

THE BOOKS OF SORCERY, VOL. II

THE WHITE TREATISE™



A TOME OF
SORCERY FOR



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THE BOOKS OF SORCERY, VOL. II

THE WHITE TREATISE™

BY JOSEPH CARRIKER, LYDIA LAURENSEN, PETER SCHAEFER,
DUSTIN SHAMPEL AND STEPHEN LEA SHEPPARD

CREDITS

Authors: Joseph Carriker, Lydia Laurenson, Peter Schaefer, Dustin Shampel, Stephen Lea Sheppard

Comic Scripter: Carl Bowen

Storyteller Game System Design: Mark Rein•Hagen

Developers: John Chambers and Dean Shomshak with John Masterson

Editor: Carl Bowen

Art Direction and Book Design: Brian Glass

Artists: DPI Studios (with Embrio and Jaysin), Imaginary Friends Studio (with Erfan Fajar, Jun Kang and Kenneth Loh), Chris "Satyr" Ready, Andie Tong, UDON (with Scott Hepburn, Marco Nelor, Noi Sackda and Chris Stevens) and Melissa Uran

Cover Art: Andie Tong

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USA

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...AND NOW, THE
FINAL INCANTATION.



AMAZING...
LIKE IT WAS PENNED
YESTERDAY.

IT WAS
SIMPLE ENOUGH. I ASSUME
THAT'S SUITABLE PAYMENT
FOR ADMISSION?

OH YES. STAY AS
LONG AS YOU LIKE.



THAT WAS WELL
DONE, ARIANNA,
BUT...

BUT WHAT?

IT'S JUST... ARE YOU
SURE THIS BOOK IS WORTH
WHAT WE'VE BEEN THROUGH
TO GET HERE?



WORTH IT? THIS
BOOK CAN DIRECT US TO THE
HIDDEN TEMPLE OF QING JAO. HIS
VAULTS CONTAINED THE MOST COMPLETE
GENEALOGICAL RECORDS OF THE
FIRST AGE.

I SEE, BUT...



THOSE LOST RECORDS
ARE THE KEYS TO HISTORY, SWAN.
THEY COULD EVEN TELL US WHO
WE USED TO BE BEFORE
THE USURPATION.

THINK OF IT.
WOULDN'T YOU LIKE TO KNOW
WHAT YOUR LAST EXALTED
INCARNATION WAS LIKE?

HONESTLY...



INTRODUCTION

Greetings, seeker of arcane knowledge! You now hold in your hand the largest single repository of sorcerous spells for **Exalted**. The **White Treatise** describes more than 150 spells, each one of them leagues beyond the most powerful enchantment available to the most skilled mortal thaumaturge.

The sorcery of the Exalted can manipulate the world on a grand and fundamental scale. Few Charms can rival sorcery for sheer, brute force. With a few choice spells, a sorcerer can slay armies and destroy fortresses. Sorcery enables more than destruction, however. Even the most powerful Charm merely augments some mundane Ability, whether for purposes of hitting things or public speaking. Sorcery, however, can perform feats beyond all mortal skill, from summoning demons to communicating instantly across Creation.

Spells differ from ordinary Charms in another important way, too. Most Charms are limited to specific classes of the Exalted (or other entities). With few exceptions, the Dragon-Blooded can learn one set of Charms; Solar Exalted learn a different sort of Charm; spirit Charms differ from both; and so on. Each sort of entity shapes Essence in its own distinctive way. Spells, however, are common to all Exalted who choose to learn them. A Dynast who casts, say, *Death of Obsidian*

Butterflies gets the same results as a First Age Lunar or a returning Lawgiver.

Such universal effects make sorcery something of a common language among Exalts. Two of the Chosen might come from opposite sides of Creation, but they share a special perspective imparted by mastering sorcery. The mechanics and laws of shaping the world on this level give them a foundation for discussion. Sorcerers who are blood enemies might nevertheless treat each other with a certain professional regard.

Members of this exclusive club recognize their unique place in the world. Special academies teach sorcery, and special societies grant membership only to masters of the art. This book details the theories and practices of sorcery: the arts' practitioners, where to learn them and the social world of the sorcerer.

WHAT'S IN THIS BOOK

Chapter One: The World of Sorcery

When you learn to look through the world instead of at it, Creation is reduced to patterns of Essence for your will to shape. This chapter tells the histories and the theories of sorcery. Study well, sorcerer, for understanding the Five Ordeals and the three major sorcerous colleges of the First Age will make you wise as well as mighty.



Chapter Two: The White Treatise of Sorcery

This chapter will be your constant companion as a master sorcerer. It describes spells ranging from the vastly impressive Terrestrial Circle to the world-shaking Solar Circle of sorcery.

NECROMANCY

Mere mortals rightly fear the power of sorcery. Creation now trembles, however, before a darker and deadlier form of magic: *necromancy*. Most of this introduction applies to necromancy as well. Necromancers, like sorcerers, gain vast and diverse power, necromantic spells work the same for anyone who can learn them, and necromancers have their own peculiar subculture. Flip this book over to **The Black Treatise** to learn the secrets of death magic and its Exalted practitioners.

RULE CLARIFICATIONS

The **Exalted** core book is somewhat fuzzy on a few points about sorcery. Unless specifically noted otherwise, these clarifications apply to necromancy as well.

INVENTION AND TRAINING TIMES

When creating a spell, use the mechanics detailed on page 251 of **Exalted**, and integrate the information on page 274. Without the proper library, tools and safe testing area, increase the roll interval to one year of dedicated work.

ESSENCE FLOW—IMPEDED

When a sorcerer performs the Shape Sorcery action, she becomes effectively Inactive (i.e., immobile and undefended). She cannot use reflexive Charms or other voluntary reflexive actions. Excellencies, as reflexive Charms and thus reflexive actions, fall under this general prohibition, even when supplemented by (Ability) Essence Flow (see **Exalted**, p. 187). Effects that require no action from the character, such as Flow Like Blood's ability to nullify coordinated attack penalties to the character's DV, still apply.

CANCELING SPELLS

Unless specifically noted in a spell's description, the sorcerer has no way to retract her own spells. Once cast, a spell operates by itself until its duration ends or someone uses countermagic. For example, the sorceress who gives her skin the weight and endurance of bronze and then falls in the murky depths of Cauldron Lake must wait until the next dawn or dusk before she bobs to the surface—if she doesn't drown.

RULE ADDITIONS

This section introduces new rules relevant to sorcery and necromancy in general and this book in particular. Just like rules clarifications, these apply both to sorcery and necromancy unless otherwise noted.

ARCANE LINKS

Hair, blood, excrement and bits of flesh possess a mystic connection to the person they came from. So do favored tools, beloved dolls, well-worn clothing and other possessions, as well as relatives or lovers. Some spells require this "arcane link" to affect their target at all. More importantly, arcane links enable some spells to affect targets at great distances, even if the spell caster doesn't know the subject's location. Most such spells require a specific arcane link, as described in the spell's text, but some spells allow for any arcane link.

COUNTERMAGIC

Emerald Countermagic destroys Terrestrial Circle spells. Sapphire Countermagic destroys Terrestrial and Celestial Circle spells. Adamant Countermagic destroys spells of all three sorcerous circles. Likewise, necromancy has its own three countermagics: Iron, Onyx and Obsidian, with parallel effects against necromantic spells.

When a sorcerer wields countermagic against necromancy, however, or a necromancer against sorcery, the effect is weaker. Each character tries to change the Essence of a realm they do not know. It doesn't work as well. Mechanically, treat a countermagic spell as if it were one circle lower when used against the wrong form of spell. Adamant Countermagic stops Shadowlands and Labyrinth Circle spells, while Obsidian Countermagic ends Terrestrial and Celestial Circle spells. Sapphire Countermagic stops only necromancy of the Shadowlands Circle. Emerald Countermagic is, sadly, useless against necromancy, and Iron Countermagic has no effect on sorcery.

A few spells react differently to countermagic of the wrong type. These spells have notes in their descriptions.

VARIATIONS

Sorcerous and necromantic spells work the way they do because *that is the way they work*. You can't tweak a spell to make it evoke a spray of razor-edged *metal* butterflies, or obsidian-winged wrens. No, the spell must be the *Death of Obsidian Butterflies*. Nor can the deadly insects erupt in any shape other than that specified in its write-up on p. 252 of **Exalted**.

From a storytelling point of view, this keeps every spell unique and memorable. It also prevents players from tweaking their characters' spells to make them more and more powerful: The Storyteller retains control over what spells can and cannot do. Most importantly, characters must rely on their wits instead of reworking their spells for any and every purpose. Even though sorcery *as a whole* can do nearly anything, sorcerers *as individuals* are limited to a relatively small number of narrowly defined feats.

That said, *you* can change the effects of a spell if you want to. You paid for this book; use it how you like. For instance, if you think Infallible Messenger would be cooler if it summoned a rotting fetus with black, membranous wings and a rasping voice instead of a six-winged cherub, go ahead. (This would be quite appropriate if only the Deathlords knew the spell.) If you want both versions of the spell in your game, however, give the winged-fetus version a different name and make it a genuinely new spell—a character who knows one version can't cast the other unless she learns that spell, too.

Nothing keeps sorcerers from inventing spell variations so they *can* change the substance, manifestation area or other aspects of a spell to create, say, Death of Silver Wrens. To repeat, however, this costs just as many experience points (or bonus points at character creation) as any other spell. Most sorcerers figure the time and effort of researching and learning a new version of an extant spell are better spent gaining something *really* new.

LEXICON

This section lists some terms commonly used in this book for easy reference. It supplements the Lexicon found in the introduction to **Exalted**.

absorption: A degree of understanding that represents a sorcerer's dedicated internalization of the tenets of one sorcerous school.

academy: A place where masters teach sorcery or necromancy.

arcane link: An object that possesses a supernatural connection to a spell's target, such as blood, hair or favored objects.

Brigid: Legendary First Age Solar who discovered sorcery. The Dragon-Blooded replace this legend with a story about Mela, the Immaculate Dragon of Air.

Cycle of the First Sorcerer: Story describing the *First Sorcerer's* completion of the first *Five Ordeals*. The story varies with the telling.

Devonian: One of the three major *schools* of thought about sorcery. Followers of this school treat sorcery like an extension of natural sciences, including mortal crafts or mathematics. Devonians are less numerous in the Age of Sorrows, because modern sorcerers are often more concerned with effectiveness than the theory of the cause.

First Sorcerer: The mythical individual who discovered or invented sorcery and taught it to the rest of Creation. Most stories say the First Sorcerer was female. Some versions name a First Age Solar, *Brigid*, as First Sorcerer; others claim it was Mela, Bar-Izahd the First Sorcerer-King, Jomesha Har or others.

Five Ordeals: Also called the Five Unavoidable Challenges, the Five Stations of Sorcery or the Five Sorcerous Initiations. The Five Ordeals compose a series of tests or difficulties a sorcerer must go through in order to gain or demonstrate the enlightenment needed to wield true sorcery.

Four Tokens of the First Sorcerer: These tools represent the *First Sorcerer's* accomplishments. They include a sword, a jewel mounted on the brow, a girdle and a mantle. Sorcerers in the First Age often used these symbols to proclaim their own prowess in sorcery, and these items were often artifacts. Many *schools* in the First Age also used unique versions of these four tokens as symbols of a student's initiation into the school's style of sorcery.

Salinan: One of the three major *schools* of thought governing sorcery. This school considers the Essence of Creation to be part of a vast mind and believes that observing its natural and divine processes can provide enlightenment in the ways of sorcery.

Salinan Working: An epic act of magic in the First Age. The Working imbedded the *Five Ordeals* and the potential for the Exalted to wield sorcery into the very fabric of Creation, so that the art would never be lost.

school: A guiding philosophy of sorcery or necromancy. Sorcerers who dedicate themselves to the teachings of a specific school learn special methods for manipulating Essence.

Silurian: One of the three major *schools* of thought governing sorcery. Its adherents regard Creation as an arbitrary system of symbols they can manipulate to create whatever meaning—or physical effect—they want. The school emphasizes magic words and sigils.



I SHOULD HAVE LEARNED CAUTION WHEN
I FIRST SMELLED BLOOD IN THE TOPSOIL...

...OR WHEN I KEPT
FINDING TORN-UP BITS OF
IMPERIAL SOLDIER UNIFORMS
AMONG THE WEEDS.

NO, LET'S BE HONEST. I
SHOULD HAVE RECONSIDERED
WHEN SWAN REFUSED TO
COME WITH ME.

I SHOULD HAVE LISTENED
TO HIM. I'LL APOLOGIZE
WHEN I SEE HIM AGAIN.

NOT IF. WHEN.

LIGHT OF SOLAR
CLEANSING!

ALL RIGHT, DECISION TIME.
HAVE I COME TOO FAR, OR
CAN I STILL TURN BACK?

I'M SORRY, SWAN.
I HAVE TO KNOW.



CHAPTER ONE

THE WORLD OF SORCERY

Essence: the word itself means the root, the heart, the core of a thing. Essence is the world, and knowledge of Essence gives understanding of Creation's very soul. Those who can sense and use it—the gods, their children and their Chosen—are closest to the world's true workings. Yet their Charms, instinctive manipulations that they are, amount to little more than slight fluctuations in the flow of Creation's lifeblood.

Sorcery, which transfigures the world, requires far more from its wielders than Charms do. Sorcerers endure elaborate initiations to retrain their minds and pour extraordinary focus and care into every spell—for even the smallest working of the Terrestrial Circle forces a wrenching change to reality itself. Many sorcerers believe their Great Art reveals nothing less than how the Primordials shaped Creation itself.

THE HISTORY OF SORCERY

All things have a history, which can reveal much about its nature. The practice of sorcery has changed over the millennia, shaped by events in Creation and shaping them in turn. When a sorcerer takes an apprentice, he often begins her training with a tale about how the Great Art began... but there is more than one story.


THE FIRST SORCERER

Legends give many names to the First Sorcerer. Some call her Brigid, the first Solar sorceress; others say she was Mela, come to impart a scourge upon the Anathema. The Lunar Exalted tell the story of grieving, obsessed Bar-Izahd. The Sidereal sorcerers of the Forbidding Manse of Ivy whisper how Jomesha Har won the secrets of sorcery from her demon consort Ryvis, Hierophant of the Leathern Wings, and of the tainted ends for which she used that magic.

The stories all feature difficult trials by which these archetypal first sorcerers won the gift of magic for themselves. This theme—the earning of magic through ordeals, rather than being given its secrets—is perhaps the single common thread in these stories.

BRIGID

Before the genesis of sorcery, in the time when the Exalted rose against the Primordials, there lived a Twilight Caste named Brigid. She was called Ungifted and Burden of the Sun for her inability to learn any but the most basic Charms. Although she'd mastered her own Essence and was quite skilled at creating



THE LIMITS OF SORCERY

The patterns and entities that define Creation exceed the power even of Solar Circle spells. When players and Storytellers design new spells, they should keep the following in mind:

- Sorcery can affect celestial events only with the permission of the Incarnae.

- Demesnes cannot be immediately conjured or destroyed. They arise from the way Essence flows through its surroundings. At most, sorcery—if wielded by knowledgeable geomancers—can encourage demesnes to gain or lose power by reshaping the environment.

- Spells can't see into the future or be used for time travel. The closest they can come is to create bubbles of immutable stasis.

- Nothing can truly return the dead to life. Sorcery can sometimes imitate the powers of necromancy, but even that power can only manipulate pale shades or reanimate corpses. Sorcery is also ill suited to necromantic functions. Should the Storyteller allow a necromancy spell to be adapted into a sorcerous one, the sorcerous version should always be at least one circle higher than the necromantic equivalent and might require other concessions. [For example, the sorcerous version of Summon Ghost (see p. 81) is Sapphire Circle; its necromantic counterpart (see **The Black Treatise**, pp. 34-35) is Shadowlands Circle. The Shadowlands Circle version also binds ghosts for a longer period and demands a less complex ritual.] The reverse of this principle is true for necromantic versions of sorcerous spells.

artifacts and manses, she herself was little better than a mortal woman in the fray. Her mate, on the other hand, was a powerful Lunar warrior. He was known for his beautiful mane of silver hair and his skill with his daiklave, created for him by Brigid as a nuptial gift.

Then, he was killed in battle with the Primordials, and his allies brought news of his death—along with his daiklave—home to Brigid. Consumed with grief and guilt, convinced that she could have saved him if she could wield Charms, Brigid fled into the wilderness. Far in the East, she found herself in a glade. Ancient, standing stones surrounded a deep pool of water in its center. Brigid wept there, her

tears falling in the pool, and the sky wept stars with her.

A spirit appeared to Brigid then—a lovely spirit with dainty hooves peeking out from her skirts. Brigid bade it begone, lest others see her talking to one who disgraced her Exaltation, and speak ill of the spirit for this. The visitor simply smiled and bowed. The spirit said:

“A destiny lies before you, one that you must take up now. You are fated to find the Secret Places in the four corners of the world, and this is one of them. Once you have found their mysteries, you shall journey to the summit of the Imperial Mountain and claim your birthright, as Mother of Sorcery, and Root of All Spells.”

The spirit then gave her a mantle, finer than any Brigid had ever seen, edged and embroidered in liquid orichalcum, which spelled out ten thousand wonders unknown to men. Quickly, the spirit set Brigid on her way.

Brigid journeyed North by foot, seeing many wonders along the way. In the deeps of the North, she found a place of magic, a circle of crystals. In the center of this circle, a blade of ice coalesced from the freezing winds. The sword posed her five riddles, to which she knew the answers, for sights on her journey gave her clues. Brigid claimed the Sword of Ice as her own, though she kept her husband's blade, and continued on her journey.

Her steps took her South, across the Inland Sea, until she found a wall of spinning, blowing sand that moaned and howled like all the terror in the world. In its roar, Brigid heard the mockeries of her fellow Exalted and the screams of her beloved husband dying, alone, because she could not wield the powers that might aid him. Steeling herself, though the tears dried on her face in the hot desert wind the instant they were shed, she strode forward and found herself in a circle of stones within the sandstorm, with pieces of brilliant crimson amber imbedded in the cinnabar stones. The fears of the world played out in their blood-hued depths. Brigid plucked out the one that most closely reflected what she feared, setting it upon her caste mark. There it stayed and burned with deep, sorcerous light forever more.

Brigid left then, bound West, until she came to a shoreline where a boat of ebony and orichalcum awaited her. The vessel took her to the whale-bone palace of a great prince, beauteous of face, with silver hair and clad in ebon robes. He welcomed

her, bowing before her and calling her the Mother of Sorcery, the Root of All Spells. They talked for a time and were eventually intimate, for he reminded her greatly of her husband, in visage and in gentleness. They passed nine days in this manner, and Brigid's grief was eased. The ocean lord spoke of the mighty Shapings of the Wyld wielded by the princes of the mad places beyond Creation. On the morning of the tenth day, Brigid awoke in the boat upon the ocean, with no palace to be seen. Beside her lay a wondrous girdle, crafted of crimson silk, with runes of diamond and moonsilver set into its nine panels, symbolizing each day they'd spent learning and teaching. As the sun rose, she looked up and saw the pillar of the Mountain of the Gods, and knew where she must go.

Brigid journeyed until she reached the Blessed Isle, and then walked to the Great Mountain. Eschewing the aid of spirits and wonders to scale its surface, she simply climbed. As she ascended, the Mountain Folk emerged from their labyrinths to do her honor as she passed. Brigid climbed even past the walls of


Meru, further up the mountain, until she reached the very summit. There, she found a circle of stones, and in its middle lay an egg of crystal. Brigid saw herself reflected it, clad in mantle and girdle, the scarlet jewel upon her brow, wielding the Sword of Ice, and then it cracked. A phoenix rose up, every color known to Creation in its wings, and flew into the sky. In its wake sprouted the first rainbow in Creation. Brigid smiled. Then, without warning, the Unconquered Sun stood before her. Brigid fell to her knees, trembling.

"Do not kneel," the Sun said in the voice of heroes, and Brigid stood. "The last step is a sacrifice."

"Anything," she breathed, bowing deeply. "Simply say it, and I shall find a way to give it to you, though I die in the attempt."

"The sacrifice is yourself," he said. He touched Brigid upon the brow, and the person she had been died. The woman Brigid—fearful of her inability, insecure in her strengths, dependent on her mate, jealous of her friends—died in that moment, and the sorceress Brigid, the Mother of Sorcery, the Root of





All Spells was born. With that, she strode into the company of her fellows, to bring them the wonders she'd learned, and continued to develop new and powerful magics.

MELA

The story of Mela resembles that of Brigid, with a few important differences. Mela, in her mortal incarnation, seeks a weapon to throw down the Anathema, not the Primordials. The story of Mela does not paint her as unable to wield Charms, nor does she grieve the death of a mate. Moreover, the Elemental Dragons grant her the Four Tokens of the First Sorcerer. Mela's own transcendent and eternal self gives her the final enlightenment. Neither spirits nor the Unconquered Sun appear in that telling of the tale.

Most importantly, Mela is only the first *legitimate* sorcerer, as sorcery clearly existed before the Usurpation. Many texts at the Heptagram or Lookshy's academy predate that time. The Anathema already knew dark powers and, a Dragon-Blooded student soon learns, wrote many of the books he studies. Students are advised not to ask how the Anathema first learned sorcery; the Immaculate Order frowns on such inquiries.

THE TRUTH

The truth of such stories doesn't really matter. Most sorcerers understand the difference between historic truth and arcane allegories. Occult truths are often understood through symbolism, metaphor and secret codes for the initiated. Each sorcerous school uses the Cycle of the First Sorcerer to relate some of its secrets. The most common secret the story contains is the pursuit of the Five Ordeals, through which every sorcerer must pass in order to wield the powers of sorcery.

Some traces of genuine history do exist. The Scarlet Empress wore the crimson Mantle of the First Sorcerer. The Standing Stones of Cinnabar, where the First Sorcerer plucks her fear from among the fears of the world, have been found—though only chips of amber remain imbedded in the stones. Nonetheless, sorcerers are quick to point out that just because aspects of one story are real, that does not mean the tale itself is entirely true. Instead, it might simply be that these elements were used in shaping a particular version of the Cycle.

WONDERS OF THE OLD REALM

However sorcery came to Creation, its influence grew tremendously. Tales of the Old Realm often speak of little besides its wondrous artifacts and sorceries. Many of the most amazing sights in Creation today were created by long-lost sorceries.

The development of sorcery was tremendously competitive. Each year, the most impressive and original new spells were entered into *The Book of Three Circles*. Many sorcerers, however, developed entirely new spells that they kept secret from others, waiting for a dramatically appropriate time to unveil its great powers. From this time, sorcery gained its reputation as the art by which nearly anything might happen... for better or worse. Its practitioners were often unpredictable, both in terms of their powers and how they chose to wield their occult mastery. Savants still pore over the descriptions of the Ten Thousand Wonders of Ulmaril, who single-handedly slew entire battalions of Fair Folk with the Iron-Wind Kiss. And they speak too of Cerulean Majesty the Sky-Queen, who built her palace in the dome of the heavens and commanded the stars to rain celestial fire on those who offended her.

THE SCHOOLS OF SORCERY

The first sorcerous schools were founded at the height of the First Age. Sorcery, unlike the Charms of the Exalted, can be learned only from a source. Master sorcerers often formulated their own theories that explained the workings of sorcery. These teachers gathered to themselves schools of apprentices, teaching them the extensive lore necessary to learn sorcery. Each of the schools possessed unique strengths and weaknesses: some were masters of summoning, others specialized in the construction of magical automatons, while others focused on battle magics. Only the schools of Devon, Salina and Silur survive into the Second Age, but more certainly existed. Perhaps their secrets remain hidden in some long-forgotten manse or book of lore. For now, however, the schools of Sonah, Derja and Hano are merely cryptic names in fragmentary manuscripts.

