value of armor. When a character is wearing a warstrider, keep in mind that it is almost as hot and uncomfortable as chain swathing. Characters should be making fatigue checks early and often, especially if working in the hot sun.

LIMITED VISION

Characters wearing a warstrider have a very limited field of view—a narrow slot like that on a full helm but even farther away from the character's face. This reduces peripheral vision and makes it hard for a character to remain oriented when moving quickly. Likewise, though striders are fairly quiet when operating, the wearer is still surrounded by a large amount of metal, which dulls and dampens sounds. A character wearing a strider is at a -2 dice penalty for all Awareness rolls, tracking attempts or other rolls requiring clear perception of the world around her.

LIMITED MANIPULATION

Warstriders have huge gauntlets. Though the wearer can feel dimly through the armor's harness and even move all the fingers with some delicacy, it is still difficult to perform any sort of complex manipulation. This is particularly true because the gauntlets are as strong as the rest of the armor, so that Exalts who specialize in wrestling or martial arts can utilize their combat skills effectively while wearing a warstrider. Alas, this means that a character attempting to use the gauntlets for delicate tasks must exert a feather-light touch or else risk accidentally smashing the item being manipulated. All attempts to perform delicate tasks are at +2 difficulty, and certain tasks such as picking locks or turning the pages of a book are simply impossible. Likewise, the gauntlets of a warstrider are far too large to permit it to use even very large weapons — warstriders must wield weapons designed for their own huge grips.

NO SORCERY

The constraining nature of the warstrider harness makes it impossible to take the armor off partially to cast sorcery, and the clumsy and very distant nature of the wearer's control over the limbs makes casting magic while wearing the armor equally impossible. Characters wearing warstriders cannot use sorcery save for very brief, one-word spells designed for use in

constrained situations, such as Unconquerable Self and Rune of Singular Hate.

GIANT SIZE

Warstriders are not all that different, mechanically, from suits of armor made from the Five Magical Materials, other than that they add to the character's Strength and allow him to use weapons built to the armor's scale. It is up to the Storyteller to make the huge size and great weight of the warstrider a factor in the game. Just because there aren't special rolls involved in being 18 or more feet tall or weighing three tons doesn't make the armor any smaller or lighter.

A warstrider towers over the landscape, thumps perceptibly when it walks and leaves huge footprints behind it. Tracking one is trivial unless the character has Charms to make himself impossible to track. Even then, the difficulty of his Survival roll is increased by 3, if one is required. Likewise, remember to apply the strider's mobility penalty to actions that require grace, nimbleness and dexterity. Though it is worn differently than other types of armor, a warstrider's mobility penalty still applies in the same fashion as any other armor's.

As they're built for battle, warstriders are of very sturdy construction—and they can cause a great deal of accidental damage. A character running in a warstrider who brushes up against a tree or the corner of a building is probably going to knock it over. If a warstrider smashes into something, treat this as if it has exerted its Strength (and only its Strength, do not add Athletics) on the Feat of Strength table in an attempt to break the object. If the warstrider simply bumps or bushes against it, reduce its Strength by half. If it is hurled against or dropped onto an object, double the strider's Strength for the purposes of determining damage.

MAINTENANCE

Mundane armor requires a great deal of maintenance and upkeep. It must be polished and cleaned, its straps must be kept oiled and tightened, and any dents must be hammered out and rents patched. How much more attention, then, does a suit of armor 18 feet tall, full of magical components, require? The answer is a great deal.

To maintain a warstrider, a character must have Lore ••••, Occult ••• and Craft •••, with a focus on some appropriate skill such as armoring, swordsmithing, metalworking or the like. This character need not be the individual who wears the warstrider, though it often is. For every eight hours a warstrider is in operation, a qualified character must spend one hour maintaining the armor. If the warstrider is worn for heavy labor or combat, then the maintenance requirements grow greater still. For every two hours of heavy labor, the warstrider requires one hour of maintenance. Also, every 10 turns of combat adds an hour of maintenance, as does any attack that inflicts enough damage that damage dice are actually rolled.