The Old Realm also built many academies where these sorcerous schools were taught. Of all these, the Sixfold Spire in the city of Sperimin stands above all others. *The Book of Three Circles* was kept there. A few sorcerers know the Sixfold Tower yet stands and holds its greatest treasure... though not unguarded (see pp. 32-33).

THE SALINAN WORKING

Few in the Age of Sorrows know about the Salinan Working, but it is perhaps the greatest achievement of the Old Realm's sorcerer-kings. Solar, Lunar and Sidereal sorcerers conducted mighty rituals at all five elemental poles and adjusted the Loom of Fate itself—but the full extent of the Working is no longer known.

Savants do know the Working has some connection to the Five Ordeals through which would-be sorcerers learn to cast spells. Some believe the Salinan Working twists Fate itself so that potential sorcerers undergo the necessary challenges, perhaps even before they develop any interest in sorcery.

Likewise, some savants believe the Working subtly manipulates the fabric of Creation to preserve sorcerous lore. Should no copies of a given spell exist save in the mind of a dying sorcerer, the magic of the Working transcribes that spell somewhere in the natural fabric of the sorcerer's surroundings. It may appear locked within crystals nearby, waiting for the light of a Celestial anima to project an image of that formula onto a nearby wall. Or perhaps the spell appears as markings on the feathers of a breed of birds nearby, which will forever breed true this trait, waiting for a sorcerer capable of understanding the spell to come along, notice the pattern and intuitively piece its secrets together. The claim seems hard to prove, but it would explain some of the... eccentric ways occult lore is sometimes recorded. Savants also claim the Working somehow infused mystic lore into Creation's fundamental flows of Essence—patterns that can be sensed and interpreted by sorcerers who meditate at certain manses and demesnes. These patterns also reveal spells and other formulae.

A LESS GLORIOUS ASPECT

The First Age was also marked by its extensive exploitation of demons. Raw magic held many dangers that mere humans rarely survived. Many sorcerers were either too kind-hearted or practical to use human servants. Mortals died easily and had to be fed, clothed and granted periods of rest—not so with demons.

Old Realm sorcerers frequently summoned the minions of Malfeas to aid in crafting manses, great and terrible artifacts and other wonders. Warlike demons also made better soldiers than mortals. Many sorcerers summoned armies of First Circle demons to fight for them, with Second Circle demons serving as their lieutenants. In the Old Realm's decadence, many of the Exalted cared only about having obedient, powerful servants. They glossed over the possible dangers of dealing with the vengeful spawn of the defeated Primordials. Some

A COMMENT FROM CHEJOP KEJAK,

LEADER OF THE BRONZE FACTION

"Yes, we have all benefited from the Salinan Working—but ponder the sheer arrogance required to tamper with Creation's very nature! Salina's success inspired other sorcerers to plan other Workings, seeking to reshape all Creation to their will. They would have made Creation darker than the Underworld, more twisted than Malfeas—if they didn't tear it apart in their struggle to see whose vision would triumph.

"They had to die. All of them, even the ones like Salina herself, who thought they acted from the purest motives. As every sorcerer learns, the final wisdom is sacrifice. We made our sacrifice."

historians and demonologists suspect that more than one Yozi won an Exalted savant to its service, laying the groundwork for the Immaculate Order's condemnation of them as Anathema.


Many of these demons were bound to serve for eternity. Scavenger lords and other treasure-seekers sometimes find a manse or other ruin of the Old Realm still populated by demons ready to fulfill their duty, whether defending it from interlopers or sweeping the floors.

SORCERY IN THE SHOGUNATE

Sorcery diminished during the Shogunate period. Sidereal and Lunar Exalts fled the public eye, and with them went the ability to work the higher circles of sorcery. Lone sorcerers were considered grandiose, strange individuals and were watched with suspicion. After all, weren't the Anathema well known for their sorcery?

Instead, sorcery became a civic institution. Under the Shogunate, sorcerers were taught in immense academies, as civil servants and military specialists. With the defense of Creation resting now on the Terrestrial Exalted, the sheer power of sorcery could not be ignored. Knowledge of sorcery, however, was considered a privilege granted to individuals by the Shogun. Failure to use this knowledge for the Shogunate's benefit was sedition.

All this ended in the Contagion. Sorcerers fled disintegrating government bureaucracies, able (or forced) to rely once more on their own power to preserve their lives. More than one sorcerer used his magic to build a sanctuary from the horrors of the Contagion. Some of



these sorcerous refugees died and can still be found in their long-forgotten, ruined hermitages along with their arcane lore.

THE AGE OF SORROWS

Sorcery saved the world; or at least the Empress used the greatest artifact of Old Realm sorcery, the Realm Defense Grid locked in the Imperial Manse, to do so. A century and a half later, Creation trembled before the maniacal sorcerer Bagrash Köl, who forged an empire of magic in the North. Bagrash Köl, however, likewise relied on a mysterious artifact of the Old Realm. Unlike the Empress, he could not control his borrowed power, and his empire vanished in a cataclysm as mysterious as it was total.

All in all, the practice of sorcery has greatly declined, even from the Shogunate period. A few academies still preserve and teach what lore they can, but even the great libraries of the Heptagram and Valkhawsen are tattered fragments of the lore once held at the Sixfold Tower. Many sorcerers answer to no one, and fight over scraps of knowledge like vultures at the carcass of the First Age's power. Sorcery remains valued when it serves the state, as it does in Lookshy or the Realm. In most parts of Creation, however, the individual sorcerer inspires fear among the common folk. It doesn't help that the most powerful sorcerers are all Anathema. Anyone who wants to learn the higher secrets of magic must seek out sorcerers who wish to be found only by their own kind.

THE BLESSED ISLE

On the Blessed Isle, sorcery is common but not much discussed. The academy called the Heptagram turns out many skilled Dragon-Blooded sorcerers. Exceptional students of the Realm's elite military academy, the House of Bells, also learn limited sorcery for use in warfare.

Moreover, many of the Dragon-Blooded "dabble" in sorcery, seeking only to learn a few utilitarian spells. An experienced occultist can design tests just challenging enough to send dabblers through the Five Ordeals without forcing them to dedicate their entire lives to sorcery.

The Realm strictly regulates all summoning of spirits. Any sorcerer registered to cast the appropriate spells has tacit approval to summon up to three demons or elementals without inquiry. Any more requires permission from superiors within one's organization, be it a Great House or a place of employment or learning.

Superiors within an organization are held responsible for any mischief caused by such spirits, so they watch summoners carefully.

The Immaculate Order acknowledges the right of the Exalted to command elementals and demons but fears that excessive use of spirits will lure a sorcerer away from righteousness. Elementals have a specific function in the Terrestrial Hierarchy, and keeping them from that duty to fulfill menial tasks is arrogant at best—blasphemous at worst. Demons... are demons.

The Thousand Scales maintains the White Registry, an office that records which Realm citizens know even a single spell. By law, sorcerers must travel to the White Registry's office in the Imperial City and update their dossier each time they learn a new spell. Sorcerers are seldom arrested just for an unregistered spell, though. Rather, a sorcerer accused of other crimes might face this additional charge if investigation provides evidence of an unregistered spell.

Also by law, every sorcerer on the White Registry must fulfill a single Obligation to the Realm. Once in a sorcerer's life, the Empress or the Deliberative may demand any single task of the sorcerer, who must fulfill it without promise of reward and then never speak of it again.

THE MNEMON DARIK SOCIETY

This society operates as a mutual aid and lore-sharing fraternity for its initiates. Its founder, Mnemon Darik (named for a great Devonian sorcerer), works for the White Registry. He washed out of the Heptagram in his youth, and his family heard he'd never amount to anything as a sorcerer. In the years since, Darik became one of the more competent sorcerers on the Blessed Isle. His spies in the Heptagram notify him about students who are expelled or simply fail. Darik takes great delight in bringing them into his society and tutoring them in sorcery.

THE SCAVENGER LANDS AND THE EAST

The Scavenger Lands, where the gods do not hesitate to interact with mortals, hold many God-Blooded sorcerers. Unlike in the Realm—where the term "sorcerer" tends to imply a Dragon-Blooded practitioner—people do not assume that all sorcerers are Exalted.

In the high forests of the East, strange spirits whisper secrets to shamans with the blood of gods, Dragons or Lunars running through their veins, or both maddened and enlightened by the Wyld. The shamans of the far forests have mastered spells known to no one else.



THE SORCERERS OF LOOKSHY

The sorcerers of Lookshy form the last bastion of the Shogunate's conception of sorcerers as public servants. Sorcerer-exorcists, called *sohei*, are all initiates of Lookshy's Immaculate Faith. Lookshy's great academy also trains numerous sorcerer-engineers to maintain the city's famous arsenal of magitech weapons. The Seventh Legion calls on them both to serve the state in peace and war.

THE SECRET THUNDERS LODGE OF GREAT FORKS

The Secret Thunders Lodge is an informal brotherhood of sorcerers who learn from a Lunar Exalt called Anointed Starfall. This No Moon Caste seeks to build a powerful network to assist his endeavors. Although the Wyld Hunt knows about this brotherhood, Anointed

Starfall has the blessing of the Three in his endeavors, and they use their influence to help keep him hidden. The lodge's name has no real significance; the Lunar just thought it sounded impressive.

Anointed Starfall teaches sorcery to just about anyone capable of learning it and can even enlighten mortals to the ways of Essence. Students must pay him with a new piece of sorcerous lore or artifact, or they must take a sorcerously bound oath to perform any one duty he requests of them. Anyone who learns Celestial Circle Sorcery from him must take his oath a second time. All students must take an oath not to reveal his whereabouts or identity. Once they graduate from his tutelage, they do not aid him in teaching or recruiting. Only Anointed Starfall knows all his students, and thanks to his shapechanging abilities, he doesn't appear the same to all the lodge's members.

THE NORTH

Sorcery is rare in the North, though some lore-hunters do find entire spells locked in the matrices of large crystals. These formations project words upon the wall when the anima of a Celestial Exalt shines through the crystal, displaying the means of casting the spell. Most sorcerers here are outcaste Dragon-Bloods and the occasional God-Blood.

THE HASLANTI WIND-SAVANTS

These God-Blooded and Terrestrial Exalted masters of flight and weather magic serve the Haslanti League. While they primarily concern themselves with assisting one another and accomplishing communal projects, they receive an annual stipend from the Oligarchs of the League. In return, they offer new insights and sorcerous service to the League. The Wind-Savants maintain a pact with the Court of Frost-Touched Amber, a court of air and wood elementals within the Haslanti League proper.

THE SOUTH

The strange, burning wastes of the Far South hold many mysteries. Magics based around firedust and open flame, the secrets of ifrits and garda birds, and occult mysteries screamed on desert winds are the norm here. Sorcerers are often mad hermits, dwelling far from civilized men.



THE SEERS OF VARANG

Like the society within which they dwell, the secretive Seers of Varang focus on divination and astrological sorceries. Most of them are God-Blooded and the occasional outcaste Dragon-Blood not spirited away by Varangia's Realm allies. The seers are tremendously skilled clockwork-makers and astrologers. Several Sidereal Exalted use resplendent destinies to maintain membership among these seers, preventing them from learning too much about the heavens while watching for innovative fusions of magic and mechanism.

THE WEST

The depths of the West hold many strange secrets. Many a God-Blooded or outcaste Dragon-Blooded sorcerer practices techniques of sorcery found etched on ancient sea caves by the wind and water, or whispered in the embraces of sea spirits. The prevalence of the Wyld enables mortal would-be sorcerers to seek a particularly dangerous enlightenment as well: Quite a few Western sorcerers bear marks of Wyld mutation.

THE CHILDREN OF THE STORM

These God-Blooded witches are a dozen or so sons and daughters of gods and elementals found throughout the West. Their founder is a storm mother's daughter. Though many of these sorcerers still serve their parents, the Children of the Storm know that they have tremendous potential. They have claimed the Keys of Matscha, a trio of islands in the eastern Neck, and they rule it from the mountain-peak that overlooks all three. They have compacts with the local storm mother and with other spirits of the sea.

YU-SHAN

Gods and Sidereals aplenty practice sorcery, but they are not the only sorcerers found in Yu-Shan. The Forbidding Manse of Ivy has no monopoly on the Great Art.

THE FRATERNITY OF SARUVANIS

Saruvanis was an ancient God-Blooded sorcerer who gathered other God-Bloods who dwelled in Yu-Shan as servants of their parents. This brotherhood began as a group of young, radical God-Blooded sorcerers making trouble on the streets of Yu-Shan. It evolved into a serious occult society when Saruvanis received an Endowment at the end of his natural life span and became a god.

Among other mysteries, the modern fraternity seeks to understand the origins and nature of sorcery. They notice that there is no god of sorcery in all of Yu-Shan. Long ago, Saruvanis observed that all things in Cre-

ation have a god associated with them, from the most abstract to the most solid. From this curious exception, he concluded that sorcery is not of Creation.

BECOMING A SORCERER

To become a sorcerer, it is not enough to simply study the occult. Certainly, that will earn the seeker some skill in the thaumaturgies of mortals and, if an Exalt, perhaps some Charms that grant traffic with spirits or other esoteric endeavors, but that isn't sorcery. The greater magic of sorcery demands much more from its practitioners—perhaps even a complete transformation of one's very soul.

ESSENCE


The first requirement of sorcery is Essence. Sorcery requires access to a *lot* of Essence. Even a minor spell consumes more Essence than the average Charm. A would-be sorcerer has no hope of learning the Great Art until she gains a firm and powerful grip on the Essence of Creation. The Celestial Exalted gain this power with relative ease. The Dragon-Blooded have to work at it. The God-Blooded and other un-Exalted mortals who somehow learn to channel Essence must work for years or decades before they gain the necessary power.

OCCULT KNOWLEDGE

Everyone knows that sorcerers learn a great deal of esoteric knowledge. For mortals, the Occult Ability represents knowledge of the supernatural world: the names of spirits and the protocols to avoid their pique; words, symbols, gestures and substances reputed to protect against disease or confer good luck; signs and omens that indicate changing currents of fate; myths and legends to explain aspects of Creation. Thaumaturges can squeeze dribs and drabs of magical power from such knowledge.

The Ability has a different meaning for beings who channel Essence. Occult knowledge gives them formulas and patterns for applying the power they already have in plenty. They do not just paint a sign in hopes it will keep a hostile spirit away from their barn, for example. They force Essence into the sign and use it to scourge the spirit to its core.

Or perhaps that sign and a few other elements. Many spells incorporate the Essence-patterns of two, three or even more symbols, mudras, words and the like, carefully woven together. Casting a spell is like building a house of cards, balancing forces and structures of Essence to form a coherent whole. A sorcerer who invents a spell not only has to select the right elements, but she must figure out how to interlock their patterns of Essence.



Would-be sorcerers sometimes imagine they can gain occult power through mere rote learning, memorizing the significance of hundreds of symbols and magic words. It isn't that easy, however. A sorcerer must *understand* all her lore. Knowing that the Azure Sign signifies the power of Air doesn't mean you can command the winds, for example. A sorcerer must spend weeks watching the wind blow tree-branches, rising smoke, clouds and bits of fluff, learning all the ways air can move, until she understands how all those motions are coded into the Azure Sign. Only then can she use Essence and the Sign to direct the winds herself—and learn Calling the Wind's Kiss (see pp. 39=40).

DIVINE INTERVENTION?

Many spells summon spirits or call on powers of elementals, the Maidens or other potent entities. Spells also frequently include signs, words and sacred gestures used by gods. Nevertheless, the spells do not require the active consent of those deities. The Elemental Dragons and the Incarnae are tangible beings, yes—but they are also impersonal forces active throughout Creation, whose power may be tapped at will, and the god can't stop it. After all, the Unconquered Sun apparently didn't stop degenerate Solars of the Old Realm from using his power in spells. Sorcerers gain their powers from personal ability—not from gods—and they can turn it to any use their conscience permits.

This is not always true of necromancy—as **The Black Treatise** reveals.

WILLPOWER

The final requirement for sorcery is force of will. Essence doesn't naturally flow in the patterns needed for a spell. The sorcerer must grasp the twisting flows of Essence with her will and force them into new shapes. This special, focused effort of will is perhaps the most mysterious aspect of spellcasting. The effort of will needed to cast a spell is not just a matter of wanting something a lot, nor is it a matter of sheer stubbornness. It requires a depth and focus of concentration most people can hardly imagine—even most channelers of Essence. Strangest of all, every sorcerer attains this force of will the same way, through the Five Ordeals. Without these five experiences, all the raw power of Essence and the most encyclopedic occult knowledge are worthless.

INITIATION: THE FIVE ORDEALS

Anyone educated well enough to become a sorcerer already knows he must undergo five ordeals or challenges. Lay people sometimes imagine a god tests would-be sorcerers and grants them magical powers if they are “worthy.” True savants know, however, that the ordeals are far from arbitrary: If you can't pass these challenges, you didn't want sorcery enough and don't have the insight to understand spellcasting anyway. Indeed, the challenges are also exercises to develop the will, intuition and subtle perceptions needed for sorcery.

A mentor might lead apprentices through the ordeals. Sorcerous academies often include boards of masters who design suitable challenges. The Heptagram, for instance, has its Gathering of Inquiry and Ordeal. Many sorcerers initiate themselves, however, as the First Sorcerer did—thanks to the Salinan Working. A self-taught sorcerer often looks back and realizes that experiences that seemed random or unimportant at the time actually put her through one of the ordeals. Sometimes, these experiences came before Exaltation. Some mystics say Creation is full of potential sorcerers who have proven their will and insight through the Five Ordeals—but merely lack command of Essence.

Four of the ordeals can take place in any order. Their listing as “first” or “third” is merely tradition. The Ordeal of Sacrifice, however, always comes last. At its completion, some omen may announce the appearance of another sorcerer: a shooting star, say, or a sudden storm or a gathering of birds.


THE STATION OF HUMILITY

The Dawn Quest, the Lesson of Wood, the Initiation of Serenity, the Station of the Mantle

Mastery of sorcery gives reason for pride, but the would-be sorcerer must first learn humility. Sorcerous mentors might inflict insults and menial labor, leaving the apprentice to wonder if he will ever be taught magic. A would-be sorcerer must want this achievement for its own sake, rather than for what it can get her. Power-lust, obligation, revenge and similar motivations distract from the total concentration needed to learn the Great Art.

The Dawn Caste of the First Age found this ordeal the hardest: They were used to commanding obedience. Dragon-Blooded teach this as the Lesson of Wood, in which a sorcerer learns to bend in adversity like a flexible branch in a storm. Sidereals call it the Initiation of Serenity, for sorcerers must embody the calm acceptance of the Maiden in Azure. It also is called the Station of the Mantle, because when the First Sorcerer assumed





her mantle she set aside her self-pity and accepted her destiny. To sorcerers, the mantle represents authority and responsibility as a shaper of Creation.

THE STATION OF TUTELAGE

The Zenith Quest, the Lesson of Air, the Initiation of Secrets, the Station of the Girdle

Sorcery requires knowledge of many secret things. This includes more than formal study. A would-be sorcerer also seeks the mystic import of their concepts and experiences. A general might see the ebb and flow of his troops in war and understand how Essence flows through Creation; the glassblower might comprehend the shaping of Essence into fragile yet potent patterns as he creates his masterpiece.

The Zenith Castes of the First Age were accustomed to being priests and teachers, rather than sitting still and learning from others. The Dragon-Blooded teach that a sorcerer's knowledge is like the wind, all-penetrating and unseen, yet powerful. The Sidereals call this the Initiation of Secrets, for a sorcerer must hunger for the hidden patterns of Essence that guide Creation, the domain of the Maiden in Green. This is also the Station of the Girdle, wherein the First Sorcerer learned the lore of Shaping. For many sorcerers, the girdle represents restraint and control, both of Creation and of self: The sorcerer not only wields power, she knows when to use it.

THE STATION OF JOURNEY

The Twilight Quest, the Lesson of Water, the Initiation of Journeys, the Station of the Sword

A sorcerer must move beyond her familiar surroundings and experiences to see Creation in new ways. Although sometimes understanding comes at the end of travel, often the journey itself grants wisdom. Teachers often assign apprentices to travel somewhere, either as part of delivering something, or on a quest of some sort. Those without masters look back on the journeys they have undertaken and understand the value of the lessons they learned along the way.

Enconced in the great libraries and academies of the Old Realm, few Twilight savants desired to travel very far. After all, what would the world reveal that was not recorded already? And yet, experiences not found in books were exactly what they needed. The Dragon-Blooded teach that as swift water travels through an area, changing it and being changed in turn, so too must the apprentice travel and be changed; this is the Lesson of Water. Sidereals call this the Initiation of Journeys, for the Maiden in Yellow teaches that some lore is found only in moments of transition. Other sorcerers

call this the Station of the Sword, the razor's edge of experience and danger. After a long journey, the First Sorcerer took up the Sword of her experience and used it to protect herself from that day forward. The sword represents the will to persevere, no matter how long or difficult the challenge.

THE STATION OF FEAR

The Night Quest, the Lesson of Earth, the Initiation of Battles, the Station of the Bindi

Like any man, a sorcerer can find his will frozen by fear. Therefore, he must conquer it. Great mentors need cunning, deep insight and subterfuge to discern what their students fear and to guide them through a confrontation. The self-initiated eventually realize that an act of courage on their part helped give them the confidence to become a sorcerer.


Many of the First Age Night Caste were more accustomed to rousing fears than facing their own. Dragon-Blooded mentors teach that the earth suffers cataclysms and disaster in the form of storms and earthquakes, yet remains unmoved. So, too, must the student stand unmoved in the face of terror. Sidereals call this the Initiation of Battles, learning to confront fear as a soldier must confront his enemy on the field of war; so teaches the Maiden in Crimson. The legend of the First Sorcerer calls this the Station of the Bindi, the gemstone that marks the brow. It highlights the caste mark (or simulates one, for un-Exalted sorcerers), a symbolic third eye to remind enemies that the sorcerer perceives all the secret forces of Creation and therefore fears nothing.

THE STATION OF SACRIFICE

The Eclipse Quest, the Lesson of Fire, the Initiation of Endings, the Station of the Phoenix

Sorcery makes demands that cannot be denied. After a sorcerer completes the other four ordeals, he must choose between advancing his knowledge or something else: the love of a paramour or family member; keeping his wealth; having a finger bitten off by a rampaging demon; or some other loss. Masters can arrange these ordeals for their students, but the sacrifice often happens of its own accord. Students in sorcerous academies suffer accidents as part of their learning, are forced to cut off lovers or family members who don't understand their obsession with the occult, or a hundred other events. Likewise, sorcerers without masters generally look back and see where they have made their sacrifice.

Exalts who transcend the Terrestrial Circle of sorcery must render up another, greater sacrifice at each



new circle. These sacrifices often follow the same theme. A sorcerer who gives up her lover might later see her husband and children leave her, and then finally choose between mastering Solar Circle Sorcery or letting one of her children die. These decisions are never easy to make. Those that are easy are not truly sacrifices.

Giving something up was hardest for Eclipses of the Old Realm, who were used to getting their way. Sacrifice transcends negotiation; it is all or nothing. Dragon-Blooded sorcerers learn the Lesson of Fire: The things the student treasures are like ore, sacrificed to the forge-fire to create something greater. Sidereals call this the Initiation of Endings, where the former self ends so a new self may begin, as the Maiden in Violet teaches. In the Cycle of the First Sorcerer, the Phoenix hatching from the crystal egg symbolizes the sorcerer's burning new existence as a master of magic. But the Phoenix is only born after it dies, and likewise, some part of the self must be sacrificed before the sorcerer may rise, flaming, into the sky.

SCHOOLS OF THOUGHT

Everyone knows that the world is composed of Essence, but what is Essence? Some sorcerers—indeed, most—don't concern themselves with that question. They learn how to shape it, and feel that further comprehension is unnecessary—or impossible. But sorcerers who devote their lives to the Great Art are not so easily satisfied. They seek to comprehend the deepest truths of the world and thereby read the thoughts of its Primordial creators.

It seems, however, that those deepest truths depend on the eye of the beholder. Many dedicated sorcerous theorists have uncovered the “true” nature of Essence. Some have proved their beliefs correct through the spells they devised, and a few sorcerers have possessed the charisma and drive necessary to gather followers and spread their gospel. Different powerful and intimate experiences of Essence have thus formed the bases for individual sorcerous schools that have grown through the Ages—all of them demonstrating equally valid, equally potent forms of enlightenment.

LEARNING FROM A SCHOOL

As a sorcerer learns more about Essence, she forms ideas about its nature. Eventually, if she persists long enough and isn't persuaded by the beliefs of another, she will hammer out her own unified theory. Growing wiser and becoming set in her ways, she applies her experience, demonstrating how best to use the Essence she understands so well. Her unified beliefs and principles

comprise a new school. The average sorcerer, however, won't invent her own school. Either she'll never question the first one she finds, or she'll find one that resonates with her strongly enough to adopt.

Students of every school cast spells in more or less the same way. A Heptagram graduate steeped in Silur's school makes the same gestures and says the same words as a No Moon Lunar trained in Salinan ways. Their animas flare the same way, too. The schools differ in their interpretations of *why* sorcery works.

The millennia have seen dozens of schools, but almost all were influenced by the views of three incredibly famous, long-dead sorcerers: Devon, Salina and Silur. Theirs were not the first or only sorcerous schools, but they're certainly the most influential.

DEVONIAN

The school of Devon takes an analytical, experimental approach to sorcery. Its founder believed the universality of sorcery—how spells give the same result whether cast by Dragon-Blood, Celestial Exalt, god or enlightened mortal—pointed to principles that underlie all Essence manipulation. He proposed that *Essence is the laws of Creation*: Things fall down unless something holds them up; for every action, there is an equal and opposite reaction. He was convinced that, with enough examination, he could discover every law and refine them all to one world-defining principle—the master law by which the Primordials ordained Creation itself. Devon regarded spirits as subject to Creation's deepest laws rather than defining them, which would make spirits just another subject for experimentation.

In the Old Realm, Devon's followers closely compared the Charms that Exalts, gods and other creatures used to accomplish a specific feat, such as creating a fire or controlling a mind. They also studied in detail how natural or supernatural materials reacted to different forms of Essence. To record and analyze their findings, they turned to numbers and geometry, and invented esoteric new forms of mathematics.

Modern sorcery owes its reliability to the school of Devon. Most spells always work; they do not fail by chance or unpredictable outside influence. The school's greatest influence, however, lay in sorcerous engineering. Motonic physics and other arcane sciences were largely Devonian creations; the school excelled at crafting wonders. Virtually everything known about magitech in the Second Age comes from Devonian studies. True Devonian sorcery fared less well, since Shogunate and Second Age sorcerers often care more about immediate results than precise understanding of Creation.



No books by Devon himself survive. After several centuries as the head of the great academy at Sperimin—and one of the most prestigious sorcerers in Creation—this careful, methodical, supremely rational man cast a spell that destroyed every copy of his books in Creation. He then gave his academy to his longtime rival theorist, Salina, and dropped out of sight. By the Usurpation, he was presumed dead.

SALINAN

The school of Salina agreed with Devon that sorcery revealed fundamental truths about Creation, but it rejected his analytical approach. Salina conceptualized the world as one vast mind: *Creation is one entity*, she proclaimed, *and Essence is how it thinks*. The physical comprises the world's logical structures, the insubstantial its ideals—and living things are expressions of its inspiration. She regarded the Incarna Gaia as a mask or mouthpiece for Creation, but not Creation's mind itself. Everything is connected, she told her followers. Sorcery gave individuals a limited influence over the whole.


Salina's followers believe that Creation itself is the best source of occult knowledge. Anything might reveal powerful new ways to shape Essence and so participate

more fully in the mind of Creation. Followers weave strands of Essence as a bird builds a nest, or they set currents flickering in their animas like a fire spirit dancing in its flame. Their study of the interconnectedness of Creation made Salina's school peculiarly adept at sorcery that affects the natural world, while its attempts to commune with Creation's thoughts led to many spells for probing and influencing lesser minds.

The Salinan Working was, of course, the school's greatest achievement. A few mystical sorcerers opine that if Creation didn't have a consciousness before the Working, it does now. Self-initiated sorcerers tend to follow Salinan ways, just because the Working leads them in that direction.

The school's founder preferred fieldwork to the lab work and factional politics that obsessed many of her Twilight Caste colleagues. Most of her early disciples were Lunars, until Devon surprised everyone (especially Salina) by making her his successor—incidentally giving her the resources and credibility to perform the Working. Salina also instituted the Calibration feast for Solar Circle masters, as a time to put aside the cares and rivalries of power... and incidentally make sure no one summoned Third Circle demons to pollute the thoughts of Creation. Salina herself died in the Usurpation. The





Sidereal conspirators selected her yearly feast as the occasion when the largest number of Solars would be together and off their guard.

SILURIAN

The last great theorist of sorcery thought sorcery defied Creation rather than revealed deeper truths about it. Silur saw herself as upholding both the ancient traditions of Brigid and a strict empiricism. Other sorcerers, however, saw philosophical and mystical implications in her work.

Silur developed a system to represent spells as collections of symbols, each representing some quality of the spell's manifested result: a form, an element, the resonance of a ritual tool, the direction of energy flow, or other properties. A sorcerer extracted these archetypal qualities from Creation, but built new combinations such as obsidian butterflies or skin transformed to bronze. Each spell was like a sentence composed of these abstract qualities, assembled according to a particular grammar. If Silur saw a deeper meaning in this grammar of symbols, she did not say so. She said her system merely offered a convenient way to describe spells.

Most sorcerers accepted Silur's work at once. Her grammar of qualities made spells easier to research and to teach than ever before. Virtually all sorcery now uses Silurian concepts to some degree. Archaic forms were updated: For instance, summoned "chariots" became comfortable coaches or carriages.

Some disciples, however, compare the way sorcery can mix and match the forms and qualities of Creation to the similar transpositions found in the Wyld or among the glamours of the Fair Folk. They believe the Primordials imposed an arbitrary order on Creation by pure will and the sorcerer reaches beyond Creation to impose a new order in accordance to her own will, albeit on a smaller scale. Silurians also use ritual tools and procedures somewhat more than other sorcerers, since they believe the structure of ritual helps impose order on the chaos that could result from breaking Creation's order. Yet, while Silurian sorcerers have invented many minor variations on existing spells—for instance, summoning automaton servants from water instead of earth—they are not especially good at inventing new spells from scratch.

Silur, too, died in the Usurpation. She survived the Calibration feast massacre and slew a full dozen Sidereal martial arts masters before she fell.

ABSORPTION CHARMS

A sorcerer who devotes her life to a school studies its theory in depth and strives to see Creation in its terms

THE FOUNDERS TODAY?

Both Sidereal factions, several gods and even a few Lunar sorcerers would like to know who now bears the Exaltations of Devon, Salina and Silur. So do the sorcerously inclined Deathlords. Exaltations carry some memories and aptitudes from past mortal hosts... so the three greatest sorcerers from the First Age could become the greatest sorcerers of the Second. Solars suspected of bearing a school founder's Exaltation might find many powerful people taking interest in their lives—or deaths. Unfortunately, some evidence suggests that at least one founder's Exaltation is corrupted and held by a deathknight.

can develop special powers. These powers are not spells, though they can enhance the character's spellcasting. Like the Sorcery Charms themselves, they represent permanent changes to a character's enlightenment, rather than powers she must spend Essence to activate. Because a sorcerer must absorb a school's tenets until they become second nature—or be absorbed by them, perhaps—they are called Absorption Charms.

Any sorcerer can learn an Absorption Charm. Like sorcery itself, these Charms work the same way for every sort of Essence channeler and all have the same prerequisites. However, the player should also try to roleplay his character's commitment to her school's way of thinking about sorcery and Creation. Absorption Charms are optional, and Storytellers do not have to allow them, to either individual characters or their series as a whole.

A character can learn only one Absorption Charm, for one school. Any sorcerer who masters a school so completely can no longer think in terms of any other school, at least where sorcery is concerned. You can't unlearn an Absorption, either. Some sorcerers deliberately avoid learning an Absorption because they fear limiting themselves.

While mystic theoreticians agree that new Absorptions are possible, no one has created one since the Old Realm. It's hard to find really *new* approaches to sorcery, when the old ones work so well and are so widely taught. Sorcerers with the insight and will to pioneer new schools usually just find new ways of using known principles. Still... a sorcerer who *could* invent a new school, to the point of creating a new Absorption, would gain eternal fame in the sorcerous community. Even rediscovering a school lost since the Old Realm would be a great achievement.





DEVONIAN, SALINAN OR SILURIAN ABSORPTION

Cost: —; **Mins:** Occult 5, one other Ability 3, Essence 5;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Terrestrial Circle Sorcery, 5+ spells

Each Absorption—Devonian, Salinan or Silurian—offers characters a choice of special abilities. The player picks two. Storytellers can invent more powers for the three Absorptions, if they like. If this benefit seems too powerful for a series, Storytellers can restrict characters to one power per Absorption, or raise the Essence prerequisite to 6.

Devonian: A Devonian master must believe in the repeatable, calculable nature of Essence and the power of careful observation, logic and experiment. She also must conduct extensive experiments in natural and supernatural science, adding a further minimum of Lore 3.

- Manse and artifact attunements are repeatable experiments. With a successful (Intelligence + Lore) roll, difficulty ([Manse or Artifact rating] x 2), the sorcerer can attune to such a thing in 20 ticks instead of the usual 20 minutes or so. If she ever succeeds on the roll for a given object, thereafter she always succeeds again.

- When a Devonian master analyzes a supernatural effect, her player's (Intelligence + Occult) roll becomes extended. Each roll represents a week of research and experiment. Given time, she can probably puzzle out any supernatural effect. A single botched roll means the analysis ends in failure—even the Absorption cannot solve *every* puzzle of Essence—and Excellencies do not apply. The gradual, systematic analysis rules out the flashes of supernatural genius the Excellencies represent.

- Deep study of each spell helps a Devonian master cast spells despite interruptions. When the character's Shape Sorcery action is disrupted, she may reflexively apply any Occult Excellency she knows to the (Wits + Occult) roll to carry on with spellcasting.

Salinan: A Salinan master demonstrates belief that everyone is an individual thought in a universal consciousness, and that all Essence flows most freely in its natural state. Such characters can see meaning and connections in the most surprising things. A Salinan master requires at least Awareness 3 to represent her sensitivity to Creation.

- Understanding that herself is simultaneously hers alone and part of Creation's own nonlocal consciousness, the Salinan master can use Emerald Countermagic against *any* unnatural mental influence, as long as it is backed by an Essence or Artifact rating no higher than half her own (round up).

- A Salinan master can pull information from nowhere (or maybe from the Salinan Working). Whenever his player rolls a threshold of five successes on any Perception or Intelligence roll, the Storyteller imparts a piece of relevant, important information.

- Everything is connected to everything else. A Salinan master can apply Creation's wholeness to arcane links. She can substitute one arcane link for any other to the same subject, no matter what a spell's description says. (She could use a lock of a victim's hair, for instance, rather than the required drop of his blood.) What's more, with three different arcane links to a person or place, she can use them to target *any* spell.

Silurian: A Silurian master believes Creation is an arbitrary system of interacting symbols that he can manipulate through its syntax. These sorcerers tend to see everything in terms of symbols and communication: map and territory, call and response, rhetoric and games. Their Absorption requires Linguistics 3 or better.


- A Silurian master can block the powers of the Fair Folk, who likewise treat Creation as a fiction they change at will. A Silurian master can use Emerald Countermagic against any Fair Folk Charm or glamour backed by Essence no higher than her own (round up).

- Silurian masters excel at recombining the symbolic components of spells. The character can invent new versions of spells he knows, changing one aspect of its manifestation such as the shape of its area, its manifested substance or its elemental source—but the Essence cost stays the same and the new version cannot offer any net advantage. (For instance, Death of Silver Butterflies offers financial advantage, but doesn't make the spell more effective as a spell.) The variation costs the character half the experience of learning a truly new spell. Characters who don't already know the original spell or lack Silurian training pay full cost for the variant spell.

- A Silurian master can break symbolic connections to herself. If her player succeeds at a reflexive (Wits + Essence) roll, with a difficulty of the attacking sorcerer's Essence, the character breaks the arcane link before the spell can affect her.

WHO LEARNS SORCERY

Different supernatural societies view sorcery through different eyes, but all acknowledge its power. Expert sorcerers are in a different league from casual ones. Quite a few Lunar and Dragon-Blooded elders, for example, know basic, useful spells (particularly Emerald Countermagic) but wouldn't consider themselves "sorcerers" or be designated as such by their peers. Such



casual spellcasters, who generally learned the arts from *The White Treatise* and *The Black Treatise* (see p. 35) rather than an academy, rarely follow schools. More dedicated sorcerers sometimes view them as dabblers—but they seldom feel outcast because of their power.

Naturally, the attitudes outlined here are only general trends within large societies. In every case, there are exceptions large and small, such as House Ledaal's enthusiasm for sorcery in the Realm.

TERRESTRIAL EXALTED

People in the Realm consider sorcery vaguely unnatural. As such, its practitioners are useful and admired, but avoided. Only Houses Mnemon and Ledaal treat their sorcerers like normal Dynasts, though Nellens encourages its scions to study the art as well. Non-sorcerers rarely know—or want to know—anything about sorcerers' doings.

In Lookshy, on the other hand, sorcery is a practical military art. Sorcerers there use their cleverness, rather than fighting prowess, to defend their land. They don't win the glory of frontline fighters, but they are no less useful and loyal for that (and sometimes they *do* face dangers only they can defeat). Since the vast majority of non-Lookshy outcaste Dragon-Blooded study at Valkhawsen, most adopt this martial-yet-indirect attitude as well.

The Dragon-Blooded can learn sorcery only to the Terrestrial Circle. Anything beyond that is the province of the Anathema.

CELESTIAL EXALTED

Among Silver Pact Lunars, sorcery is primarily the domain of the No Moon Caste. Many of them study sorcery through a Salinan-derived school. Other castes are rarely initiated into school mysteries even when they learn spells, because they rarely ask to be. Dedicated Lunar sorcerers can master the Celestial Circle.

Sidereals learn sorcery at Department 137 (pp. 28–30). Most Chosen of the Maidens learn the Emerald Circle by age 70 at the latest, as sorcery is simply too useful to ignore. True masters are not so common, even though they can learn the Celestial Circle. Most Sidereals prefer to concentrate on their unique astrological magic and their insuperable martial arts.

Individual Solars are still generally too scattered and too preoccupied with day-to-day survival to develop any common view of sorcery. Those protected by Gold Faction Sidereals, however, are personally tutored and taught that sorcery is their divine right. No Moon Lunars or spiritual mentors might share sorcery with a worthy protégé. Clever and brave Solars have even passed

themselves off as God-Blooded students at cosmopolitan academies. A few fall prey to demonic blandishments and make awful bargains to gain the power. As the new Lawgivers come into their power, they will have to decide what to do with it—and Creation will have to decide what to do with *them*, once they achieve their unique mastery of the Circle of Adamant.

Abyssals vary by Deathlord. All might eventually learn sorcery to the Celestial Circle, but some of their masters deem it unnecessary just now. All Deathlords know spells, having learned them in an Age when Solar Exalted did so as a matter of course. Most are Solar Circle practitioners. Only a few follow schools, however. Those few include the Lover Clad in the Raiment of Tears, who long ago loved Devon but never attained his Absorption, and the Dowager of the Irreverent Vulgate in Unrent Veils, who practices an archaic school now lost to Creation.

GODS, DEMONS AND THEIR CHILDREN

Sorcery is a non-issue in many spirit courts and most of Yu-Shan. Because spirits don't directly learn their Charms—their powers are an instinctive facet of how they are defined by their domain—the idea of *working* for magical capabilities strikes most as foreign and unnecessary. Smart deities ambitious to expand their domain or climb the Celestial Hierarchy have long since realized its benefits, but they use it subtly. (For one thing, it's heavily regulated in the Heavenly City.) God-Bloods in service to their parents often won't learn sorcery without their patron's aid and permission, but some enroll independently in academies such as Valkhawsen.

Demons, on the other hand, frequently learn sorcery at their own twisted schools, though some have adopted those of Creation. Capable First Circle demons are prevented by their betters from learning the arts. Those of the Second Circle and higher usually know a surprising number of spells and tutor their Demon-Blooded children in them at the earliest opportunity.


Demons, gods and elementals can learn sorcery to the Celestial Circle if their Essence is 5 or higher. These spirits can learn the Terrestrial Circle only if they have Essence 3–5.

Ghosts cannot learn sorcery under any known circumstance. Sorcery invokes the forces of living Creation, and ghosts draw only upon the decayed energies of the Underworld. Ghost-Blooded mortals share this prohibition.

ENLIGHTENED MORTALS

A very few heroic mortals learn sorcery without Exaltation or supernatural ancestry. They channel Essence because of exposure to the Wyld, through strange and





dangerous drugs or artifacts, as gifts from a spirit or through difficult and hazardous rituals of empowerment—and *then* they have to go through the Five Ordeals. Any mortal who can follow such a difficult path possesses rare determination, and does not much care what anyone else thinks of his obsession. Or anything else, quite likely.

Mortal sorcerers can learn only Terrestrial Circle spells. At that, they require Occult 5 instead of merely Occult 3, as they must know more to make up for their intrinsically weaker Essence. God-Blooded sorcerers face the same restriction, though their inborn facility with Essence give them a head start on their training.

SORCEROUS ACADEMIES

Sorcerous academies teach the techniques of sorcerous schools alongside spellcasting basics. Most academies are aligned with one school, since members of different schools have trouble relating to each other. Academies that teach incompatible schools find that the student body splits apart on its own, even without official protocols encouraging it.

Outsiders often confuse sorcerous schools with the academies that teach them. A *school* is a set of beliefs; an *academy* is a place of learning.

THE LOOKSHY ACADEMY OF SORCERY AT VALKHAWSEN

Five thousand students and hundreds of instructors occupy the District of Valkhawsen in Lookshy's Third Ring. Brilliant minds from Great Forks to Chiaroscuro and beyond come to learn, teach and research there.

The Academy began as a seminary—now known as the Old School—that trained members of the Order of the Chaplainry (an elite cadre of sorcerer-priests, or sohei, adherents of Lookshy's Immaculate faith). Few students chose the path of Pasiap to become sorcerer-engineers; they were always in demand, but not considered an institution in themselves. About a century ago, Lookshy's General Staff realized that the city's stores of artifacts and enchantments were dwindling at an alarming rate. They retooled an entire district to train more magitech engineers. Creating an institution to compete with the sohei would be inefficient and politically damaging, so the General Staff gave the Chaplainry control of the project.

After a slow start, the Chaplainry appointed Amilar Kraik—a popular hero—as the project's administrator. That was 90 years ago, and nobody from that time would recognize the place today. Creation's most famous geomancers built a series of interlocking halls and gardens that compare well to the Shogunate's best architecture.

Below, dark caverns secure horrifyingly destructive artifacts and experiments, studied by only those with the necessary clearance. People who enter the campus feel an odd frisson pass over their skin, a sensation most ascribe to the general atmosphere of insular, nervous importance.


THE MAN BEHIND VALKHAWSEN

A century ago, Amilar Kraik had distinguished himself as a frontline battle engineer many times over when a Lunar Anathema kidnapped his brother and fled east with her prize. Kraik gave chase, spent a decade fighting her sorceries and magitech, and returned an acclaimed hero—but cursed by a vile malady that slowly rotted his living flesh.

The official Chaplainry line claims Kraik received the post as Administrator for distinguished service. Actually, the sohei found they had bit off more than they could chew. They even considered passing the project to another ministry when Kraik stepped in. Desperate to find a cure for his withering body and certain that a solution lay in the magitech trove he'd retrieved from the Anathema's lair, Kraik offered to donate all his popularity, acumen and magitech loot to the Academy in exchange for absolute control of its programs. He wasn't (and still isn't) a skilled sorcerer himself—but he argued the Academy needed a skilled bureaucrat who knew magitech, not a master spellcaster.

The Chaplainry decided it had nothing to lose, though it now regrets the bargain. Kraik has become an unsettling monstrosity—more machine than man, strange devices replacing most of his body. Some whisper that the curse (or its cure?) has made him... unstable. Worse, Kraik encourages the study of non-Immaculate techniques and artifacts—branches of knowledge the Chaplainry considers both unnecessary and dangerous. Some even suspect him of turning a blind eye to Anathema, disguised as God-Blooded metics, who would study at Valkhawsen—an accusation so devastating no one dares make it openly because of Kraik's heroic history and ties to the General Staff.

Overall, the sohei would love to renege on the contract, but only Kraik's death can legally end his tenure. Assassination seems likely to cause more problems than it solves. At least, they console themselves, he doesn't control *all* of Lookshy's sorcery—only that of the sorcerer-engineers. The Old School sohei still dominate the training of sorcerer-exorcists.



Although the Academy of Sorcery is a well-rounded institute for all arcane arts, Valkhawsen is the technomagical center of Creation. Magic enhances its processes on every level: Resonance amplifiers conduct professors' voices through the largest halls, and department heads learn organizational Charms to keep things running smoothly. Most noticeably, every student and professor wears a vambrace of general utility (which requires no Essence commitment, but works only on campus). This remarkable device looks like an unholy fusion of a common bracer with an abacus and an armful of ornate bangles. Beads of varied shape and color skip and switch around to form writing or diagrams. The vambrace is an organizational tool, report card, testing apparatus, calculating machine and coded communication system in one.

ADMISSIONS

Valkhawsen isn't part of the Seventh Legion any more than the rest of Lookshy is, but Kraik has a special arrangement with the military. Normally, all citizens serve the Legion for five years upon reaching their majority—but enrollment defers that. Students and instructors receive honorary rank for their academic and disciplinary accomplishment (mostly used to calculate access privileges for the Academy's most secret and dangerous programs). Sorcerers who climb high enough in the Academy can *begin* their military career as full-fledged sorcerer-engineers instead of common soldiers. On one hand, they avoid the chance of death on the battlefield. On the other hand, the Seventh Legion might send them on more esoterically lethal missions.

Administrator Kraik also convinced the necessary powers to allow helots (second-class citizens) and metics (foreigners) to enroll or teach at Valkhawsen, as long as no more than 25 percent of the student body and professors are ever foreign-born. Metics must, however, pay a Resources 4 enrollment fee, as opposed to the Resources 3 (and common tuition awards) for citizens. Competition for entry is savage, both within and without Lookshy, and the entry exams can afford to be *quite* exacting.

KINETROPIC TRAINING AND PRACTICE

Valkhawsen's sorcerer-engineers follow the Kinetropic School, a highly technical Devonian variant. Students engage in copious lab work ranging from clockwork engineering to measuring the mote expenditures of elemental Charms. Homework includes designing blueprints and diagrams, as well as memorizing those of famous artifacts and manses. Because sorcerer-engineers must often work together, Lookshy's studies also integrate group projects, foster brotherhood and

involve apprentices' peers to a degree unheard of by most academies. Graduates—kinetropoi—will have at least Occult 3, Lore 3 and Craft (Air, Fire or Earth) 2. Multiple Craft scores are expected if not required, and being made to constantly work together usually gives all but the most antisocial kinetropoi a dot of Socialize.

A kinetropos-in-training is first told she will grade herself throughout her studies. This is a simple way to give the Lesson of Wood, for her grades determine how quickly her studies progress, and she'll be overwhelmed unless she displays humility. Once her instructors think she's done so, they take advantage of her sensitive youth and inexperience to give the Lesson of Earth, involving fear: No matter how modest she is, her classes become harder and harder, and she's assigned procedures far beyond her ken. For stalwart trainees, the faculty arranges for upperclassmen to make things worse. Fake rivalries, fake faux pas, fake romantic problems, even fake offers of treason are orchestrated until the apprentice is certain that enemies surround her and nothing she does will succeed. The Lesson of Earth causes most of the dropouts from the Academy.