This maintenance requires an array of specialized maintenance equipment costing Resources •••• and sufficient to fill a two-horse wagon or a medium-sized workshop. Every 40 hours of





maintenance performed requires jade, metals and occult ingredients sufficient to fill a small one-horse cart and costing Resources •••. These repair materials are of extremely fine quality and are unlikely to be found in sufficient bulk outside a large city. The initial investment in maintenance equipment includes materials sufficient for 40 hours of maintenance work, and a two-horse workshop cart is assumed to carry enough supplies to execute a full 40 hours of maintenance work without resupply.

For every eight hours of maintenance the warstrider is in arrears, the wearer suffers a -1 penalty to all rolls involving physical activity when he has the strider on. These penalties accumulate until either the warstrider is repaired or the wearer can no longer make any meaningful rolls. At -10 (80 hours of overdue maintenance), the strider is immobilized and will no longer activate. It is possible for a warstrider to rack up a very large number of maintenance hours in a fierce or prolonged battle. Don't apply these penalties until after the character takes off the strider — the attunement keeps the warstrider running smoothly while the magic lasts. However, once the Essence drains from the armor, the penalties manifest, and if the armor is re-attuned, Essence will not properly patch the faults.

THIS IS SO UNREALISTIC!

And jumping 20 feet into the air while swinging a sword as long as your body and leaving contrails of magical power isn't? If the idea of giant walking suits of armor in your game offends you, just don't use them. If the fact that they're not very mechanically complex bothers you, make up your own system. The way that warstriders work is designed to keep **Exalted** fast and focused on the characters, not on their armor. If you want to make your game focus more closely on warstriders, just write some rules additions that give them their own health levels and more complex stats. It's that simple.

STRIDER STATISTICS

Today, those few striders that are manufactured are customized exactly to the specifications of the Dragon-Bloods who commission their creation. During the First Age, war was a gaudy and flamboyant affair, and there was little effort spent on uniformity of design or decoration. As a result, warstriders are unique devices, each with their own peculiarities. The descriptions and statistics provided below are general outlines — Storytellers can elaborate or alter them as desired for individual warstriders.

COMMON

The most frequently encountered class of warstrider, this armor was used as war gear by Terrestrial Exalted during the First Age. The centuries of internecine strife that followed the Usurpation of the Dragon-Blooded reduced their numbers

considerably, and few daimyos had the spare resources to build more. By the time of the Contagion, warstriders were becoming uncommon, and most of those that remained were worn into battle by Terrestrials fighting holding actions against the forces of the Wyld. The Realm collected most of the remaining striders during its expansionist phase, and the majority that remained fell into the hands of the Lookshy general staff.

Since then, the Empress has commissioned quite a few to stock the arsenals of the Realm. These have been built either in the workshops of the Heptagram or else fabricated to the Empress' design by the Mountain Folk. Most warstriders manufactured in the Second Age are of the common type — noble and royal warstriders are beyond the abilities of even the Realm's most advanced savants to construct, and the Mountain Folk have no inherent talent or desire for such elaborate constructions.

NOBLE

These more sophisticated models of warstrider were produced during the First Age for use by the Celestial Exalted and by elite Terrestrial battalions. Noble warstriders are more agile and responsive than common warstriders, making them less fatiguing for the wearer. They are also stronger, though not incredibly so. Noble warstriders are generally slightly taller than the common variety, and most are about 20 feet tall. The Empress had a noble warstrider that was manufactured for her, probably by the Sidereals, but with that exception, no noble striders have been manufactured in the Realm since the Contagion. A few noble warstriders have been fielded by Lunar marauders in the years since the contagion, and they caused much destruction, but this practice has grown less common lately, as the number of Lunars who remember or were taught that sort of complex lore diminishes.

ROYAL

Royal warstriders were created for use by the Solar Deliberative and the most elite Celestial warriors. These elaborately decorated suits of war gear are stronger even than noble warstriders and stand taller still—usually about 22 feet. No royal warstriders have been created in the Realm since the end of the First Age. It is possible that Sidereal or Lunar Exalted may have manufactured a handful such weapons that have never seen the light of day, and the Deathlords have a number of such armors, forged from bones and soulsteel, that serve as battle garb for their mightiest champions.

STRIDER WEAPONS

Individuals wearing warstriders can use weapons far larger than mortals dressed in normal armor can, and they must, for even the largest mortal weapons are too small for their gauntlets and too flimsy to stand up to use in combat by a strider. The vast majority of striders use totally mundane but giant weapons, but there were a number of magical weapons created during the First Age. Most were lost in the Contagion or the years before it, but some still survive.

MORTALS USING STRIDER WEAPONS

Strider weapons are very large, meaning that they require both a great deal of strength and a great deal of leverage to wield. While many beings might be strong enough to pick them up, they're far too large to wield easily. However, Wyld-twisted giants and Lunars may well be able to wield such weapons. Apply the penalties for failing to meet the weapon's Strength minimum as normal. In addition, for every foot of height below 15 feet, apply an additional -1 die to the wielder's dice pool when attacking or parrying with the weapon.

MUNDANE WAR GEAR

The majority of weapons used by warstriders are unenchanted — they are simply huge swords, tremendous axes, giant bows and so forth. Although they are comparatively simple to construct, these weapons are still tremendously expensive—for starters, the cost in materials alone is significant. Most of these weapons produced today are forged in huge blacksmith shops by Dragon-Blooded who are themselves wearing warstriders, and this highly specialized labor is extremely costly. Those that are forged by mortals are nearly national efforts, as the casting, forging and quenching of a 12-foot blade is a task that almost no one outside the Realm or Lookshy has ever done. It is likely that it could be done in a single try in Nexus or some other industrial city with large-scale steelworks. Storytellers should feel free to increase the Resources cost of a weapon by • if it is forged in a non-industrial city, to reflect the cost of the planning and trials involved.

WARSTRIDER ARROWS

Arrows fired by a warstrider-sized bows are extremely large and do more damage than those fired by a normal-sized bow. Point arrows do Strength + 2 damage and halve the target's armor soak, as usual. Broadhead arrows do Strength + 4 damage. And frog crotch arrows do Strength + 8 damage, and the target's armor soak doubles, as usual. There are no blunted arrows for used by individuals wearing warstriders — a seven-foot arrow cannot usually inflict bashing damage.

Every arrow is a Resources •• item, and their large size means that less than half of those fired survive in good enough condition to merit retrieval.

WARSTRIDER SHIELDS

Warstriders rarely carry shields, their pilots trusting instead in the striders' thick armor for protection. However, the use of shields is not unknown, especially if the warstrider is preparing to fight warstriders, giants or some other sort of huge weapon-using foe.

Warstriders use shields in all the regular patterns: buckler, target and tower. These shields have the same effects on the warstrider and grant the same bonuses as they do for a mortal wearing a normal suit of armor — when fighting against individuals outside of strider armor, the size of the shield is counterbalanced by the armor's slow speed in interposing the shield. A warstrider shield is a Resources ••• item.





WARSTRIDER STATISTICS

Type	Soak (L/B)	Strength	Mobility Penalty	Fatigue Value
Common	20/20	12	-6	6
Noble	22/22	14	-4	4
Royal	24/24	16	-2	2

Type: The general class of warstrider.

Soak (L/B): The lethal and hashing soaks of the armor.

Strength: The Strength of the warstrider. This substitutes for, rather than augments, the Strength of the character wearing the armor.

Mobility Penalty: The penalty subtracted from all rolls requiring agility or balance while wearing the armor.

Fatigue Value: The difficulty of the armor type's fatigue roll.