Lookshy's well-known artifact supply comes out in spades for the Academy's Station of Tutelage, the Lesson of Air. Kinetropoi-in-training use Essence-sensing gloves and goggles, as well as tools of the magical materials, to learn how best to handle and examine different forms of Essence. Those who have difficulty with the basic principles of artifice are lent valuable enchanted palettes, whose ink refuses to draw blueprint lines that wouldn't function if the object were built. Once they demonstrate understanding of important laboratory cautions, trainees even gain the privilege to check out artifacts on the lowest level of clearance as if they were books in a lending library.

For their semester abroad—Water's Lesson of Journey—the young sorcerer-engineers must find at least one traveling companion. The group receives a minor, broken artifact whose repair calls for one faraway, exotic component per student. Not everyone succeeds at fixing their artifact on their first journey, in which case they're sent out again until they do. (After three such failures, though, students face expulsion.)

Everyone at Valkhawsen knows the professors take no responsibility for the Lesson of Fire. An apprentice's final push toward sacrifice traditionally comes from her closest friends. Sometimes, that station requires active intervention by peers who organize to remove whatever they believe separates a friend from sorcerous success.

After attaining the Terrestrial Circle, kinetropoi learn spell basics in lecture halls and work out specifics





with their associates in the laboratory. Most of their spells involve persistent physical effects; examples include *Death of Obsidian Butterflies* and *Incantation of Effective Restoration* (see pp. 49=50).

THE QUEST

Once a year, Administrator Kraik issues a list of hundreds of odd tasks and gives students a week to perform as many as they can. Most tasks are small, simple, seemingly absurd—even mischievous—though a few are extremely difficult or unlikely. Every challenge is worth points based on its difficulty. Twenty-five teams compete, and the team with the most points at week's end wins a monetary endowment, a small raise in rank for all members and the envious admiration of their peers. When a task is finished, the vambraces of general utility record its completion.


Team loyalty and general excitement about the Quest outstrips its rewards—such that many professors who are former students give covert help to their old teams, and alumni have traveled insane distances back to Valkhawsen to watch—or help set up challenges.

The Quest often spills off-campus, making every Lookshy resident's life a bit less predictable for one week a year. Most people figure the period of scheduled, institutionalized mayhem allows students to blow off steam, keeping them on track and obedient the rest of the year. The General Staff also appreciates how students regularly find innovative solutions to seemingly impossible problems, such as storing an entire working warstrider in a building half its size while keeping it magically functional.

The highest-point items on the list are always the solutions to five key theoretical problems plaguing modern sorcery. Since Kraik instituted the Quest, only two such problems have been solved. These enigmas may be considered (Intelligence + Lore) rolls of difficulty 10+. Valkhawsen graduates joke that the Academy does more research for the Quest than for the General Staff.

THE HEPTAGRAM

The first thing a new student notices, as she sees the Realm's only sanctioned sorcerous academy, is how small it is. The entire campus covers less than an acre, in a valley somewhat sheltered from the perpetual wind. None of its eight elaborately carved stone towers rise more than 150 feet. The seven outer towers hold the libraries that give the Heptagram its name, as well as laboratories. The central tower, the largest and tallest, holds the dominie's office and the school's main assembly hall. Seven broad halls built of the island's native gray granite and black



basalt link the seven towers. These halls hold student dormitories, classrooms, kitchens and all the other necessary facilities. No hall is more than two stories high. The Heptagram has three layers of cellars, however, so the entire complex is larger than it appears. Some students suspect it is *much* larger than it appears.

Next, a student notices how many areas are roped off and guarded by demons. Even the most unruly young Dynast soon learns to respect instructions where not to go; the lesson usually comes from a classmate's death. (The enchanted plague confined in a North Tower laboratory claims at least one daredevil every year.) The whole island was odd and dangerous *before* generations of student and faculty experiments—no surprise, since the whole island is a powerful demesne. Kaleidoscopic rains, a grove of talking brass trees and a tor that invariably draws lightning from storms are only a few of the sports found on the Isle of Voices. The island's small population of farmers and fishermen take it all in stride, and students are warned to obey them without question. A shepherd might have seen more magic and danger on the spirit-haunted isle than a young Dynast can easily imagine... which sometimes pushes a student into the Ordeal of Humility before the faculty arranges it.

Most disconcerting, however, is the sheer number of demons. Although only the best advanced students study demonology in the Hall of Verdigris, all the professors know the arts of summoning and banishing. Demons far outnumber the 80-some students. Wards prevent the demons from dematerializing, so students cannot avoid the sulky slaves as they cook, clean, fetch, carry, guard and keep watch for their masters.

HEPTAGRAM TRAINING AND PRACTICE

In the first Library, the Hall of Terrestrial Puissance, pupils may study from two sorcerous schools. Would-be sorcerer-engineers follow a Kinetropic Curriculum modeled on Lookshy's. The Realm's kinetropoi-to-be go through the same five stations as their Lookshy fellows (see pp. 25-26) as best the faculty can arrange, given the Heptagram's inferior supply of materials. Having a school taught that's incompatible with the main Heptagram curriculum bothers some faculty, but since there aren't many sorcerer-engineering students, no one can convince the Realm government to create a second academy just for them.

The rest of the Academy's apprentices learn the school of Silur in virtually pure form. The Heptagram's Sidereal overseer studied under Silur herself and makes sure the place keeps her teachings unchanged even as it butchers her life story. Students are told that Silur was

THE BRONZE FACTION PRESENCE

Bronze Faction Sidereals secretly control the Heptagram. At least three faculty members are Sidereals, and so are many of the visiting sorcerers. The academy's secret Sidereal overseer makes sure the most potent students come to hate Anathema, whether by reports of atrocities they have committed, or attacks on friends and family that can be blamed on other sorts of Exalted.


Sidereals themselves train at their own academy in Yu-Shan (see pp. 28-30). When a Sidereal needs to use a certain ritual or perform research far from the Gold Faction's prying eyes, however—or those of the enforcers of Heaven's laws—they go to the Heptagram. As a result, the Heptagram's libraries contain a surprising amount of Old Realm material on Celestial sorcery.

an Air Aspect during the Shogunate, and the Scarlet Empress's tutor. Students also learn comparative linguistics and semantics as practice for analyzing spells.

The Lesson of Wood is a difficult trial for young Realm Dragon-Blooded. Students are not treated as nobility. Silur taught that one must purge one's mind of previous symbolic associations before studying sorcerous symbols, so students eschew family names during their training and cast off every marker of status. Students swear one oath to their deepest selves each month, in order to learn the power of their words. Instructors dictate these oaths in the first semester: never divulge the secrets of the Heptagram, never give anything to a demon, and the like. Exact oaths are tailored to the individual, but they *never* involve adhering to high principles or encourage loyalty to House or country. Eventually, a student earns the right to choose her promises—and is graded on their humility, sincerity and wisdom. Oaths are occasionally undertaken with such conviction and enlightenment that the onetime student still cannot break it centuries hence.

Students memorize thousands of glyphs and occult principles for the Lesson of Air: Silur believed that every thing's meaning could be described by its occult characteristics, and those qualities form the basis for Silurian spell analysis. For example, the Spotted Salamander has the Qualities: Twelve Directions, Primary Wood, New Moon, Keepers of Fear, and Shadow of Greed. In some situations, therefore, it may be substituted for Ruby, whose Qualities include Shadow of Greed, Seven Directions, and Heart of Salamander. Many occult





items are kept for the students to observe, hold, test and even consume, so they have personal experience with their qualities.

For the Lesson of Earth, trainees are locked into the Arrow Room in the lowest subcellar. They face dangerous tests that require them to communicate with other beings, but find that normal communication no longer works: Even basic gestures are misconstrued. To survive, they must find unorthodox methods to convey meaning, or strive to understand the mindsets of those they're speaking to so they can explain what's necessary.

The Lesson of Water takes the form of a scavenger hunt through the Isle of Voices. Students undergo this test alone—perhaps the first time a young Dynast has done *anything* alone. The student must locate and confront five spirits, with no guidance about where they should look or the nature of the challenge. When a student wins a challenge, the spirit gives her a scroll marked with a single rune.

The Ordeal of Sacrifice, the Lesson of Fire, begins in the dominie's office. The Heptagram's headmaster, Ragara Bhagwei, demands the student select something he can never speak of again. Then Dominie Bhagwei locks the student in a room and tells him he can come out when he has assembled the five glyphs into a complete spell and learned it, or admits defeat and that his oath was false. He has enough food and water to survive two weeks—long enough to master the Terrestrial Circle Sorcery Charm and one spell—with careful rationing... a secondary sacrifice to test his self-discipline.

If a student can pass this final challenge and prove himself a sorcerer, he can enter a second Library to continue his studies. Many spells taught at the Heptagram involve symbols or communication, such as Coin of Distant Vision (see p. 40) or Paralyzing Contradiction (see p. 54), or combining different forms and elements, such as Lightning Spider (see p. 52).

LOTUS DOORS

At least two dozen lotus-marked doors offer shortcuts through the labyrinthine Heptagram. Each door can open to several rooms scattered through the complex, depending on which Old Realm password you say when you open the door. Students learn a few passwords from their instructors, and more from upperclassmen, but few even among the faculty would claim to know them all. Some areas are accessible no other way.

FOREIGN EXCHANGE

Every year, the Heptagram sends a few exchange students to Lookshy's Academy of Sorcery, and receives a few in return. Professors sometimes spend a few years at the rival academy as well. Perhaps the leaders of the Realm and Lookshy think *their* sorcerers can ferret out the other academy's secrets while keeping their own. Perhaps war between them is so long in the past that neither side feels it needs extreme vigilance. Perhaps sorcerers just feel they ought to stick together, regardless of mere nationality. Whatever the reason, exchange students and faculty never endure worse than a little teasing about coming from "the other side." If war broke out, both academies would quickly return each other's citizens. Any order to imprison or abuse the guest sorcerers would cause considerable unrest in each academy.

The Heptagram also takes a number of students from the Realm's satrapies and allies. A few faculty members also come from outside the Realm.

THE VERSINO

Students are forbidden to visit a large crater on the far side of the island, with demonic guards to enforce the ban. This site once held the Versino, the Realm's first sorcerous academy. The Versino blew up in RY 385, under circumstances never explained. The only survivor was the Empress's daughter Mnemon, age 16, who apparently has not aged a day since. The blast was powerful enough to shift the demesne's geomantic center across the island, to the present site of the Heptagram. The new academy was built as carefully as the Bronze Faction could arrange—a clue to its involvement, since the Realm lacks the skills to cap a level 5 demesne without flaring off excessive Essence.

See **The Compass of Celestial Directions—The Blessed Isle**, pages 115–117, for more about the Heptagram and its doomed precursor.

DEPARTMENT 137 OF THE FORBIDDING MANSE OF IVY

The Division of Secrets, a section of the Bureau of Destiny, is housed in the Forbidding Manse of Ivy in sacred Yu-Shan. Sidereal Exalted Chosen by Jupiter conduct business there, and it's there that the Forbidding Manse's spiritual scribes and librarians continually catalogue Creation. All Sidereals pass through at some point, for the central courtyard of the Forbidding Manse contains the delicate, artful pagoda of sapphire that is Department 137, the primary Sidereal academy of sorcery.

Being as there are only ever about 80 Sidereal Exalted active at a time, there are no classes. Instead of classrooms, the pagoda houses an uncounted number of hexagonal, interconnecting libraries, some with workshops or offices contained by the bookshelves. Young Sidereals are assigned to an elder for individual sorcerous tutelage. Spirits may also arrange to be tutored in both Emerald and Sapphire Circle sorcery at Department 137. Because this tends to be an expensive proposition, requiring many favors and a few bribes, some simply lower themselves to attending Creation's Academies instead. But since Sapphire Circle sorcery, learnable only by greater gods and Anathema, is out of favor in the modern world, spirits powerful enough to master it have few other options if they haven't already.


The Sapphire Pagoda is aligned with one school: the Theanoan School, obsessed with mystical numbers and mathematical principles. (This isn't to say all Sidereals follow Theano, but most do.) Every room is perfectly symmetrical, and there isn't a rounded surface to be seen—all are sharply faceted. The smooth walls remain clear only a few inches in, and then cloud to opacity; dragging a finger across one produces a distinct matte-white line that fades within the week, so Department 137's walls are always covered with elaborate proofs.

THEANOAN TRAINING AND PRACTICE

Devon's rigorous occult testing lent itself well to the precise mathematics of Theano, who applied it to numbers, calculating strange, unintuitive truths. Her school is based on Devonian ideas, but its curriculum is far more specialized. Theanoan students lose themselves in airy abstractions, obsessing over long equations and theorems and rarely applying their learning to immediately practical ends. They're considered graduated when they can use their abaci to calculate irrational and imaginary numbers, manipulating beads that aren't there. By then, they'll have Occult 3, Bureaucracy 2 and Lore 2, with at least two specialties in mathematics.

Bizarre prohibitions that the trainee can't yet understand are imposed during the Initiation of Serenity: For example, students cannot step over two objects lying across each other. When they no longer question the mathematical edicts, they learn the reasons—such as that the number two is inauspicious in matters of ambition, and therefore, they shouldn't place themselves above it—in the Station of Tutelage, the Initiation of Secrets. Now, the students learn the meanings of numbers one





through 10, the ever-more-complex theorems for applying those meanings to the larger numbers they compose, and occult methods used to derive representative numbers for everything in Creation. Their first project is to calculate their own most auspicious and explicative number.

Astrologically divining the best day she can travel begins the Initiation of Journeys. An apprentice next pinpoints her birthplace on a magically exact map of the world. She uses sacred geometries, her auspicious number and simple measuring tools such as rulers and compasses to calculate the best route for her Journey. Upon her return—never longer than a year and a day later—the Initiation of Battles teaches her fear by confronting her with an intimidating infinity. This infinity can take any form. Some are as concrete as a tutor sending a hydrophobe to an island surrounded by seemingly endless sea; others, as conceptual as the arranged near-death of a passionate student's lover, confronting her with a potential eternity without him.

The calculations for the Initiation of Endings are the simplest. The student chooses the three most important things in her life. She then determines which one's number interacts most inauspiciously with her own. That is what she must sacrifice.

Department 137's sorcerers are only guided to the sorcery Charms by their mentors, though most of them establish an amicable spell-swapping relationship with them afterward (mostly for form's sake, since they all have access to the Sapphire Pagoda's incomparable libraries). Theanoans prefer to learn spells involving either specific, pre-calculated numbers of things, such as Flight of Separation (see pp. 45-46)—the number being the particular number of birds—or incalculable infinities, such as Calling the Wind's Kiss (see pp. 39-40)—the infinity being the unending wind. Unpredictable quantities discomfit them.

MISHIKO, THE LUNAR ACADEMY

The Lunar Exalted usually teach sorcery through one-on-one apprenticeship. They are so widely scattered that a single, fixed facility would be inconvenient—and would give their Sidereal and Dragon-Blooded enemies an easy target. Nevertheless, the Chosen of Luna have one great academy. The Wyld Hunt can never destroy it, the No Moons hope, because it moves.

THE TALE OF BAR-IZAHD

The No Moons say: Hear the story of Bar-Izahd and Mishiko.

Bar-Izahd was a great Child of Luna who lived in the wake of the demon wars. He slew ten thousand devils and learned hatred for their kind. Creation itself

tormented his soul, for the demons had built it, and it reminded him of the war. One thing he still loved: his daughter Mishiko. Bar-Izahd never let her know the anger and misery in his heart.

One night as Bar-Izahd wept bitterly into Luna's sacred pool, a presence came to him from another world. When he first saw the sad young woman, he suspected her of being a demon in disguise; then she moved, and her innocent grace told him that she was far more. She said to Bar-Izahd, "For five nights, I have watched your daughter in the wilds. We have played games of make-believe, and I love her as my sister. I wish to give her a world of wonder."


No creature could deceive Bar-Izahd, so he smiled in confidence and conversed until dawn, hearing with a father's fascination everything this woman thought of Mishiko. As the sun rose, the sad woman leaned close. "I have seduced four," she whispered, "and stolen their fathers' secrets. Find them for Mishiko." She described four sacred lands to Bar-Izahd and then vanished.

Bar-Izahd wanted nothing more than to find a beautiful world for his daughter, far beyond the tainted Creation. For 20 years he quested with Mishiko. He found the sacred lands and conquered them all. Each journey itself is a night's tale, and you still lack the wisdom to understand their true meaning, but suffice to say that with the discovery of each land, Bar-Izahd and Mishiko discovered a truth. To give thanks for the lesson, Mishiko would leave a poem at each site and Bar-Izahd a jasmine flower; for he had created jasmine, so he did not hate it as he hated the rest of the world. But Bar-Izahd did not find joy.

After reaching the final sacred land, the two discovered that they were no more powerful than before; nor was the world changed. Bar-Izahd would not stand for this. He flew Mishiko to the crest of the Omphalos, and from the world's heart, he shouted so Yu-Shan and Creation alike might hear his pain. His shout was so powerful it split the mountain and released a man-faced monster with the tongue of a serpent.

Bar-Izahd battled the mighty beast atop the Omphalos for hours, but Mishiko stole its secret from where it hovered at the root of its tongue. Both combatants turned to her as she held it, shining. She shed a tear and said, "You must be free." Mishiko freed her father by jumping from the mountain to her death. As Bar-Izahd held her broken body, he became the first sorcerer.

Heartbroken, Bar-Izahd descended from the mountain and placed his daughter in a tomb of glass. But though he learned to bend truths and reweave Creation, he built no great wonders; nor did he reshape



the world. Without Mishiko, only enemies remained, and Bar-Izahd spent the remainder of his days seeking unlearnable secrets and imagining conversations with his lost, beloved daughter.

Our traditions say that Bar-Izahd never taught the secrets of sorcery—they were stolen from him. In time, the Solar Exalted surpassed his power, but many of the secrets he and Mishiko learned followed him to the grave. He died of hubris: A ritual designed, foolishly, to grant him the Solars' sorcery consumed what remained of his mind. A passing traveler, a mere mortal, mercifully killed his burnt-out husk.

Consider this tale until tomorrow comes. Then, you meet Mishiko.

THE JASMINE POET

Shortly before the Usurpation, an explorer in the North found crystal that contained a jasmine bloom. Soon after came a jasmine-scented agate from the East; then a carnelian fell, complete, from the wall of a Southland mine—so perfectly jasmine-shaped it seemed to have been grown. Sages remembered that jasmine was Bar-Izahd's emblem; the last two gems—jasmine azurite, and peridot—were swiftly found, acquired by wise Lunars and set in moonsilver. Those Lunars found that when the five gems of jasmine were brought together into the energy of a demesne, Mishiko returned.

She manifests as a spray of jasmine, a silver silhouette and a voice on the wind. She recites poems of the First Age, of her father, of sorcery, at the behest of the No Moon who bear the stones. Sometimes, she tells the most intimate details of her students' lives.

Though it seems Mishiko can perceive the world, she does not answer questions. The arrangement of her gems determines what she says. When the stones are laid in lines, Mishiko tells parables of Creation's secrets. When they are placed in a circle, she speaks sonnets of love and wonder. No Moon elders know countless arrangements, and they combine and recombine the stones to speak with her on myriad topics. Her poems are each examined and learned by heart by Lunar sorcerers and mystics. They find within them all the precepts of Essence-nature and self-knowledge needed for sorcery, and much solace and wisdom besides.

Mishiko insists that only No Moon Lunars manipulate her gems, that any No Moon who has possessed a stone for five years give it to another and that nobody hold more than one. She's never threatened repercussions for breaking these rules, but she could refuse to answer a call, causing great loss of face for the No Moons holding the jasmine jewels.

THE JASMINE GEMS (ARTIFACT • EACH)

Lunar elders already know how to prompt Mishiko to speak on many subjects. Figuring out a new combination requires an (Intelligence + Occult) roll at difficulty 5 or more. Success renders a poem that reveals new knowledge. Her keepers know what arrangements will prompt Mishiko to recite poems that tell a would-be sorcerer what quests he must perform in order to pass the Ordeals of Initiation. Sometimes, the quests are purely internal; other times, Mishiko might send a quester to the ends of Creation. After the first four, the five gems surround the apprentice and Mishiko, through tears, reveals his sacrifice.

Other ancient secrets can be divined—the older and more obscure, the higher the difficulty. Each gem can also be used in a simple ritual to find the directions to the other four, wherever they go in Creation or the Wyld.


MISHIKO'S TRAINING

Mishiko tells much about appreciating Creation's transient beauty and learning from sorrow. On occult matters, her teaching is pure Salinan. Lunar tradition says Salina got her ideas from older Lunar traditions. Students spend a great deal of time alone in the wilderness but are also encouraged to form connections with others and seek a wide range of personal experiences.

The Lunar Exalted see themselves as Creation's last true defenders. For the Station of Humility, Mishiko often bids a would-be sorcerer to set aside this great duty to serve in the humblest and most unlikely circumstances, such as clerking for a moneylender in Whitewall or saving an impoverished pig farm without revealing himself. Mishiko challenges a Lunar's ingenuity as well as his pride and often forces him to learn skills he never imagined needing. When they get over the shock, successful Lunar students often enjoy their absurd new identities or duties, living up to the capacity to change and adapt that their Incarna patron gave them.

With the jewels in the Tutelage arrangement, Mishiko recites sonnets that guide students to the occult workings of Creation. Students memorize hundreds of her poems. Her knowledge of natural and divine Essence seems limitless, though her gnomic verses tell the student how to observe and learn rather than delivering step-by-step instructions.





Mishiko quested all her life. As such, she has a firm appreciation of the power of distance and time. If an apprentice has experienced these things, then he might just need to understand the meaning of his travels. On the Station of Journey, Mishiko places a particular emphasis on the ideal of home. Her haiku often compel an apprentice to seek a home he never knew, or conversely, the unfamiliar he never expected.

Mishiko shows in the Station of Fear that the greatest terrors lurk within. She can be very creative in steering apprentices to confront personal, internal, secret fears that could cripple them in a crisis—occasionally, in truly dangerous ways.

When the stones are properly arranged around an apprentice, Mishiko decides if he's ready for the Station of Sacrifice. If not, she indicates which stations he has not internalized. If he is ready, she weeps, "You must be free," and tells him what to give up. Mishiko never changes her decision. She always names something the student thinks he cannot bear the thought of losing; and she is never wrong.

Sorcerers trained using Mishiko's stones are not thereby granted access to a physical library, but the No Moons—and the spirits they deal with—know hundreds of spells among them. Mishiko and her disciples eschew demon summoning or other spells that invoke Malfean powers. Her followers prefer to learn particularly beautiful spells, those that invoke strong emotions and those that reveal knowledge. Examples include *Death of Obsidian Butterflies* (see *Exalted*, p. 252), *Insidious Tendrils of Hate* (see p. 76) and *Fugue of Truth* (see p. 48).

MISHIKO'S TOMB

Lunar tradition says that Bar-Izahd used occult arts to preserve his daughter's broken body so she seemed merely sleeping. Her crystal tomb was a place of pilgrimage throughout the High First Age. In the Usurpation, however, the Dragon-Blooded smashed her tomb and performed vile deeds on her body. Many Lunar sorcerers regard Mishiko as both a symbol of purity and a kid sister. They cite the desecration of Mishiko's tomb as showing the fundamental depravity of the Dragon-Blooded. Any attack upon Mishiko, such as the theft of one of her jewels, would provoke rage throughout the Silver Pact.

THE SIXFOLD SPIRE

Devon, who originally headed the Sixfold Spire at Sperimin, bequeathed it to Salina upon his abrupt retirement. As such, the soaring edifice could be a treasure trove for students of schools compatible with either master—if they can reach it through Raksi, Queen of Fangs, the ancient Lunar who considers it hers alone.

Salina, disturbed by the degradation of the world she saw developing in even the early days of Solar rule, contested that abuse is inevitable within any hierarchy, and the best possible state of the world would be a lawless, cooperative one in which none have power over others. This attitude bewildered her fellow Exalted, who pointed out that hierarchy is integral to Creation. Indeed, the Chosen themselves—including Salina—were made in ranks of power. But, "If injustice is inherent in the world," she famously exclaimed, "then we need merely change the world." She put her beliefs into practice through the Salinan Working: Knowledge, she told her followers, must be available to all, for abusive power always depends on its control. Once encoded into Creation itself, no longer requiring corruptible academies to teach it, sorcery would become a force for freedom.

So, an academy was indeed a strange thing for Salina to own, but she made the most of it. Her first act was to place all professors on the same level of status and compensation. Her second was to tinker with the Spire's geomancy. Originally organized according to Devonian ideas regarding Essence classification, the six towers took years to rework. The first and second towers, filled with studios and offices, she left alone. The workshops remain spotless even today, faultlessly cleaned by small magics and well stocked with hundreds of colors of chalk, with particularly universal and useful diagrams inlaid into the floors. The third tower, devoted to demonology, she also ignored, though she removed the wards, which she felt interfered unnecessarily with the Spire's harmony. The fourth tower contains astrological equipment. Thousands of jeweled charts decorate its walls, and if one asks a question while stepping through the first door, its rotating top will take note, shifting its windows to the configuration that will best help the querist research her answer.

In the fifth tower, Salina used abilities she learned from the Salinan Working: its structure exhibits every Charm she and her fellow Salinans knew. Any sorcerer within can learn any Charms those ancient magicians knew as if he had a teacher, even if he is unaware of the effect. The last tower, Salina dedicated to communication among those in her school. From within, a character who achieves Salinan absorption may speak

and have her words simultaneously heard by every other Salinan sorcerer in Creation—and, listening carefully, can hear their responses if they wish.

During the Usurpation, the Spire's great Celestial teachers died or fled. Many of the divine ones (who came to appreciate the academy's loose structure despite initial anger and misgivings) also departed as Sidereals and Dragon-Blooded took over, enforcing a strict new bureaucracy and disrespecting the deities' vast expertise. Then Sperimin was abandoned in the Great Contagion—and afterward, Raksi seized it (along with its greatest treasure, *The Book of Three Circles*). And yet, Salina wanted the Spire to be open to all—and so, it remains. No tricks lurk within its halls; nothing was sabotaged or booby-trapped. Modern sorcerers could walk in and relearn all the Spire's wonders if not for Raksi and her hundreds of apeman children, protecting her territory with all the savage ferocity an elder Lunar can muster.

LEGENDARY TOMES

Sorcerous knowledge tends to be scattered: for instance, a word of power in a book, a sigil carved on the wall of a First Age manse or a mudra never written down at all, but held by the priests of an obscure god. Loremasters have compiled many tomes of such occult bric-a-brac in hopes that something *might* be useful. Many occult texts are highly specialized. *Verdigris Abominations*, for example, compiles the names and descriptions of all the Second Circle demons who are the component souls of Ligier, the Green Sun of Malfeas. Sorcerers of old, however, also scribed librams and sutras of great power that gather many spells—or the lore needed to invent your own. Such tomes become legends, for their owners seldom make copies or even admit they own the potent texts, lest their rivals wrest away their power. In game terms, potent tomes are artifacts, even if they have no intrinsic powers of their own. Others just have Resources ratings, as difficult but feasible purchases.

THE ART OF SORCERY

Suman Tzung, one of Silur's students, invented many powerful runes. Tzung created only one key to his personal runic language, weaving thousands of sigils into a magnificent mosaic running through all 77 rooms of his manse. *The Art of Sorcery* is one artist's rendering of that work, copied and recopied through the centuries.

The first copy of *The Art of Sorcery* was an excellent rendition of Tzung's mosaic, but could not reproduce all the spatial relations between runes and texts, obscuring some of their hidden meanings. The problem intensified through the years, particularly after the Usurpation:

Suman Tzung's home sank beneath the waters of the Western Ocean when he was murdered, though nearby islanders retain legends about it. Extant versions of *The Art of Sorcery* are copies of copies. Most are incomplete, thousands of details are lost, and the drawings' accuracy can no longer be checked. Yet sorcerers value *The Art of Sorcery* despite gaps and errors: The runic texts still burn with occult meanings so intense that even ignorant mortals feel they could almost read them. The Heptagram would rejoice at any opportunity to examine a yet-unseen version and compare it to copies it already owns, in hopes of compiling a more accurate edition.

Game Effects: To sorcerers of Silur's school, *The Art of Sorcery* offers anything from a -1 to -3 difficulty reduction (to a minimum of 1) to spell research rolls, depending on the completeness and accuracy of the copy. The mosaics themselves would grant a -5 difficulty reduction (again, minimum 1).

Availability and Cost: The Heptagram has a standing offer of Resources 4 for even a single new page from the tome—significantly more for the whole thing—and tends to snap up copies that come on the open market.

Artifact Level: • for copies providing a -1 or -2 difficulty reduction; •• for -3. The mosaics are part of a (drowned) four-dot manse.

THE BOOK OF THREE CIRCLES

The Book of Three Circles, currently housed at Sperimin (see p. 32), is an imperishable spider silk compendium that was intended to record every spell invented by Old Realm sorcerers. See page 23 of *Wonders of the Lost Age* for the history of this tome.

Game Effects: Contains almost every conceivable spell.

Availability and Cost: Unique; good luck getting past Raksi.

Artifact Level: •••••

THE BROKEN-WINGED CRANE

All copies of *The Broken-Winged Crane* are slightly different. Demons and demonologists say the original does not yet exist. Someone shall write it millennia or Ages from now and reveal all the blasphemous secrets of the Yozis. The exquisite horror of that day echoes throughout time, inspiring depraved madmen to pen imperfect copies of the text. A nameless Nexus prostitute wrote one copy in the blood of her murdered children; another was written by Veloz, the mad daimyo of Neshavane, in his Palace of Executions. The tome of damnation's name is spoken only in whispers. Its possession carries a death sentence in all civilized lands.



Bold scholars conjecture that if all current versions of the book were gathered together and destroyed at once, the future tome's potential would be eliminated and it could never be written. Few have tried, however—for a competing theory claims that this event would constitute the writing of the original.

Game Effects: If a character opens this tome, her player rolls the character's Willpower, difficulty 4. Failure means the character goes mad. If applicable, player and Storyteller should work together to design a psychosis that best expresses the affected character's inner darkness.

Whether or not a character loses her sanity, she may use *The Broken-Winged Crane* to contact a demon of the Second or Third Circle—and petition that demon for power. Doing so requires a successful (Charisma + Occult) roll, difficulty 5, with a botch rending a sucking vent in the world that drags the hapless character into Malfeas. Patron demons may teach the character spells (only those of the Third Circle know Adamant Circle sorcery). They can also explain how to open a portal through which they can imbue the sorcerer with power, forging her into one of their terrifyingly twisted slaves—the Infernal Exalted.

Availability and Cost: Few seek out *The Broken-Winged Crane*, and those who do tend to bargain with demons or extraordinarily corrupt spirits to locate a copy. If one were actually sold (at, it should be noted, great peril to the vendor), it wouldn't be for less than Resources 5.

Artifact Level: ●●●●

DARIC'S LAWS OF MAGIC

After the master sorcerer Devon destroyed his own books and renounced sorcery, his student Daric took up his mantle—prompting many sorcerers to call the school Darican, disdaining the inventor who abandoned it. Unfortunately, although Daric possessed supreme enlightenment in his mentor's school, he was a terrible writer. *Daric's Laws of Magic*, his primer, is very informative but its dry formulations, impenetrable diagrams and confusing tangents make it a strong contender for “worst book ever written.”

Game Effects: Characters may use this tome to self-initiate into sorcery, if they manage to get all the way through it. A sorcerer who practices a Devonian style of sorcery (such as the Kinetropic or Theanoan

Schools) can find guidance all the way to the Devonian Absorption (p. 22).

Availability and Cost: Devon's school is not so well known today, but it flourished in the Old Realm. A persistent seeker might locate copies of *Daric's Laws of Magic* for a mere Resources 3, and both Valkhawsen and Department 137 own copies.

Artifact Level: •

LIVING BOOKS OF SHAPED IN MALACHITE

The Dragon King called Shaped in Malachite preferred to spend her time in study of biotechnology and sorcery, with no companions except her city-sized retinue of human slaves. Secretive, disliking her fellows and the Exalted, she shared none of her insights—not even the spells she invented (which by the law of her time should have been contributed to *The Book of Three Circles*). To record her work, she redesigned the bodies of her 13 favorite retainers, forming their muscles, bones and skin to flow harmoniously with calligraphed explanations of her sorceries.

The changes she made bred true. Shaped in Malachite's 13 books (each with a title expressing the theme of its content) all had children, establishing lineages that she kept in her retinue for centuries.

Game Effects: Usually, only master calligraphers or exceptional athletes (with scores of 3+ in Craft [Air] or Athletics) know letter-forms or the natural play of muscles well enough to spot the calligraphy that Shaped in Malachite expressed in the bodies, postures and movements of her living books. Most dismiss the insight as a passing fancy. Actually reading the living books requires both those skills, plus knowledge of Dragon King language and script. Each bloodline carries one rare or unique spell, never recorded in *The Book of Three Circles*.

Availability and Cost: The Great Contagion exterminated seven of Shaped in Malachite's bloodlines. Some of the survivors are recognizable and easy to find. Scions of *The Book of Youth* never appear to age beyond their teens, though they suffer age's normal infirmities. The lineage of *The Book of Silence* has assimilated supernatural blood and lives as the proud, mute god-kings of a Southeastern jungle tribe. The rest have forgotten their heritage and descended into obscurity... perhaps for the best, since Shaped in Malachite's immortal enemies occasionally rouse to hunt her living tomes.

Artifact Level: Not an artifact.

OADENOL'S CODEx

Oadenol, a Chosen of Serenity in the Old Realm, was also a brilliant member of the Silurian School and good friends with Silur herself. Her *Codex* superficially

appears as a diary and sketchbook filled with tidbits about people she knew and festivals she oversaw. When the full moon's light shines on its pages, however, the regular blue ink fades and a fine silver script reveals itself. It seems Oadenol enjoyed working riddles even into her private notes. The silver text discusses sorceries she worked and other occult matters.

Eclipses of the sun reveal a third script, this one black. Only in the black text does Oadenol record her grief at helping to murder her friend and teacher. Sidereal masters speculate that other celestial events might reveal other chapters.

Game Effects: Oadenol's notes are a highly personal set of ramblings and self-reminders, written in an antique cipher. Success at a difficulty 5 (Intelligence + Linguistics) roll while a hidden script is showing enables a character to discover all manner of useful magical advice, from where to locate a rare component to how to design a certain type of ritual. This leaves aside, of course, the potential historical knowledge that could be gleaned from such an intimate primary source. Oadenol probably hid her most precious information in writing that appears only during unusual celestial events (though she would have wanted to access it with reasonable frequency).

Availability and Cost: Unique; current whereabouts unknown.

Artifact Level: •••

THE WHITE TREATISE AND THE BLACK TREATISE

Sorcerers all over Creation agree that the First Sorcerer wrote these manuals, even when they don't agree on her identity. References to her treatises occur in the most ancient chronicles. Even the gods swear by them. They aren't short books, but they are remarkably easy to comprehend. Both are required reading for students at most academies, including the Heptagram and Lookshy's Valkhawsen.

Game Effects: Characters reading *The White Treatise* can learn the Terrestrial Circle Sorcery Charm as if they had a teacher, though it provides no explicit guidance for the Five Ordeals, giving only the barest theoretical basics and explaining each one's necessity. *The Black Treatise* teaches the spells Death of Obsidian Butterflies, Demon of the First Circle, Emerald Countermagic, Invulnerable Skin of Bronze and Stormwind Rider (see *Exalted*, pp. 252-254).

Availability and Cost: Although law restricts their sale in the Realm, the *Treatises* can be bought in any major city in the Threshold. Each book costs Resources 3 outside the Realm and Resources 4 inside it, with proof one is a Dynast... or willing to break the law.

Artifact Level: • each





HOLD THERE, LITTLE GIRL. COME NO FARTHER.



BY THE LETTER OF MY BINDING, I CAN ALLOW YOU TO LEAVE IF YOU TURN BACK NOW. YOUR DEFEAT WOULD ONLY EMPOWER MY HATED CAPTOR.



THANK YOU, BUT I'VE COME TOO FAR TO TURN BACK.



BESIDES, I RECOGNIZE YOU, OCTAVIAN. YOU'D ENJOY NOTHING MORE THAN TO POUND ME FLAT WITH THAT STAFF OF MALFEAN IRON.



I DO TAKE HEART IN SIMPLE PLEASURES.

UNFORTUNATELY FOR YOU, I'M IN NO MOOD FOR THIS.



ADAMANT CIRCLE BANISHMENT!

NOOOOO!!!



AND THE NAME'S ARIANNA, NOT "LITTLE GIRL."

YOUR "HATED CAPTOR" SHOULD HAVE STOOD A MORE RESPECTFUL SENTRY.



CHAPTER TWO THE WHITE TREATISE OF SORCERY

Through the Ages, sorcerers devised hundreds of spells for every purpose imaginable. Many spells were lost when their creators died, in the purges after the Usurpation or in the chaos of the Great Contagion. Nevertheless, sorcerers in the Time of Tumult have no shortage of spells for attack, defense, knowledge, travel or almost any other purpose they can imagine.



THE TERRESTRIAL CIRCLE OF EMERALD

Terrestrial Circle spells are the weakest form of sorcery. Of course, many sorcerers cannot learn the higher circles, but Emerald Circle sorcery is powerful enough for most purposes. These spells also consume less of a sorcerer's Essence and usually take little time to cast.

ASSASSIN'S FATAL TOUCH

Cost: 20m

Target: Touched creature

The sorcerer renders her touch deadly to one selected victim. To cast this spell, the sorcerer must first make skin contact with either her intended victim or some small object the victim touched in the last hour, such as an article of clothing or jewelry. Shaping this spell is a dramatic

action that takes 15 minutes. After the spell is completed, its effects linger on the sorcerer for a full day.

The sorcerer thereafter must touch her victim. If successful, her player rolls (Intelligence + Medicine). Ten ticks later, the victim suffers (5 + successes) levels of aggravated damage. Mortal targets not instantly killed are knocked unconscious for (6 – target's Stamina) miscellaneous actions. This is a Poison effect and a Touch effect. The spell requires a light touch, so it cannot enhance the damage of a regular Martial Arts attack.

Mortals suffer this damage automatically, but an Essence-user can resist. Roll an Essence-using victim's Essence trait when he's subject to Assassin's Fatal Touch. Success indicates he's fought it off. Even if the roll fails, though, the target subtracts his innate lethal soak from the damage inflicted. The spell has no effect against the dead, Abyssals or automata.

With a normal stealth attempt (see **Exalted**, p. 131), the sorcerer may conceal the eponymous fatal touch so it looks accidental. Two extra successes hide the touch entirely. Either way, the spell leaves no physical evidence. The victim simply drops dead or unconscious. It leaves metaphysical traces, however, which medical thaumaturgy can detect. Diagnosing a victim of Assassin's Fatal Touch calls for a (Perception

+ Medicine) roll, but the investigator suffers an external penalty equal to (5 – her Occult score).

The sorcerer can cast Assassin's Fatal Touch against only one creature at a time. If she casts the spell again before touching her first target, the first casting is lost.

BECOMING THE WOOD FRIEND

Cost: 14m

Target: Caster

With a swirl of green mist, the sorcerer draws Wood-aspected Essence from her environment. Her skin becomes greenish, her hair like leaves. Until the next time she sleeps, the caster moves unhindered through dense foliage. Her actions take no environmental penalties due to plant life and are not limited by her Athletics when dealing with unstable footing caused by vegetation (see *Exalted*, p. 155). Indeed, her player adds the character's Essence to her dice pools for moving through any plant-based terrain, from forest canopies to peat bogs. For movement and fatigue, treat heavy vegetation as open terrain.

Mundane tracking cannot follow the sorcerer through vegetation, and she may oppose supernatural tracking. Supernatural trackers have a +2 difficulty penalty to follow the sorcerer in such conditions. This penalty applies even to scent-based tracking, for her scent changes to match the surrounding plants. Becoming the Wood Friend renders useless any other Charm or effect that makes the caster harder to track, however.

Intelligent plants regard the character more favorably, though they know she is not a plant. This empathic bond works both ways, however. While this spell is active, plants are considered the same as human beings for purposes of the Compassion Virtue. If the sorcerer sees people harming plants, she feels a powerful urge to stop them. Attempting to harm a plant herself requires a successful Willpower roll. If this roll succeeds, the act severs the empathic bond, and the sorcerer cannot cast the spell on herself again for three full days. Gathering fruits, nuts or pruning dead branches for campfires is not considered harmful.

BLOOD LASH

Cost: 10m, 1lhl

Target: Caster

Most sorcerers consider the Blood Lash a weapon of last resort, for the spell can be cast only if the sorcerer bears a bleeding wound—at least one unbound, unhealed level of lethal damage. The character may wound himself if he must (this self-inflicted damage does not trigger reflexive Charms of defense). Blood from the sorcerer's wounds surges outward, forming a lash of blood. This effect inflicts another health level of lethal damage, which cannot be healed until the caster ends the spell or the spell's scene-long duration expires.

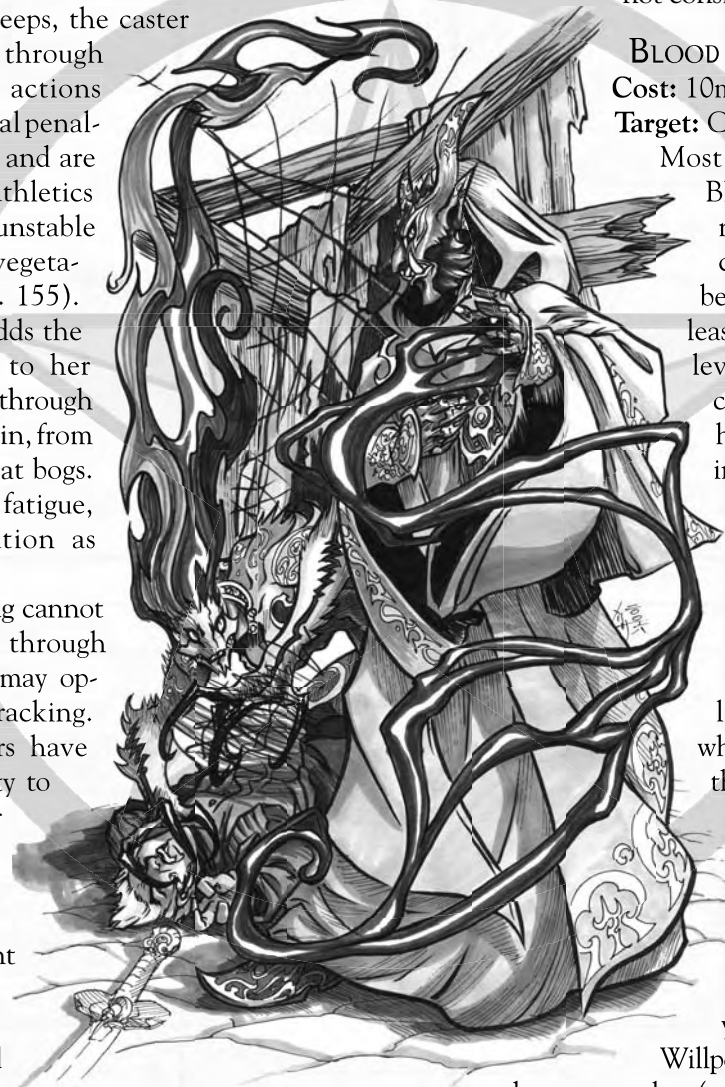
This whip of blood can make Melee or Martial Arts attacks.

Its reach is a number of yards equal to the sorcerer's

Willpower. It inflicts dice of lethal

damage equal to (caster's Strength + Essence)

+ the number of lethal health levels the caster currently suffers. Its full traits are as follows:



BLOOD LASH

Speed	Accuracy	Damage	Defense	Rate	Tags
5	+1	(Varies)L	+1	2	M, N, R

BURNING EYES OF THE OFFENDER

Cost: 10m

Target: Caster

The sorcerer's anima ignites in a colorless fire that refracts and magnifies the hues of her Exaltation. Sorcerers without animas (such as God-Bloods) radiate a blank, white brilliance. All who gaze upon the sorcerer weep uncontrollably, their eyes stung by her blazing halo.

This spell imposes an internal penalty equal to the caster's Essence against all attacks against her that originate within 100 yards, whether the sorcerer's DV applies to such an attack or not. It does not affect allies standing next to her. Opponents who are blind or who avert their eyes do not suffer this penalty (but see **Exalted**, p. 152, for info on attacking blind). Moreover, combatants who close their eyes run the risk of incoming attacks being considered unexpected attacks (see **Exalted**, p. 155). The (Perception + Awareness) roll to avoid unexpected attacks receives the normal -4 penalty for being blind, of course.

The sorcerer may dispel Burning Eyes of the Offender as a reflexive action.

CALLING THE STALWART SERVITOR

Cost: 10m

Target: Summoned servitor

Reaching into the ground, the sorcerer pulls out a servitor of crude clay, five feet tall and nearly as wide, and two feet thick at the chest. If no soil is nearby, the Stalwart Servitor emerges from whatever surface the sorcerer stands upon, and from thin air if there is no surface nearby at all. The servitor can lift up to 10 tons, it obeys no one but the caster, and it can dig holes, transport materials, build crude but sturdy structures and perform other simple tasks on command. If it is not banished by other means, the servitor lasts a number of hours equal to the caster's Essence before vanishing. It does not fight or even try to defend itself.

CALLING THE WIND'S KISS

Cost: 10m + 2m per additional hour (max. 30m expended)

Target: One sailing vessel

The sorcerer completes this spell with the Azure Sign, a glyph that epitomizes the Element of Air. He fills a target ship's sails with a powerful wind sufficient to drive it forward at its maximum speed without sacrificing handling or safety, and also ignoring currents or small storms. He may target any sail-powered vessel (including Haslanti air boats) he can see, up to (Es-

STALWART SERVITOR

Motivation: To serve the sorcerer.

Attributes: Strength 40, Dexterity 4, Stamina 5; Charisma 1, Manipulation 1, Appearance 1; Perception 1, Intelligence 1, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Craft (Earth) 1

Willpower: 10 (0 against caster)

Essence: 1


Other Notes: Will not participate in combat, and vanishes immediately if struck with hostile intent.

sence x 3) miles away. The sorcerer can always cancel this spell as a reflexive action.

Calling the Wind's Kiss remains in effect for a number of hours equal to the caster's Essence, plus one additional hour for every two additional motes spent. Here, the sorcerer has a choice. He may expend the Essence at the casting and let the spell run by itself. To Essence sight and other magical senses, the additional motes manifest as the Azure Sign glowing on the main-sail. Alternatively, the sorcerer can actively maintain the spell. The character must remain on deck for the spell's duration. Every hour, he traces the Azure Sign again and channels two more motes into the spell. He can perform no other actions, not even meditate. A sorcerer cannot start by investing Essence, then change his mind and add further motes to the spell.

If cast to a ship's benefit, Calling the Wind's Kiss appears as a funnel of blue Essence behind the sails, though on a sunny day it blends with the sky. When using the Complex Travel rules (see **Exalted**, p. 266), treat difficult terrain (such as seasonal squalls or shifting crosswinds) as open, and the make haste bonus applies for the spell's duration. Heavy storms, unusually strong (or supernatural) currents and obstacles still make sailing difficult, but the spell grants a +3 bonus to all Sail checks to cope with the hazards.