WARSTRIDER MELEE WEAPONS

Name	Speed	Accuracy	Damage	Defense	Resources	Minimums
Fist	+3	+0	+3L	+0	N/A	N/A
Kick	-6	-1	+5L	-1	N/A	D••
Axe	-3	-1	+10L	-2	••••	S12
Chopping Sword	-3	+1	+10L	-1	••••	S12
Fighting Gauntlet	+3	+0	+5L	+0	•••	S10
Hook Sword	-3	-1	+7L	+3	•••••	S12,D••••,MA••••
Mace	+0	+1	+7L	+0	••••	S12
Spear	+0	+0	+7L	+1	•••	S10
Sword	-3	+1	+8L	+1	••••	S12
Two-Handed Sword	-6	+0	+14L	-1	•••••	S14

Name: The name of the weapon.

Speed: This value is added to or subtracted from the character's initiative total when she is wielding the weapon.

Accuracy: This value is added to or subtracted from the character's Dexterity + Ability total when rolling for attacks using the weapon.

Damage: This value is added to the character's augmented Strength (or normal Strength if it's a giant creature wielding a warstrider's weaponry) + extra successes to determine damage when she attacks with the weapon.

Defense: This value is added to the character's Dexterity + Ability total when she parries with the weapon.

Resources: The minimum Resources value necessary to purchase the weapon.

Minimums: The minimum number of dots in specific Attributes or Abilities required to wield the weapon effectively. The information is presented as a letter or letters followed by a number of dots or by a number in the case of Strength. The letter indicates which Attribute or Ability is required. S stands for Strength, D for Dexterity, and MA for Martial Arts. The value after the letter indicates the minimum value needed to wield the weapon without penalty. For each dot that is missing from any minimum, subtract 1 from the speed, attack and defense of the weapon. This penalty can cause a weapon's speed, attack and defense to become negative and can worsen already negative values.

WARSTRIDER RANGED WEAPONS

Name	Accuracy	Maximum Strength	Rate	Range	Resources	Minimums
Shortbow	+1	12	1	250	••••	S12
Longbow	+1	14	1	350	••••	S14

Name: The name of the weapon.

Accuracy: This value is added to or subtracted from the character's Dexterity + Archery total when rolling for attacks using the weapon.

Rate: The maximum number of arrows that can be fired from the bow in a given turn without the use of Charms.

Range: The range interval of the weapon in yards. Ranged weapons can shoot out to their range without penalty. They can fire at up to twice their range with a -2 penalty and can fire at up to three times their range at a -4 penalty.

Resources: The minimum Resources value necessary to purchase the weapon.

Minimums: The minimum number of dots in Strength required to wield the weapon effectively. The information is presented as a letter S followed by a number. The number is the minimum value required to wield the weapon without penalty. For each dot that is missing from the minimum, subtract 1 from the accuracy, damage bonus and rate of the weapon. This penalty can cause a weapon's accuracy and damage to become negative. If the rate drops below 1, the bow cannot be drawn.

ENCHANTED WEAPONS

Weapons enchanted for use by warstriders were created in the First Age, primarily for use against very powerful behemoths and creatures of the Wyld. Most were destroyed, either during the battles of the Usurpation or during the apocalypse of the Contagion. The few that survive are largely in the hands of the Realm or the Sidereal Exalted — both used warstriders armed with enchanted weapons to help enforce the Solar Purge. Recently, the Abyssal Exalted have shown themselves to have their own warstriders, and in addition to the invariably noble or royal design, they are almost always equipped with enchanted soulsteel weaponry.

ATTUNING

Attuning to an enchanted weapon sized for use by a warstrider is often quite burdensome to the Exalt, as it required a great deal of Essence. However, the design of these weapons is such that they can be quickly attuned, typically while the

pilot is still attuning to the strider. However, the size of these weapons means they only retain their attunement for several minutes after leaving the immediate proximity of the warstrider — most individuals who frequently wear warstriders can be distinguished by their habit of never ever letting their weapon leave their person. It requires 12 motes to attune to an enchanted weapon, or 18 for a warstrider grand daiklave.