If the spell is cast to oppose a ship, a gray-tinged funnel of Essence swirls in front of the sails, though it blends in with stormy skies. The spell reduces the ship's speed. When using the Complex Travel rules, the terrain type is worsened by one category (i.e., from open terrain to difficult, or from difficult terrain to extreme), and the ship is considered substandard for the duration of the spell. The spell inflicts a -3 internal penalty to all Sail checks to retain control of the ship.



Countermagic or casting an opposing Calling the Wind's Kiss destroys the spell. Additionally, an air elemental or other air spirit whose Essence exceeds the sorcerer's can usurp control of the spell through a successful Willpower roll (difficulty equal to the sorcerer's Essence). If the spirit succeeds, it can let the spell operate as it was, negate its effects or even reverse them. The spirit cannot spend Essence to extend the spell's duration.

CIRRUS SKIFF

Cost: 15m

Target: Summoned cloud

The sorcerer whistles and calls from the sky a white cloud just large enough to carry her and one human-sized passenger. The cloud descends and waits patiently for the sorcerer to step onto it, then it ascends into the sky and travels at the sorcerer's direction. During the scene in which the cirrus skiff is called, the sorcerer may enter and debark the vehicle at will. After the end of the scene, the cloud vanishes back into the sky the moment she steps off, pausing only to dump her baggage or traveling companion beside her.

Some sorcerers prefer the cirrus skiff to the azure chariot (see p. 41) for long journeys, as it allows continuous travel for as long as the sorcerer remains awake and vigilant, but others prefer the azure chariot's sturdier construction and striking appearance. A few sorcerers, proficient at archery, use the cirrus skiff as a mobile archery platform, as it provides perfectly stable footing and does not obscure the sorcerer's view of her surroundings.

CIRRUS SKIFF

Speed: 45/90 mph

Maneuverability: 4R

Endurance: Until the sorcerer debarks

Crew: 1/1 (Only the sorcerer)

Cargo: 100 lbs. x caster's permanent Essence, or 1 passenger per two dots of Essence

Armor: 2L/5B

Health Levels: Ux10/Mx2/Cx1/Ix1/D

Weapons: None

COIN OF DISTANT VISION

Cost: 10m

Target: Black ceramic coin

The sorcerer spits into her palm and conjures into her hand a black ceramic coin inscribed with arcane sigils. She can place the coin where she likes. Thereafter, she can concentrate and perform a miscellaneous

action to project her consciousness to the coin (Speed 5, DV reduced to 0 for the duration of the projection). She sees, hears and smells everything as if she stood at the coin's location. If the coin is in a pocket, pouch or container with at least one opening, she can sense the environment both inside and outside that container. She senses only the inside of a container that's completely enclosed, such as a strongbox. As they occupy the coin's vicinity, her senses are identical to her senses in her body, and she may benefit normally from all sense-enhancing Charms. Because she cannot project her sense of touch, she knows instantly if her body is shaken or injured.

The sorcerer instinctively knows the distance of her senses from her body and the direction to the coin. She can find the coin just by traveling toward it, concentrating periodically to discover if it has moved.

A sorcerer may have only one coin of distant vision at a time. To create a new one, she must first concentrate a moment to reduce her existing coin to dust. Doing so is a miscellaneous action identical to projecting her senses, but it costs five motes of Essence. The coin of distant vision functions as an arcane link to the sorcerer if someone discovers it, but the dust does not.

COMMANDING PRESENCE OF FIRE

Cost: 10m

Target: Fiery projection

From the fiery valor within her, the sorcerer creates above herself a huge projection in her own image, dozens of feet tall and wreathed in flame, high enough to be seen for seven miles. Speaking through the image, the sorcerer's voice is amplified so all who see her, even in the clamor of a storm or a battlefield, can hear her. The projection lasts one minute (or one long tick) at minimum, and up to one scene. For every additional minute or long tick the sorcerer wishes the projection to last, her player must succeed at a reflexive Stamina roll. Failure ends the spell.

Any social attacks made through the commanding presence of fire gain a dice bonus equal to the sorcerer's Occult rating. Additionally, a sorcerer maintaining this spell counts as two relays in mass combat, or three if the sorcerer serves fully in the position of relay rather than the position of sorcerer.

COMMANDING THE BEASTS

Cost: 10m

Target: Animals

Glittering streamers from the sorcerer's anima wrap around target animals, carrying sorceries of peace, obedience and understanding. This spell affects only

normal animals of Intelligence 1. It can affect a number of animals equal to (caster's Essence x 2), all within 20 yards of the caster. It does not affect Wyld-tainted or otherwise supernatural creatures.

For the rest of the scene, the affected animals obey the sorcerer's commands. The magic enables them able to understand complex commands. Spellbound animals have a control rating of 0 (see **Exalted**, p. 154) and they never spend Willpower to resist the sorcerer's commands. If the sorcerer successfully uses social combat to build Intimacies, the animals remain tame and obedient for the sorcerer even after the spell ends, but at this point, they are simply tamed animals without any supernatural understanding of the sorcerer's commands. Anyone training the tamed animals gains a +1 bonus to the Survival roll to do so; the sorcerer himself gains a +3 bonus.

When other characters interact with the spellbound animals, the difficulty to do so increases by an amount equal to the caster's Essence. The animals become testy around other people and are not interested in doing what anyone else wants. Charms and sorcery, however, work normally on spellbound animals.

Commanding the Beasts can be used in war. If the sorcerer increases its shaping time to long ticks, the spell can affect a unit of animals equal in Magnitude to her Essence. She may choose to aid her allies, reducing the control rating of their animals by a number equal to her permanent Essence. Alternatively, she may hinder the enemy by *increasing* the control rating of their animals by a number equal to her permanent Essence (to a maximum of 6). Doing so can severely disrupt cavalry and other forces that rely on animals.

CONJURING THE AZURE CHARIOT

Cost: 15m

Target: Caster

The sorcerer's words of power create a billowing fog bank. Four cerulean horses coalesce from the mist, pulling a coach the hue of the noonday sky behind them. The horses snort steam and trail lightning sparks from their manes. Their hooves freeze the ground where they touch.

When the sorcerer takes the carriage's reins, the steeds launch themselves into the air, pulling the chariot behind them. Once the sorcerer tells the horses his destination, they circle once to get their bearings as they rise and then gallop away, leaving a trail of fog in their wake.

The azure chariot cannot be slowed or turned aside from its designated course. Attackers who cannot

match the coach's speed may attack once as it passes (though this attack may take the form of a flurry), and the carriage soon outpaces even the longest-ranged weapons. Passengers in the azure chariot receive 90% cover from attacks. It also protects occupants and cargo from most ranges of temperature or weather, though extreme conditions such as hurricanes or blizzards still endanger both carriage and occupants.

This spell can be cast only during daylight hours. The spell lasts until the coach reaches its destination, the sorcerer lands it prematurely, someone dispels it with countermagic, or sunset. As the sun nears the horizon, the carriage slowly changes hue to match the twilight sky. The horses also gallop lower until the azure chariot lands, and disappears with the last sliver of the sun.

AZURE CHARIOT

Speed: 100/200 mph

Maneuverability: 3R

Endurance: Until sunset

Crew: Only the sorcerer

Cargo: (Essence x 200) lbs., or 4 passengers

Armor: 25L/35B

Health Levels: Ux15/Mx5/Cx3/Ix2/D

Weapons: None

CORRUPTED WORDS

Cost: 10m

Target: Speaking creature

This spell helps sorcerers keep their secrets. It also enforces oaths of silence or simply prevents someone from speaking about a given subject. The subject may be as specific as "Mnemon's deal with the Mask of Winters," or as broad as "Solars in Chiaroscuro." It affects any one person the sorcerer can see within 10 yards.

The sorcerer evokes a seething, bilious green ball between his hands. He names the subject matter about which the target cannot speak and releases the ball. The vile green energy rushes toward and *into* the mouth of the target and down her throat, dissolving into a ward within the target's body. Only Charms or other effects that grant perfect dodges or parries can block the curse. The player of an Essence-channeling target is permitted a (Stamina + Resistance) roll, however, at a difficulty equal to the caster's Occult Ability. Success indicates that the target resists the spell, which the sorcerer knows at once.



Subjects who even think of violating the binding feel nausea. So do subjects who try to devise ways to get past the limitations of the spell, such as by writing or using sign language. Victims who ignore the warning and go ahead with their communication—be it verbal, written, silent or even telepathic—feel wracking pain and vomit dozens of fat, white maggots. The target cannot take any non-reflexive actions that action. He's in too much pain to concentrate on anything but throwing up.

This spell can provoke inconvenient reactions, from uncomprehending fear to immediate knowledge that *someone* doesn't want the victim to speak of *something*. The curse lasts until it is broken by countermagic, until the caster dies, or until the caster deliberately ends the spell by reaching into the victim's mouth and speaking the last word of the spell backward. The victim violently disgorges the spell, which manifests as a slimy, egg-like sac filled with tiny, squirming larvae.

CURSE OF SLAVISH HUMILITY

Cost: 10m

Target: One creature within 10 yards

The sorcerer ties knots of scarlet Essence as he exhorts the victim to worship one target, which may be the caster himself, another being present or even an object. With the final word, the spell's Essence

creeps forward in scintillating ruby tendrils that force the target to his knees.

The spell creates an unnatural mental influence, a Compulsion for the victim to abase himself and worship the target designated by the sorcerer. The sorcerer's player rolls (Manipulation + Occult) as a social attack, with automatic successes equal to his Essence. If the attack overcomes the target's Dodge MDV, the victim feels the Compulsion effect for the rest of the scene.

The victim can resist the spell for a single action by spending a point of Willpower. The spell does not prevent combat, however. The victim may still attack the target of his devotion, though he cringes and begs forgiveness for doing so. All such attacks, whether physical or social, suffer a -3 external penalty due to hesitation and remorse—unless the victim has spent Willpower to act normally. This penalty may also be negated by somehow working the spell-induced groveling into an appropriate stunt.

CURTAIN OF QUARTZ

Cost: 10m

Target: Creatures near caster

Essence and the Crystal Rune evoke a globe of shimmering quartz fragments around the sorcerer. These crystal shards float about the sorcerer for the rest of the scene, capturing light and reflecting it back

as dazzling and distracting beams and spots. All characters within a three-yard radius of the sorcerer (but not the sorcerer herself) suffer a -2 external penalty to their DVs and to all rolls. The effects of the Curtain of Quartz do not affect characters who cannot see.

Immaterial ranged attacks against the sorcerer (such as Phantom Arrow Technique) suffer an external penalty equal to the caster's permanent Essence. The quartz fragments bleed off the attacks' ambient Essence as beautiful light displays.

DANCE OF THE SMOKE COBRAS

Cost: 15m

Target: One creature within 30 yards

Dark, fiery Essence shatters the ground at the target's feet in a star pattern. Streams of thick, gray smoke rise from the points of this star and coalesce into five tall cobras. Poison drips from the fangs to char and blacken the ground.

These serpentine automata of smoke, Essence and fire immediately strike at the target. Because of their placement around the target, these cobras are assumed to gain all the benefits described for multiple attackers who have closed around an opponent (see **Exalted**, p. 155). The serpents attack only the target chosen when the spell was cast. As a function of the spell, they can automatically find the target regardless of any techniques he uses to conceal himself.

Should the target escape (by leaping over the snakes, or dispersing one of the serpents long enough to squeeze out of the grouping), the serpents can still attack from up to three yards away. If one of the serpents is destroyed, another forms in its place on the group of serpents' next action. When the spell ends, the cracks in the ground close and the smoke cobras fade away.

DISGUISE OF THE NEW FACE

Cost: 15m

Target: Creature

This spell weaves an illusion that makes the target look like someone else. It transforms not just the person's appearance, but her voice, mannerisms and even anima. Sidereal Exalted favor this spell for its ability to make them appear as someone else entirely. It perfectly complements the false identities they create through resplendent destinies.

The sorcerer ties threads of Essence around the target in the occult knot-pattern of the Hidden Self. The process takes 10 minutes to complete. It's easy if the target remains standing and immobile, but impossible if she does not.

SMOKE COBRA

Motivation: Bite the sorcerer's foe.

Attributes: Strength 3, Dexterity 6, Stamina 4; Charisma 0, Manipulation 0, Appearance 1; Perception 3, Intelligence 1, Wits 4

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Awareness 4, Dodge 6, Martial Arts 6

Join Battle: 8

Attacks:

Bite: Speed 5, Accuracy 12, Damage 5L + poison, Parry DV —, Rate 2

Soak: 2L/4B

Health Levels: -0/-0/-0/Incap

Dodge DV: 6 **Willpower:** 10

Essence: 1

Other Notes: The venom of the smoke cobras has the following traits:

Damage 3L/action, Toxicity (caster's Essence), Tolerance —/—, Penalty -6

The sorcerer's player rolls (Intelligence + Craft [Fate]) or (Intelligence + Larceny). This roll is not part of the spell casting, so the character may augment it with Excellencies or other Charms. The number of successes indicates the detail of the disguise and its ability to fool observers. (See **Exalted** p. 128 for details on creating disguises, though the spell does grant mannerisms as well and may be used to mimic someone of much higher Appearance.)


Once the persona-tapestry is woven, it flares briefly with Essence light before it fades, completely remaking the subject's appearance. The spell lasts until the imposture is somehow revealed, the target chooses to remove it (by spending a single mote, or a Willpower point for mortals) or when the caster dispels it, requiring line of sight and a reflexive action.

DRAGON OF SMOKE AND FLAME

Cost: 20m

Target: Serpentine guide

The sorcerer expels a flying, serpentine guide from the center of her chest. It leads her on while she moves, and loops and whorls around her when she's still. By day or in light, the guide is formed of inky black smoke. By night or in darkness, the smoke transforms into heatless white flame visible for miles, illuminating its immediate surroundings as brightly as daylight.



The creature can infallibly guide the sorcerer to any specific location that is well known to her. A lost sorcerer can use the dragon of smoke and flame to find her way to a known location even out of dangerously variable environments, such as the Wyld or the twisting Labyrinth of the Underworld.

Alternatively, the sorcerer can bid the guide to seek a destination with a specific desired property, such as the nearest source of water. In this case, the sorcerer's player rolls (Wits + Occult) during the Cast Sorcery action, with a difficulty set by the property's rarity:

Difficulty	Rarity
1	Common properties, such as food or water sources in a forest.
2	Uncommon properties, such as food or water sources in a desert.
3	Highly uncommon properties, such as shelter from the elements in a high-featureless wasteland or a specific herb in a vast forest.
4	Rare properties, such as deposits of gold, diamonds or other valuable but non-magical materials.
5	Very rare properties, such as deposits of jade or safe haven in the Wyld.

The spell cannot locate places with unique or even exceedingly rare properties such as deposits of most magical materials (jade being the exception). Nor can it find specific locations the sorcerer has never visited or locations magically obscured in any fashion (unless the sorcerer herself was the one who magically obscured them). What counts as common or uncommon may vary by Storyteller discretion based on the region where the sorcerer casts the spell. Should the (Wits + Occult) roll fail, the serpent manifests but merely loops around the caster for its duration, providing illumination in the dark but no hint about the direction she should go.

The serpentine lasts for one full day, until the sorcerer reaches her destination, or until she dismisses it, whichever comes first.

DRONING SUGGESTION

Cost: 10m

Target: Area

The sorcerer evokes a low droning buzz faintly audible to all in the spell's area. At the moment of casting, the noise rises to a crescendo, the sound of a thousand voices whispering in an unknown tongue. This is the spell's only Obvious quality: Unlike other

spells, Droning Suggestion does not flare the sorcerer's anima if the sorcerer uses only her Personal Essence. Thereafter, a single speaking voice can drown out the quiet hum. Whether they hear the sound or not, everyone within 10 yards of the caster becomes susceptible to her suggestions. The spell lasts until the end of the scene.

Droning Suggestion turns the sorcerer's social attacks into unnatural mental influences, though they cost only one point of Willpower to resist. Furthermore, a mortal victim of the spell is magically prohibited from realizing the nature of this effect for as long as the spell endures. An Essence-user may deduce the spell's nature if it imposes on him a mechanical effect that a natural mental influence could not, such as forcing his player to spend more than two Willpower in a scene resisting the sorcerer's social attacks. Deaf characters, including characters who have stopped up their ears with wax, are not affected.

EMERALD CIRCLE BANISHMENT

Cost: 10+m

Target: Demon

This spell has special timing rules. The character can cast it as a reflexive Shape Terrestrial Circle Sorcery action that takes 0 ticks. It affects one First Circle demon, up to (Essence x 15) yards away.

The sorcerer makes the Victory over Primordials Mudra, the hand-gesture the gods used to seal their victory at the dawn of the First Age. With his Cast Sorcery action, the sorcerer and the demon enter a contest of wills. Their players begin an extended, resisted roll of (Essence + Willpower) as a Speed 3, -1 DV action. The demon suffers a -1 internal penalty for each five additional motes the sorcerer spends in casting the spell. Neither contestant can take any non-reflexive action during this time without forfeiting the contest. The challenge continues until either the sorcerer or the demon accumulates a number of net successes equal to his opponent's Essence. If the sorcerer wins, the demon's form shatters, and it is banished back to Malfeas in a flash of green flame. If the demon wins, it remains in Creation, and the sorcerer cannot attempt to banish it again for five days.

EMPATHIC WIND

Cost: 15m

Target: One individual

The sorcerer imposes an instant's worth of sensory impressions on a passing gust of wind, then bids the gust to deliver those impressions to a compatriot up to (caster's Essence x 50) miles away. Within a minute,

the wind reaches its recipient despite any barrier and delivers the experience.

The sorcerer's player rolls (Perception + Awareness). Each success allows the character to choose one sense to convey. If the roll scores more than five successes, the Empathic Wind delivers the caster's emotions during that instant as well. The target has full access to these sensory impressions for three seconds, after which he remembers them but no longer experiences them. Reading any long text in the sorcerer's field of vision requires success on a (Wits + Linguistics) roll on the part of the recipient. If the sorcerer is in sufficient pain to suffer wound penalties and wishes to transmit the sense of touch, the recipient also suffers those wound penalties for one action.

THE EYE AND THE MOUTH

Cost: 15m

Target: Summoned eye and mouth

Drawing from ancient bargains, the sorcerer evokes a disembodied mouth and eye of golden light. The golden eye can read any text (though not codes or ciphers) and the mouth can translate and recite whatever the eye reads. The mouth will pause in its dictation if the sorcerer asks, but it will not translate the same text twice for a single sorcerer, nor repeat itself if the sorcerer mishears or is distracted during the translation. The eye and the mouth consent to only 10 minutes of servitude per day before they return whence they came.

EYE OF ALLIANCE

Cost: 5m per participant

Target: Up to (sorcerer's Essence x 2) people

Dragon-Blooded sworn brotherhoods, and other Terrestrials who expect to work together for any length of time, favor this spell. The ritual takes 30 minutes to cast. The participants link hands around the sorcerer; if the sorcerer wishes to be included in this link, he joins hands with the rest. A brilliant white glow flows from each participant to the center of the circle and then back again, coalescing before each participant as a crystal to pluck from the air. These crystals have one facet per participant. One mote per crystal remains committed by the sorcerer who cast this spell, and the crystals remain intact for a year and a day. The sorcerer may not decommit these motes unless he decommits them all, destroying the spell and dissolving the crystals.

The crystals serve as arcane links to every member of the ritual, so their owners must guard them carefully. A sorcerer or thaumaturge also gains a number of automatic successes equal to the sorcerer's Essence

to attempts to scry upon or gain magical information about the character whose crystal he possesses.

The real purpose of the crystals is to send emotions to other participants or to reflexively sense their emotions. Subjects can use this spell simply to keep tabs on one another from afar. The emotional link can also reveal valuable information in a social situation: Those capable of sensing a character's emotional state can often resist that character's attempts to lie to them, gaining a +2 bonus to Mental DVs against social attacks based on Manipulation. Dynasts sometimes use this aspect of the spell in tense negotiations to keep the other participants honest.

These crystals cannot be used to locate other participants without some other form of divinatory magic or artifact. When he sets his crystal into the hearthstone socket of an artifact, however, the bearer instantly knows the condition of the other participants if they are within one mile. He may also reflexively spend one Willpower to transfer a number of motes of Essence equal to the total number of participants in the ritual to one of the others whose stone is likewise set in an artifact. Any given participant may do so only once per day, and it causes his stone to grow cloudy, rendering it useless for that 24 hour period, though others may still sense him.

If a participant in the spell dies, her crystal dissolves, and one facet of each remaining crystal cracks and turns black. All bearers immediately know who died, though they might not know the circumstances of her death.

FLIGHT OF SEPARATION

Cost: 10m

Target: Caster

The sorcerer speaks the Word of Ten Thousand Birds, part of the song that all the birds of Creation sing when they gather in one place. Because humans cannot speak this word, the caster is suddenly transformed into a flock of birds in a burst of Essence. The birds fly together at a speed of 20 miles per hour and can travel up to a number of miles equal to the caster's Essence. Once the birds reach this distance (or some nearer destination), the birds complete the Word of Ten Thousand Birds, and coalesce to become the sorcerer once more.

This spell has special timing rules. The character can cast it as a reflexive Shape Terrestrial Circle Sorcery action that takes 0 ticks. It follows all of the other normal rules for sorcery actions, except the character takes her Cast Sorcery action as her next normal action *after* she re-forms.

Extra

While transformed into a flock of birds, the sorcerer keeps all of her Attributes, Abilities, Willpower, health levels, Virtues and soak (including armor). Her Dodge DV increases by an amount equal to her permanent Essence. She cannot, however, take any actions other than Move actions. She may not attack, use Charms, communicate or use her Parry DV. Any health levels of damage are reflected by the deaths of several birds until the caster re-forms, whereupon the damage manifests as wounds and the slain birds dissolve into pools of the caster's blood. Each sorcerer always becomes a particular species of bird. Abyssal sorcerers invariably become carrion-eating birds.

FLIGHT OF THE BRILLIANT RAPTOR

Cost: 10m

Target: Creature

The sorcerer's Essence coalesces into an eagle-sized bird of prey made of diamond and ruby flame. The bird then streaks with unearthly speed toward any target the caster can see within 1,800 yards. Right before it slams into the target, it gives the shrill victory cry of a garda bird. Should the brilliant raptor succeed in its attack, this briefly lived automaton explodes, consuming the area around the target in a holocaust.

The sorcerer's player rolls an attack of (Wits + Occult), with an Accuracy equal to the sorcerer's Essence, but no range penalties. The attack cannot be parried without a stunt or Charm, though it can be dodged normally. If the target is not on guard, the difficulty to spot the attack coming equals the sorcerer's Essence, due to the brilliant raptor's speed. The bird's impact inflicts a number of dice of lethal damage equal to the sorcerer's (Perception + Occult), with a number of automatic successes equal to the caster's Essence. Successes on the attack roll also add to damage as usual.

When the raptor strikes its target, it also sends fiery Essence coursing through the target's body to cause tremendous pain. If the target takes any damage, he suffers an automatic knockdown and a -1 internal penalty to all Dexterity-based rolls for every two health levels (round up) inflicted by the attack. This penalty fades at a rate of one point per five ticks.

Finally, the brilliant raptor explodes on the tick after it strikes, burning the target and everything else within three yards. The firestorm inflicts four levels of lethal damage (Trauma 3), which may be reduced as normal for environmental damage (see *Exalted*, p. 131). Everything in that area catches fire—hair, skin, objects and even the ground. Every tick they remain in the area, targets suffer further environmental damage of 1L/tick, Trauma 2.



Fleeing the area still leaves the target on fire (Damage 1L/tick, Trauma 1), which may be extinguished with an action (which may be flurried). These flames burn for 10 ticks before going out, though they may ignite other flammable sources with normal flame.

FLORAL FERRY

Cost: 15m

Target: Plant

The sorcerer causes a nearby plant to grow and change in shape until it becomes a seaworthy vessel. The conjured boat might look like a flower (as the spell's name suggests) or like a curling leaf, a seed pod or even a piece of fruit—whatever's appropriate for the plant that produced it. One person can easily carry the lightweight magical boat by himself.

Once the sorcerer places the Floral Ferry in water and states her desired destination, the boat sails toward that location in as straight a line as possible, maneuvering around obstacles too small to be carried over. Its passengers and cargo stay safe even in the most tempestuous weather. Once the magical boat reaches its destination, it lingers for 10 minutes and then vanishes completely.

FLORAL FERRY

Speed: 15/30 mph

Maneuverability: 2S

Endurance: (caster's Essence x 100) miles

Crew: 1/1 (only the sorcerer)

Cargo: 1 ton or 10 passengers

Armor: 6L/6B

Health Levels: Ux10/Mx10/Cx10/I/D

Weapons: None

FLYING GUILLOTINE

Cost: 10m

Target: Creature

The sorcerer makes the Sign of the Hooded Headman. His Essence congeals into a barbed chain two feet long that spins as it arcs toward the target at 170 yards per tick (about 340 miles per hour). The sorcerer can attack anyone he can see within 500 yards.

The sorcerer's player rolls (Perception + Occult) in the Cast Sorcery action, adding the character's Essence as automatic successes to the roll. This attack may not be parried without a stunt or Charm. If this is a surprise attack, the chain's great speed increases the difficulty to spot it by +2. The Flying Guillotine

avoids obstacles (negating cover and shield bonuses) and can even turn corners to chase a foe.

The silver weapon wraps about whatever body part it strikes and secures itself into a loop of chain with barbs along the inside. The chain spins with great speed as it tightens, inflicting horrific damage. The spell inflicts 18 levels of lethal damage, plus the successes gained on the attack roll. The chain always aims for the neck of the target. If the Flying Guillotine reduces the victim below Incapacitated, it decapitates the target. Most creatures find this instantly fatal. The chain itself seals shut the severed neck on the head, making it not so messy a trophy.

If the damage does not kill the target, the chain has wraps around a shoulder, chest or limb thrown up as part of the defense, cuts deeply, and then vanishes in a flash of silver light. The chain likewise disappears if the target dodges, parries or otherwise counters the attack.

When used in war, this spell negates the normal penalty for attacking commanders and special characters, as it whips past all soldiers and fortifications on its way to its foe.

FOOD FROM THE AERIAL TABLE

Cost: 10+m

Target: Conjured food

The Essence around the sorcerer condenses into a cascade of pink flakes that resemble flower petals. The soft, edible flakes can feed at least five people. For every additional five motes and Shape Terrestrial Circle Sorcery action taken, the spell creates another 10 servings of food. If the spell is interrupted during casting, the food produced up to that point already exists, but no more is conjured. The additional Essence spent is lost, as all the motes used in casting this spell are spent with the first Shape Terrestrial Circle Sorcery action.

The magical food is nourishing and filling, but it lacks flavor. The food keeps for a number of days equal to the sorcerer's Essence before dissolving into ash. The food does not rot, nor can it be poisoned, but it dissolves if it is mixed into other foods or cooked in any way. After a day or two, animals find the food unappetizing, increasing their control ratings +1 per two days with no other viands.

Food from the Aerial Table will not sustain mortal life forever. After one week with no other food, creatures receive a -1 external penalty to all physical actions due to slight weakness and lethargy. After six months with no other victuals, a character requires double the normal amount to nourish him. This is doubled again every six months that a character goes





without real food, but the time is reset after consuming a day's worth of actual food.

FUGUE OF TRUTH

Cost: 10m

Target: Caster

The sorcerer casts this spell after meditating in a lightless, soundless place for one hour. He attunes himself to truth and the flows of Essence, rather than the tricks that sound and light play on the senses. The meditation enables the sorcerer to see through illusions, to resist glamours, to avoid enchantments and to perceive what is concealed, whether they are things or purposes.

This trance-like state grants four extra successes to all Perception-based rolls to perceive illusions, see through disguises, read motivations (see **Exalted**, p. 131), and when rolling to find or notice hidden things. Moreover, the sorcerer gains a perfect defense against normal, Manipulation-based social attack rolls, for he sees through the cleverest persuasions. Supernatural attempts to control the caster's mind can be resisted with a reflexive (Perception + Integrity) roll, difficulty of the would-be controller's Essence. Success indicates the sorcerer ignores this effect as well. While the trance lasts, however, treat the sorcerer as stunned (see **Exalted**, p. 153) for taking physical actions. His stupefied and distracted demeanor also inflicts a -1 external penalty to all social rolls.

Fugue of Truth ends if the sorcerer botches a roll, is wounded, loses consciousness (including going to sleep) or voluntarily chooses to release it. This spell can be countered only during its casting. Once the trance begins, the effect is entirely within the mind of the sorcerer.

THE HORSE THAT TRAVELS EARTH AND WATER

Cost: 10m

Target: Conjured automaton

As the sorcerer makes the Sign of the Horseman, the winds in his area converge in the bubble of Essence before him. The Essence takes a hue that indicates the nearest Elemental Pole—red in the South, blue in the North, green in the East, black in the West and white nearest the Imperial Mountain—and then forms itself into a horse-shaped automaton. The horse's coat matches the bubble of Essence whence it came, though its mane and tail are either black or white.

The horse lands next to the caster, tossing and stamping, eager to be ridden. It serves as a perfectly trained war-horse (control rating 0). The stallion never tires and gallops over water as easily as land. It can travel at its full speed until the sun next crosses the

horizon (whether rising or setting), at which point it dissipates into colored wind and is gone.

When using the "Average Travel Times" table on p. 264 of **Exalted**, the horse that travels earth and water is considered "horseback, tireless" and treats all water as land of the same terrain type.

In combat, the stallion is fearless. It can carry another rider, but the sorcerer must command it to do so and give it a destination. The horse then moves at full speed toward that destination, regardless of what its passenger wishes. It ignores attempts to redirect it. If the passenger falls or jumps from the stallion's saddle, the horse dissipates, its purpose fulfilled. The automaton does not like being used as a pack mount. Should someone try to use it as such, the creature's control rating increases to 3.

THE HORSE THAT TRAVELS

EARTH AND WATER

Motivation: To carry the sorcerer to his destination.

Attributes: Strength 6, Dexterity 5, Stamina 5; Charisma 2, Manipulation 1, Appearance 4; Perception 3, Intelligence 2, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 4, Awareness 3, Dodge 2, Martial Arts 3, Presence 2 (Intimidation +1), Resistance 5, War 2

Join Battle: 5

Attacks:

Bite: Speed 6, Accuracy 10, Damage 6L, Parry DV —, Rate 1

Kick: Speed 4, Accuracy 8, Damage 8L, Parry DV 4, Rate 2

Soak: 5L/5B (Elemental hide, 3L/0B)

Health Levels: -0/-0/-0/-1/-1/-2/-2/-4/Incapacitated

Dodge DV: 4 **Willpower:** 10 (0 against sorcerer)

Essence: 2 **Essence Pool:** 10

Other Notes: The horse that travels earth and water can make a magical flurry of a number of attacks equal to the caster's Essence by spending five motes. It also heals at a rate of 1B/10 ticks and 1L/20 ticks, as long as it can run while doing so. It cannot regain motes on its own. The steed has a finite pool, though it can receive Essence given through Charms such as Essence-Lending Method or artifacts that accomplish that task.

HOUD OF THE FIVE WINDS

Cost: 15m

Target: Conjured automaton

The sorcerer hurls his Essence into the air and makes the Gesture of the Huntsman. Winds from the five elemental poles swirl together and form a massive, horse-sized wolfhound. This magical automaton can scent its prey up to 100 miles away and chase it tirelessly, as long as it has been introduced to the scent already. It can also serve the sorcerer as a bodyguard, warrior or even a riding beast (control rating 1). The creature exists for up to eight hours after its creation.

When tracking prey, the hound can hunt alone, lead the sorcerer or a deputy assigned by the sorcerer or even lead normal hunting beasts. The supernatural hound understands complex instructions and automatically succeeds at tracking mortal prey. The Storyteller may roll (Perception + Survival) against creatures that magically hide their tracks. This roll is opposed by whatever dice pool represents the prey's power, or (Wits + Survival) as a default. The hound adds to this opposed roll a number of automatic suc-

cesses equal to the sorcerer's Essence. Only perfect effects can throw the hound off the scent. Even then, the hound will know if the target's scent reappears within 100 miles.

This spell can be countered only during casting. Once the hound appears, only killing it gets rid of it. When the duration of the spell ends or the hound is slain, it explodes in a violent eruption of wind that inflicts environmental damage (Damage 5B; Trauma 3) to anyone within three yards of it. Healing magic does not work on the hound.

In war, the hound is so ferocious it is considered a Magnitude 3 solo unit, for the purposes of comparing Magnitude with other war units. Treat packs of the hounds as Magnitude 3 + (1 per additional hound in the pack), to a maximum Magnitude of 8. A hound of the five winds does not receive this bonus when incorporated into a unit of some other sort. It must have the freedom to savage its way through enemy ranks.

IMPERVIOUS SPHERE OF WATER

Cost: 15m

Target: Area

The sorcerer's anima flashes blue and green as it transforms the air in a 10-foot radius around her heart into a globe of fresh, magically breathable water. Its surface functions as a barrier with a soak of 20L/20B and 35 health levels. (See **Exalted** p. 153 for rules on attacking inanimate targets.) People inside the sphere cannot launch physical attacks against the world outside.

The water lasts as long as the sorcerer concentrates. While concentrating, she operates under the same restrictions as she did while shaping and releasing the spell—she may not move, speak or take actions except for activating her anima power. Others within the radius of effect have their actions constrained as they normally would when submerged, though they can still breathe. If the sphere is destroyed by counter-magic, it is breached by damage or the sorcerer ceases concentrating, the water loses its magical properties and falls to the ground. As such, this spell sees another use during journeys through deserts or other areas where water is scarce.

This spell can also be cast underwater, in which case the water around the sorcerer becomes an impervious sphere of air.

INCANTATION OF EFFECTIVE RESTORATION

Cost: 15m

Target: One item

HOUD OF THE FIVE WINDS

Motivation: To serve the sorcerer

Attributes: Strength 5, Dexterity 6, Stamina 5; Charisma 1, Manipulation 1, Appearance 2; Perception 5, Intelligence 3, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 3, Awareness 3, Dodge 3, Martial Arts 5, Presence 5, Resistance 5 (Running +3), Stealth 2 (Stalking +2), Survival 5 (Tracking +3), War 2

Join Battle: 6

Attacks:

Bite: Speed 4, Accuracy 12, Damage 7L, Parry DV —, Rate 2

Soak: 7L/7B (Rough hide, 5L/2B)

Health Levels: -0/-0/-1/-1/-2/-2/-4/Incapacitated

Dodge DV: 4 **Willpower:** 10 (0 against sorcerer)

Essence: 1

Other Notes: The hound of the five winds can perform a Move action of 20 yards and a Dash action of 60 yards. In war situations, hound of the five winds units have a long tick movement of 200 yards per tick.



Through a one-minute ritual, the sorcerer returns one damaged item to a pristine state by recalling its original form from the patterns in its Essence. This spell only restores items small enough for the sorcerer to lift, such as the fragments of a rotting book or the rusted remains of a suit of armor. The sorcerer also needs more than half of the decayed item's remains to restore it. Anything repaired by the spell appears as it did when it was new, and the effects are permanent. Splitting an object in half and casting the spell on each does not result in two copies: One half regenerates and the other disappears.

The Incantation of Effective Restoration works in a limited fashion on magic items. It can instantly repair artifacts that require no maintenance, such as hearthstone bracers. Anything magical that requires maintenance is built of multiple components that must be repaired separately, and the spell does not aid in separating the components before repair or reassembling them afterward. Additionally, the spell reverses the effects of wear and damage but does not replace expended reagents or exotic fuels. Regular castings of the Incantation of Effective Restoration can halve the time necessary to perform

maintenance on warstriders and other magitech, but the spell does not negate the need for maintenance entirely, nor does it allow a would-be scavenger lord to repair an item with skill requirements beyond her abilities. See **Wonders of the Lost Age** for full rules on magitech and its maintenance. The Incantation of Effective Restoration affects magitech items that require no maintenance as if they were damaged mundane items.

INCANTATION OF SPIRITUAL DISCRETION

Cost: 20+m

Target: Area

In Yu-Shan, the gods wear solid bodies. This rite mimics that condition, forbidding dematerialized beings from entering an area with a radius equal in yards to the caster's (Occult + Essence), and forcing materialized spirits to remain so. The ritual takes six hours to cast. It uses salt, small mirrors and talismans engraved with symbols of the five cardinal points (Resources 2 and the mirrors and talismans may be reused). This spell may not be cast within an area that includes a godly sanctum or spirits of greater Essence than the sorcerer's own.

The sorcerer concludes the spell by speaking the Mantra of Heaven Meets Earth backward, twisting the spiritual principles within that ancient chant. The salt disappears, and the ritual implements may be removed. The spell remains in place for a number of days equal to the caster's (Occult + Essence). At any time during the spell's duration, any sorcerer who knows Incantation of Spiritual Discretion may renew the spell using a lesser variant of the ritual that takes one hour and another 20 motes. Doing so resets the duration of the spell to the new sorcerer's (Occult + Essence), but the actual effect and area of the spell remains set by the original sorcerer.

When this spell becomes active, all dematerialized spirits with an Essence less than or equal to the sorcerer's own must either spend the motes to materialize or be expelled. Spirits cannot enter the warded area while dematerialized and they cannot dematerialize at all while within it. This limitation also applies to creatures and beings with the ability to turn into shadow. The spell does not affect beings with a greater Essence than the sorcerer's own.

INTERNAL FLAME

Cost: 15m

Target: Creature

Molten rock flows within the bones of the earth. Volcanic gods use a certain gesture to call that magma to their mountains. As the sorcerer makes the Mudra of Burning Earth at any creature he can see within 300 yards, streamers of red and gray Essence-flame wash over the target's body. They seep past armor and clothing to enter his body. The sorcerer's player rolls (Wits + Occult) and adds a number of successes equal to the caster's Essence to the attack. This attack cannot be dodged, though it may be parried using stunts, magic weapons or Charms.

If this attack is not parried, the spell gives the target's bone marrow the qualities of molten iron. This Shaping effect inflicts environmental damage (Damage 2L/action, Trauma [sorcerer's permanent Essence]). The damage continues for a number of actions equal to the sorcerer's Occult or until the victim receives medical attention.

Internal Flame inflicts agony beyond belief. The target suffers a -2 internal penalty to all actions for the rest of the scene. This wound penalty stacks with all other active wound or pain-based penalties. Without supernatural healing, mortals remain wounded after the scene and slowly die over the next few weeks (generally holding on for one week per dot in Stamina

ALLEVIATING THE INTERNAL FLAME

Internal Flame infuses a human body with a fiery Essence that does not belong there, which wounds its victim as it tries to find its way out. A skilled healer can alleviate the damage through pressure point and Essence-gate manipulation, if he acts quickly. Doing so requires an (Intelligence + Medicine) roll, difficulty equal to the sorcerer's Essence, as a miscellaneous action. Lack of medical tools (such as acupuncture needles) inflicts a -2 internal penalty to this roll. Success means the target ceases to take damage, reducing the penalty from pain to -1 for the rest of the scene.

before expiring). Exalts, spirits and other supernatural creatures heal normally from this attack.

INVOCATION OF THE LIVING SHIP

Cost: 20m

Target: Ship

The sorcerer lays her hand upon the figurehead of a ship and calls it to awaken—and it opens sea-green eyes. The entire ship comes to life, working every mechanical aspect—wheel, rudder, sail, rope, oars and all—without the need for a crew. Loyal and loving, the figurehead will even lead the ship in pursuit of the sorcerer, should she move more than 100 yards away—at least until the next dawn or dusk, when its eyes close and the ship becomes inert once more.


Invocation of the Living Ship cannot be used on a ship without a figurehead or on an Essence-powered ship. Occasionally, the spirit of the figurehead grows in power through repeated use of this spell, to the point where she can challenge the ship's own spirit for dominance. The ensuing conflicts have caused havoc for sailors and passengers, but never destroyed the ship itself... at least, not directly. In RY 353, an enemy sank one unfortunate warship in the Realm's fleet because the ship's own awakened godling and figurehead couldn't agree on how low it ought to sit in the water. The ship rocked so violently with their quarrel that its gunners couldn't aim its Essence cannon, and it became a sitting duck.

KEEL CLEAVES THE CLOUDS

Cost: 25m

Target: Ship

As fog or clouds touch the sea before her ship, the sorcerer persuades the vessel's spirit that they are true water, and sails forward onto them. This spell works



only in misty conditions. The ship travels upon the mist as quickly as it would on water, at the mercy of the wind or the strength of the rowers as usual. If the fog lifts, the ship rises with it until it sails on clouds.

The enchantment depends on the Essence of everything associated with the ship believing it travels on water. Dropping anything over the side or lowering something below the fog disabuses it of that notion, causing the whole ship to descend. The caster must stay on board, too.

After 12 hours, this spell must be recast, lest the ship return downward through the clouds. Even if earth lies below it rather than sea, it will land softly, undamaged (but likely stranded).

Accustomed to their element controlling water, air spirits dislike this invasion. Powerful spirits might attack a cloud-sailing ship if the captain cannot somehow placate them.

LIGHTNING SPIDER

Cost: 10m

Target: Caster

This spell involves the steps of the Storm Spider Dance, a tribal dance in the Northeast that celebrates the spiders that crawl among the highest, cloud-scaping treetops. As the sorcerer raises his arms like a hunting spider about to strike, eight legs of coherent lightning sprout from his back.

These legs are not solid, though they carry the sorcerer's weight and gain purchase on physical objects themselves. They can touch living flesh without harm, causing only a slight tingle. These legs can carry the sorcerer at her normal movement rates across vertical walls, ceilings or simply rough terrain without penalty. Additionally, the lightning spider legs allow the sorcerer to dash more easily, reducing the DV penalty for the Dash action by one point.

The additional legs grant the sorcerer a +5 bonus for all rolls made to instigate, maintain or escape from a grapple or to resist knockdown. The sorcerer can also create a length of lightning-thread she can tie to or around objects or people. Evoking this dragline requires the sorcerer to reflexively spend one mote per 100 pounds she wants it to support, and she can spend a number of motes equal to her permanent Essence. The dragline has a soak of 10L/10B and can take 15 levels of damage before breaking. Damage against it must be rolled.

LIGHTNING WHIP SMITES THE WATER

Cost: 15m

Target: Conjured whip

After the sorcerer casts this spell with a sharp, lashing gesture, a copper whip appears in his hand. Cracking the whip dissolves it into a single bolt of red-streaked copper lightning, which the sorcerer can aim at anything within half a mile using his (Perception + Thrown) pool. Attacking structures, such as ships, is difficulty 1; there are no range penalties.

The eldritch lightning inflicts (5 + successes) dice of piercing aggravated damage to people or structures. Once it hits, the lightning flares out into a ball of sparks that inflicts three dice of piercing aggravated damage on everyone within five yards of the impact who has a Dodge DV lower than the sorcerer's Essence.

The lightning may be dodged normally or parried with a Charm or stunt, but if parried, then the defender automatically suffers the effects of the sparking ball, centered on himself.

As air controls water, so earth shapes air. Should a sorcerer use this spell on land, the lightning grounds itself harmlessly. Only the caster may use the whip, and if she doesn't use it before the next dawn, it falls apart into copper dust.

MALEDICTION OF THE DISTORTED COMPASS

Cost: 15m

Target: Creature

The sorcerer makes eye contact with a creature and uses the Spinning Sign to thrust spatial confusion into his brain. Unless the victim's player succeeds at a Willpower roll with a difficulty equal to the sorcerer's Essence, he loses his way. The victim loses all sense of direction until sunrise the following day or until the sorcerer dismisses the spell's effects. Even if the roll succeeds, the target must flurry any other action he takes while moving. The player rolls each time the character moves.

While cursed by the Malediction of the Distorted Compass, the victim misreads maps and confuses travel instructions. He cannot find his way to any destination unless another person leads him there, even destinations as near as the next room. Anyone seeking to guide a victim of this spell had better hold his hand the whole time.

MAST-SHATTERING SPELL

Cost: 20m

Target: Ship

The sorcerer's anima flares dark blue and solidifies into a hovering, spiked ball of blue-tempered steel. With a tap of the sorcerer's finger, the spiked ball shoots toward the targeted ship in the literal blink of an eye—right into the target ship's mast. It can target any visible ship within one mile.

The resultant explosion of the mast not only cripples a sailing ship, but wooden shards explode in a 10-yard radius around the mast. This explosion inflicts environmental damage (Damage 10L, Trauma 3) to everyone in the area. A (Dexterity + Dodge) roll may substitute for the normal (Stamina + Resistance) as people dive for cover to avoid the splinters.

Masts reinforced through spells or Charms may survive the spell. In such cases, the caster's player attempts a reflexive (Wits + Occult) roll (treat this as part of the spell-casting process), with a difficulty equal to the Essence of the entity that reinforced the mast. Many First Age vessels bear reinforcements that draw on the little god of the vessel itself. For this purpose alone, treat the ship's god as having an Essence of 4. Masts made of the magical materials are immune to this spell.

Attempts to target other parts of the ship fail. The spell attacks only the mast. Sorcerers in the West or working for the Realm navy have devised variations that target oars (to cripple galleys) or the hull—but both pirates and naval officers alike often prefer to *capture* a ship than to send it to the bottom.

MISTS OF EVENTIDE


Cost: 15m

Target: Area

The sorcerer focuses her Essence onto a visible point up to 50 yards away and makes the Sign of the Gates of Eventide, the metaphorical “gates of sleep” through which all must pass to reach the lands of dream. Opalescent mist spreads from that point to fill an area five yards in radius. The mists induce a magical slumber. Exalts, spirits and other creatures with active Essence receive a (Stamina + Resistance) roll, difficulty of the caster's permanent Essence, to resist the effects for five ticks. The spell does not affect Fair Folk, the dead, intangible spirits or automata. The mists appear for 15 ticks of combat time, during which they affect any creatures that touch them.

Victims sleep until the sun passes the horizon twice. Sleepers can be awakened forcibly, but they suffer a -3 internal penalty to all actions, as though drugged with a powerful narcotic. The awakened victim still must spend a point of Willpower to remain awake for a number of hours equal to his Stamina.





The magical sleep is not restful. Slumbering creatures regain neither Essence nor Willpower while they sleep, and they find themselves needing normal sleep as if they had spent the time performing light labor. The magical sleep is also dreamless: Its targets are immune to effects that cause nightmares or otherwise rely on dreams to work.

OPEN THE SPIRIT DOOR

Cost: 15m + 5m per additional target

Target: Touched creature(s)

Tugging on the spiritual Essence that impregnates the world, the character pulls it through herself and anyone else she chooses. As the sorcerer casts this spell, she must stand within three yards of an entrance to a spirit's sanctum. The caster and her allies vanish into her fading anima, and reappear just inside the entrance. They can remain in the sanctum until the sun next crosses the horizon or the sorcerer recasts this spell—if the sanctum's owner doesn't force them out.

PARALYZING CONTRADICTION

Cost: 15m

Target: Creatures in area

The sorcerer suffuses one of the Ineffable Koans with magical power, forcing the minds of sentient beings to do nothing else but ponder an impossible riddle. Speaking the koan, the sorcerer releases white Essence. This power forms over the sorcerer's head a sigil that represents the mystery of the koan. The spell affects all sentient creatures within 50 yards (except automata) who see the sigil or hear the caster's words, and have an Intelligence greater than 1. (Stupid people don't realize there's a puzzle.)