WEAPON EFFECTS

Attunement to an Exalt of the appropriate type has the same effect on a warstrider weapon forged from the Five Magical Materials as it has on a normal-scale weapon. This diminution of effect means that the material of the weapon is less important to characters clad in warstriders. What is important is that the costs of attunement still double if the Exalt is of a type dissimilar to the weapon. With the high cost of attunement, both of warstrider-sized weapons and of the warstrider itself, this often means that a Chosen who attunes herself to an incompatible weapon will be all but bereft of Essence to fuel combat Charms.

ENCHANTED MELEE WEAPONS

Name	Speed	Acc.	Dmg.	Defense	Artifact	Minimums
Warstrider Daiklave	+0	+1	+11L	+1	•••	S12
Warstrider Dire Lance	+3	+1	+10L	+1	•••	S12
Warstrider Goremaul	+0	+1	+12L	+0	•••	S12
Warstrider Grand Daiklave	-6	+2	+16L	+0	••••	S14
Warstrider Grimcleaver	-3	-1	+14L	-2	•••	S12
Warstrider Reaver Daiklave	-3	+2	+13L	-1	•••	S12
Warstrider Serpent-Sting Staff	+3	+0	+9L	+3	•••	S12, D••••, MA••••
Warstrider Smashfist	+3	+1	+7L	+1	••	S12

Name: The name of the weapon.

Speed: This value is added to or subtracted from the character's initiative total when she is wielding the weapon.

Accuracy: This value is added to or subtracted from the character's Dexterity + Ability total when rolling for attacks using the weapon.

Damage: This value is added to the character's augmented Strength (or normal Strength if it's a giant creature wielding a warstrider's weaponry) + extra successes to determine damage when she attacks with the weapon.

Defense: This value is added to the character's Dexterity + Ability total when she parries with the weapon.

Artifact: The number of dots of the Artifact Background necessary to start play with the weapon.

Minimums: The minimum number of dots in specific Attributes or Abilities required to wield the weapon effectively. The information is presented as a letter or letters followed by a number of dots or by a number in the case of Strength. The letter indicates which Attribute or Ability is required. S stands for Strength, D for Dexterity, and MA for Martial Arts.

The value after the letter indicates the minimum value needed to wield the weapon without penalty. For each dot that is missing from any minimum, she subtracts 1 from the speed, attack and defense of the weapon. This penalty can cause a weapon's speed, attack and defense to become negative and can worsen already negative values.

ENCHANTED RANGED WEAPONS

Name	Accuracy	Damage	Rate	Range	Artifact	Minimums
Warstrider Short Powerbow	+1	+4	1	450	•••	S12
Warstrider Long Powerbow	+0	+5	1	550	••••	S14

Name: The name of the weapon.

Accuracy: This value is added to or subtracted from the character's Dexterity + Archery total when rolling for attacks using the weapon.

Damage: This value is added to the arrow's normal damage when it is fired from a bow of this type.

Rate: The maximum number of arrows that can be fired from the bow in a given turn without the use of Charms.

Range: The range interval of the weapon in yards. Ranged weapons can shoot out to their range without penalty. They can fire at up to twice their range with a -2 penalty and can fire at up to three times their range at a -4 penalty.

Artifact: The number of dots in the Artifact Background the character must spend to start the game owning one of these weapons.

Minimums: The minimum number of dots in Strength required to wield the weapon effectively. The information is presented as a letter S followed by a number. The number is the minimum value needed to wield the weapon without penalty. For each dot that is missing from the minimum, subtract 1 from the accuracy, damage bonus and rate of the weapon. This penalty can cause a weapon's accuracy and damage to become negative. If the rate drops below 1, the bow cannot be drawn.

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