Solving this koan requires an extended (Intelligence + Lore) roll with a difficulty equal to the sorcerer's Essence and total successes required equal to the sorcerer's Lore. Characters cannot flurry this miscellaneous action. Each creature must find an answer within himself: Anyone else's solution sounds absurd. A character who struggles to solve the koan still gains the benefits of his DV (with penalties for actions used trying to solve the koan, as appropriate), but is not further penalized.

If a person is attacked while struggling to unriddle the koan, he is freed from the spell. Paralyzing Contradiction otherwise ends when it is countered, when the sorcerer dies, when all targets solve the koan or when the scene ends. When the spell ends, the sigil above the sorcerer's head snuffs out.

CHARM CONCEPT: SPIRIT DOORS

The gods of the Terrestrial Hierarchy keep their sanctums in Creation. The sanctum itself is in Elsewhere, but every such sanctum has at least once doorway by which a dematerialized spirit can enter and leave. A spirit entryway may be anything from an actual, obvious door to a few tree branches that cross each other like a doorframe. Madame Marthesine of the Lost, for example, keeps the entrance to her sanctum in a sack that she carries. Yu-Shan, the Heavenly City, is itself one vast sanctum, and if the sorcerer can find one of its 61 gates, then she can use this spell to enter.

A character who suspects that she's close to a sanctum's entrance may find it by succeeding on a (Perception + Occult) roll against a difficulty of 3 (assuming, of course, anything's there). Just walking in is rarely easy, however. Spirits protect their homes carefully and seldom welcome surprise intruders. For instance, anyone who passes one of the 61 gates of sacred Yu-Shan finds it guarded by nine great celestial lions of living orichalcum—three on one side, six more on the other. These lions are more than a match for a Solar circle that cannot at once offer a good reason for its intrusion.

THE PARTING OF THE SEAS

Cost: 20m

Target: Body of water

Her arms spread wide and her face held skyward, the sorcerer calls up the behemoth Genai, who appears in his aspect as twin phantom giants. The twins wade into a body of water of the sorcerer's choice and split it in two. Each holds back one wall of water as if it were solid, leaving the ground between them dry. Rivers continue to flow even if Genai seems to block them off—the water mystically flows from one side of the trench to the other without passing through the space in between. This effect does not carry over to things living in the water or boats traversing its surface.

The dry trench is a number of yards wide equal to the sorcerer's Essence and up to (Essence x 100) yards long. The giants hold the water back for as long as the sorcerer concentrates: She may travel and converse, but not engage in any strenuous activity such as combat. If the sorcerer wishes, the giants can walk alongside her, parting the water before her and

letting it rejoin behind her. In RY 400, Ragara Kyrol, a then-notable Dragon-Blooded sorcerer, crossed the Inland Sea without a vehicle in this manner, using Charms to negate her need for sleep. Two years later, her twin brother and rival Ragara Disagu attempted the same feat, lost concentration halfway and died, crushed below millions of tons of falling water. Anyone caught in the trench when it collapses is subject to damage, ranging from light in the case of a shallow stream to instantly fatal in the case of an ocean. The actual damage inflicted is up to the Storyteller.

PEACOCK SHADOW EYES

Cost: 10m

Target: One sentient being

The sorcerer's eyes glow with iridescent flame that holds the gaze of a target up to 10 yards away, compelling him to stunned silence. The sorcerer's player rolls (Wits + Occult). If the result exceeds the target's Dodge MDV, the hypnotized target believes anything the sorcerer says in the next five minutes and remembers the suggestions as his own memory—an unnatural mental influence. When the five minutes are up, an auxiliary Illusion effect convinces the target he had a normal conversation with the sorcerer, while continuing to believe what the sorcerer told him.

Someone presenting evidence contrary to what the target believes may unravel this spell. This calls for Investigation-based social attacks on the target, as though reducing an Intimacy. Breaking the unnatural mental influence requires a number of successful attempts equal to the sorcerer's permanent Essence.

PERSONAL TEMPEST

Cost: 15m

Target: Caster

The sorcerer performs the Five Winds Nexus Gesture, making her the center of a confluence of strong winds. Her clothing whips about in winds that only people standing very close to her can feel. These winds last one scene, until dismissed or until the caster is incapacitated.

The magic winds cut the sorcerer's movement rate in half, due to resistance. Yet attacks made against the sorcerer, from archery to grapples, treat her as behind 90% hard cover.

The spell can be used in war. If the sorcerer increases its casting time to long ticks, Personal Tempest can protect a unit with a Magnitude no greater than her Essence as though they were behind 50% hard cover.

PLAGUE OF BRONZE SNAKES

Cost: 15m

Target: Conjured automata

This spell can be cast only at night. Speaking the sibilant Verdigris Serpent Chant, the sorcerer makes the Sign of the Hammer. His Essence coalesces into a great brass mallet, decorated with twining serpents. He strikes the ground once, twice, thrice to cast the sorcery. On the third strike, the hammer opens a hole in the ground and is swallowed up.

Three heartbeats later, a number of bronze serpents equal to (caster's Willpower x 2) wriggle out of the hole, encircle the sorcerer and bow to him. Then they slither away, moving up to as many miles from their hole as the caster has dots of Occult. Motion attracts the serpents, though they bite only livestock and other domesticated animals. Their bite injects magical venom that turns their victims to granite after a period of excruciating pain. The snakes return to their hole after biting one target, or shortly before sunrise, and wait for the following night. They never venture out during the day.

These serpents remain active for a number of nights equal to the caster's Essence. If they have not been destroyed before the spell's duration ends, the snakes return to their den and decompose into tarnished metal segments.


PRIVATE PLAZA OF DOWNCAST EYES

Cost: 20+m

Target: Area

This spell wards a place against scrying and teleportation. It takes six hours to cast and requires the sorcerer make a procession through all of the areas to be warded, circling the area again and again for the duration of the casting. As he walks, the sorcerer sprinkles ground glass along the boundary and makes the Mudra of Separation. The spell wards an area with a radius equal to the sorcerer's (Occult + Essence) in yards.

Once cast, the spell remains in place for a number of days equal to (Occult + Essence). At any point during the spell's duration, any sorcerer who knows Private Plaza of Downcast Eyes may renew the spell, using a lesser variant of the ritual that takes one hour and another 20 motes. This resets the duration of the spell to the new sorcerer's (Occult + Essence), but the actual effect and area of the spell itself remain set by the original sorcerer.



BRONZE SNAKE

Motivation: To bite livestock

Attributes: Strength 1, Dexterity 5, Stamina 4; Charisma 1, Manipulation 1, Appearance 3; Perception 2, Intelligence 1, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 2, Awareness 3, Dodge 5, Martial Arts 3, Resistance 3, Stealth 5 (In Tall Grasses +3)

Join Battle: 6

Attacks:

Bite: Speed 4, Accuracy 8, Damage 1L + poison, Parry DV —, Rate 2

Soak: 10L/10B (Bronze scales, 8L/6B)

Health Levels: -0/-0/-0/Incap

Dodge DV: 5 **Willpower:** 10 (0 against sorcerer)

Essence: 1

Other Notes: The cunning serpents know the best time to strike. They prefer to wait until there are no humans around before biting, and they try to attack from surprise. Bronze snake venom has the following traits:

Damage 10L, Toxicity 5, Tolerance —/—, Penalty -6

Creatures slain by bronze snake venom become granite statues, frozen in a position of absolute agony. Even if the victim survives, it endures incredible pain and continues to suffer the penalty for eight hours afterward. The venom does not affect automaton beasts such as the horse that travels land and water (p. 48) or the hound of the five winds (p. 49).

The completed spell blocks any effect that allows clairvoyance or translocation into or out of the area. This prohibition includes any Charm, spell or supernatural power that enables a user's senses to perceive a location outside the bounds of mundane perception. Likewise, any effects—including spells such as *The Faithful Ally* (see pp. 70-71) or Charms such as *Hurry Home*—that would allow teleportation into or out of the warded area fail. Subjects are not transported to the border of the warding, they simply never leave their original location without explanation and with full expenditure of Essence. Only Black Faith (see **The Black Treatise**, p. 49) can trump this spell.

PURIFYING FLAMES

Cost: 20m

Target: Food and drink

The sorcerer closes her eyes and flares her anima, forcing it through the strength of her will to assume the form of a blazing white, heatless flame. The flame surges from her body and seeks out any poison, corruption and toxicity that dare offend the sorcerer's presence. Purifying Flames halts all decay and destroys all non-magical poisons within enough food and drink to feed 12 people in one meal or else cleanses a single fouled well or self-contained water source. It neutralizes any non-magical poison already within a creature's body, preventing any further damage or negative effects, but it does not heal damage already taken. Purified characters expel the neutralized poison by vomiting it or by sweating it out through their pores.

RAISING THE EARTH'S BONES

Cost: 25m

Target: Area

The military forces of both Lookshy and the Realm make frequent use of this spell, which enables military sorcerers to raise earthworks and stone walls for defensive positions or otherwise to reshape a battlefield to their advantage. The sorcerer first marks out the area he wants to affect by driving cut sapling branches into the ground and infusing them with his anima. He can do so up to $([Intelligence + War + Essence] \times 10)$ yards in any direction. The sorcerer also paces along the line of any berms, mottes, buildings or trenches he wishes to construct. The area must also be cleared of any creature larger than a rabbit.

When the sorcerer casts the spell, he visualizes the structure he wants to create. The paced lines and sapling poles glow ocher-yellow as earth and stone flow like wax to shape themselves into the proper forms. Casting the sorcery is a five-minute dramatic action. No structure raised by this spell can exceed three stories in height or depth, and available materials limit the sorcerer. He cannot raise stone walls in the bottomless sand-seas of the South, for instance. Once the structures exist, countermagic has no effect: They were shaped by sorcery but are not themselves magical.

THE RAVENOUS FIRE

Cost: 15m

Target: Inanimate object

The sorcerer's Essence flares around him, and he makes the sign of Essence Consumed over an object. A jet of blue-white flame leaps up to a yard from his fingertips to ignite the target of the spell. Wood sears

to ash. Stone softens and burns like wax, while metals crumble to ash and slag.

The flames consume the material to which they were originally set but leave other substances alone. For example, setting fire thus to the stone in a statue crafted of marble, silver and emerald leaves a pile of melted, seared stone, with undestroyed silver and emeralds among the slag. Nor can the fire consume enchanted objects, the magical materials or anything alive. The flames feel icy cold but cannot harm living flesh.

The Ravenous Fire consumes up to 27 cubic feet of material (about the size of a human-sized statue and its base) per dot of the sorcerer's permanent Essence. The fire gutters out once it devours this amount of material. Only countermagic can extinguish it before then.

RITUAL OF ELEMENTAL EMPOWERMENT

Cost: 30+m

Target: Inanimate object

This spell imbues an object with the puissant Essence of one of the elements. This extensive ritual begins at dawn and continues until noon. The sorcerer requires a large quantity of the element being invested: for instance, a grove of trees, a large bonfire or a brisk wind.

The sorcerer purifies the object with incense smoke and salt water, then chants sutras of the appropriate Elemental Dragon over it. Modern sorcerers often draw from the Immaculate Texts but many Sidereals, surviving First Age Lunars and gods prefer epic poetry about the Elemental Dragons' contributions to the overthrow of the Primordials. At the height of the ritual, the caster strikes the item five times—once for each of the Elemental Dragons—while speaking the Words of Elemental Binding over the object.

This lengthy and exhaustive process permanently imbues an object with certain elemental powers. The spell cannot be used on an item already imbued with any other magics. Additional enchantments can replace

ELEMENTAL BENEDICTIONS

Most of the following abilities are permanent. Some functions of these abilities require the commitment of a mote of Essence or a point of Willpower. Benedictions endure for as long as the mote of Essence or point of Willpower remains committed.


Air: The benedictions of air are Lightness or Coldness. Items of Lightness have their weight reduced to one-fifth normal. Heavy clothing is like silk against the skin, weapons have their Speed rating reduced by one, armor reduces its mobility and fatigue penalties by one each. Items of Coldness shed cold with the commitment of a mote of Essence or a point of Willpower. Clothing and armor keep the wearer cool (granting +3 dice to Resistance rolls against hot environments), while weapons frost over and inflict +2 lethal damage from the cold.

Earth: The benediction of earth is Solidity. Items so blessed become stronger and do not wear out. Cloth is not easily cut or torn, glass becomes nearly unbreakable, weapons never rust or need sharpening, while armor gains +2L/+2B to its soaks.

Fire: The benedictions of fire are Insulation or Radiance. Items of Insulation become immune to fire. This provides no benefit to the wearer, but natural fire cannot damage the item itself. Items of Radiance shed heat with the commitment of a mote of Essence or a point of Willpower. Clothing and armor keep the wearer warm (granting +3 dice to Resistance rolls against cold weather), while weapons heat to incandescence and inflict +2 damage from the heat.

Water: The benediction of water is Fluidity. Items of Fluidity can change shape into an item of the same substance and mass in a form the bearer knows well. Clothing re-tailors itself, weapons can become unobtrusive items of similar size, armor can fold itself into a compact bundle. Changing shape does not repair damage to an object, however. Activating this ability requires investing the object with a mote of Essence or point of Willpower, and the object remains in its new form for as long as that investment remains committed.

Wood: The benediction of wood is Rejuvenation. Items of Rejuvenation heal themselves. Dents and cuts in armor seal up, clothing mends itself, weapons become like new after battle, a charcoal stylus used to write never wears away. As long as the item has not taken enough damage to destroy it outright, it heals one level per hour, and superficial damage disappears in minutes.



current blessings but cannot add to them. The spell can empower objects that weigh up to (Essence x 5) pounds, plus an additional five pounds per five additional motes spent. Clothing, jewelry and weapons are the most common items. See the “Elemental Blessings” sidebar for descriptions of these enchantments.

Elementals can help a sorcerer perform this rite. A number of elementals of the appropriate element—up to that equaling the sorcerer’s Essence—can assist the caster, though he must spend one point of Willpower during the ritual for every elemental past the first. The sorcerer and elementals add their Essence scores together to determine the maximum weight of the item to be enchanted. The spirits themselves fulfill the need for a large quantity of the desired element, as long as at least one elemental has an Essence of 3 or greater.

RIVER OF BLOOD

Cost: 15+m

Target: Flowing body of water

The caster’s anima rises up as a deep vermilion serpent and strikes at a body of water no more than 500 yards away. The water turns into thick, red-black blood that flows downstream for a number of miles equal to the sorcerer’s Essence, plus one mile per additional three motes spent in casting this spell. River of Blood may not be cast on ponds, lakes, seas or other bodies of water of which the caster cannot see the other side or that do not flow somewhere else. It can be cast on canals, aqueducts, fountains or even indoor plumbing.

This transmutation lasts a number of days equal to the sorcerer’s Willpower. After the first six hours of the transmutations, plants within a mile of the blood-river begin to wither and die, for the blood-curse cannot nourish life. Beasts that live nearby flee for a healthier source of water, and the transformed water is useless as a source of nourishment, save for things that feed upon blood. The area soon reeks of rot and blood. Hungry ghosts and other unwholesome things are drawn to a cursed waterway. Mortals who remain within a mile of the afflicted water are likely to suffer consumption (see *Exalted*, p. 351).

THE SACRED TONGUE

Cost: 10m

Target: Caster

The Eternal Word belongs to no known language but is recognizable as a word of power in all tongues. Upon casting this spell, the sorcerer invokes that

word and shapes the Essence of this spell into a mask of dusky gold that covers his ears and the lower half of his face.

When the caster speaks, the lips of the mask move to convert his words to the strange, echoing cadences of a mystic language. Everyone who hears the caster understands his words, though no one could mistake them for mundane speech. Likewise, the mask translates words spoken by others into the Sacred Tongue so the sorcerer can understand them.

The power of this spell gives the sorcerer’s words some minor magical power in and of themselves. When he makes a social attack using The Sacred Tongue, the MDVs of his listeners decrease by one. Other people treat the sorcerer with respect, awe and fear. This spell lasts until the sun next crosses the horizon or until the caster dispels it.

SHADOW SUMMONS

Cost: 15m

Target: Living creature

This ritual begins at midnight and continues until moonset. The sorcerer paints a pentagram of pitch and bile. He also needs an arcane link to his target. Walking the edge of the pentagram counterclockwise, the sorcerer chants the name of his target with the Dirge of Shadows. This incantation is completed 55 times.

As this is done, the victim’s shadow is torn from her body and drawn to the caster. On the 55th repetition of the chant, the caster hurls a knife into the center of the pentagram, just as the shadow passes over that center. The knife pins the writhing shadow to the ground.

The shadow is trapped from moonset to sunrise. The sorcerer may use it in two ways. First, it may be used to deliver a message. The sorcerer speaks as long a message as he desires, provided he finishes by sunrise. Then he snatches up the knife, and the shadow speeds back to its owner, reattaching itself. When this happens, the target hears the full message.

The sorcerer may instead destroy the pinned shadow by mixing his Essence with the light of the rising sun, burning away its substance. This inflicts excruciating pain on the victim, who is immobilized in agony for one minute while the shadow fades away. For the rest of the week, while the shadow reforms, the target receives an internal penalty to all actions equal to the sorcerer’s permanent Essence. This wound penalty stacks with all other wound penalties. The pain fades after one week, though the shadow takes a full month to grow back to its full size and darkness.

SHADOWY SIMULACRUMS OF SMOKE

Cost: 15m

Target: Area around caster

A black, obscuring cloud rises from the sorcerer's anima, extending 15 yards from her person. Shadowy, distracting figures dart about within it. Sounds are muffled within the cloud, and their directions become unclear. Anyone other than the sorcerer within the cloud suffers a -1 external penalty to sight and hearing. Every time an affected character within the cloud attacks, his player must attempt a reflexive (Perception + Awareness) roll at a difficulty equal to the sorcerer's Essence (and the -1 penalty still applies). On a success, he selects his intended target. On a failure, he attacks one of the simulacra and wastes his action. On a botch, he attacks the ally closest to him by mistake. If a character flurries multiple attacks against the same target, every subsequent attack in the flurry hits the same target, be it enemy, simulacrum or ally—but characters who attack undesired targets may abort flurries after the first attack.

The simulacra have no substance to them, and no health levels. They constantly disperse and reform within the cloud. The cloud endures for the entire scene or until the sorcerer disperses it. It does not move

with the sorcerer, but remains centered on where she stood at the moment of casting. Regular winds won't affect the cloud, but gusts of high-speed winds can shift its location at the Storyteller's discretion. Sustained high-speed winds can disperse the cloud.

SILENT WORDS OF DREAMS AND NIGHTMARES


Cost: 10m

Target: Person

This rite takes 10 minutes to perform. It requires a pair of silvered mirrors, incense made from rare lotuses (a Resources 3 purchase) and an arcane link to its target. The mirrors face each other with the arcane link between them. The sorcerer lights the incense. As she speaks the Five Words of Dreams, the incense smoke wafts toward the mirrors—and into them.

With this spell, the sorcerer can send the target any sort of dream. The caster's player can roll (Manipulation + Occult), difficulty equal to the target's Dodge MDV, to use the dream as an otherwise normal social attack. Applications including sending nightmares to erode Intimacies or "prophetic" dreams to convince the target to take a certain action. The dream-borne social attack may also prevent the victim from recovering Willpower the





next morning. People cannot spend Willpower in their sleep to resist the spell's effects. The caster may attempt a single social attack through each use of this spell.

SLEEP OF STONY SAFETY

Cost: 15m + 5m per ally

Target: Caster and up to (Willpower) additional willing subjects

Sleep of Stony Safety takes a minute to cast and can be cast only at night. The sorcerer spreads fine white sand in a circle on the ground, large enough to encompass all the targets. The participants lie with their heads touching and their feet extended outward. The sorcerer chants the Irresistible Song of Stone used by earth elementals to while away the seasons. The white sand dissolves into a glowing mist that creeps upwards, arcing over the targets to solidify into a dome of white sandstone.

While within the sandstone dome, the participants of the spell can sleep even in the bulkiest armor, though the spell does not force slumber. Inconvenient natural processes are halted while participants rest in stone.

The dome has 15L/15B soak, 5L/5B Hardness and 25/30 health levels. If it is attacked, a soft chiming within the dome rouses the sorcerer and any other sleepers. Sleep of Stony Safety ends when dawn arrives or when the sorcerer wakes up and chooses to end the spell. The sleepers rise at that point, brought instantly to their feet as the dome crumbles into harmless sand.

SONG OF THE WAVES

Cost: 20m

Target: One opponent

The sorcerer's anima flares upward to form a great phantom wave behind her. From it emerges the watery head and forelimbs of a huge horse that blasts the intended victim with a stream of water and ear-splitting symphonic noise. The weird, cacophonous display enchants a target into a berserk but directed rage, driving him to attack the sorcerer's enemies with abandon.

The sorcerer's player rolls (Manipulation + Occult), adding a number of automatic successes equal to her Essence. For every success rolled over the target's Dodge MDV, the target spends one action attacking the nearest enemy of the sorcerer. The target can resist this unnatural mental influence by paying four points of Willpower. After his last action under this Total Control effect, the target regains his self-control and remembers what he did—and who was responsible.

SORCERER'S IRRESISTIBLE PUPPETRY

Cost: 25m

Target: Creature

This spell prepares a creature for later possession by a spirit. The subject either must be willing or unconscious and immobilized during the first part of this spell, which takes an hour to cast. The sorcerer binds the target in ritual paper inscribed with the One Hundred Sigils of the Cunning Puppeteer and burns incense placed around the target in the Pattern of Command. The materials for this ritual are a Resources 2 purchase and are consumed in the spell.

At the height of the ritual, the sorcerer directs his Essence to seize part of the target's spirit and materialize it into a gemstone on the subject's brow. This gemstone resembles a hearthstone. The sorcerer uses it later to seize control over the target. When pressed to the sorcerer's brow, the jewel adheres automatically. It also fits into the hearthstone socket of an artifact attuned by the sorcerer. Doing so, however, grants no benefit beyond the ability to use the gem without touching it.

Charms such as All-Encompassing Sorcerer's Sight do not reveal the target's enchantment until the gem itself is used, though arcane senses register the gem as some sort of magical object. This spell works only on creatures with an Essence rating, and it has no effect on the undead, automata, plants and dematerialized spirits.

USING THE GEM

Cost: 20m (committed)

Target: The creature from which the gem was crafted

To use the gem, the sorcerer invests it with 20 motes, as if it were an artifact. Doing so provokes a resisted and extended (Willpower + Essence) roll between the players of both sorcerer and target. The first side to acquire three net successes wins the contest.

If the target wins, roll her (Wits + Occult), difficulty equal to the sorcerer's Essence, to realize that something just tried to control her. The sorcerer may not attempt to control the target again for another 24 hours.

If the sorcerer wins, he takes complete control of the target's body for 24 hours. In this state, he not only has access to the body but may also plumb the target's memories. The sorcerer can use the target's Abilities or his own, whichever are greater. The possessed victim retains her Strength, Dexterity, Stamina, Perception and Appearance, but she uses the sorcerer's own Intelligence, Wits, Charisma and Manipulation. The sorcerer can also use any special, natural senses possessed by the target (including an animal's senses, such as a hound's sense of smell or a hawk's sight). The sorcerer does not

have access to any of the target's magical abilities, spells or Charms, but he retains access to his own and can spend his own Essence to power them.

The caster and victim both cease normal recovery of Essence for as long as the sorcerer possesses the target. If the target takes any damage, the sorcerer suffers an equal number of unsoakable bashing health levels. If the creature dies while possessed, the jewel shatters, the spell breaks, and the sorcerer wakes up, losing three points of Willpower.

While controlling the target, the sorcerer must remain in one place, concentrating the entire time. He may break his concentration and withdraw his consciousness at any point during that day, then re-occupy the target later during that 24-hour period. The target has no control or conscious knowledge of its possession during this period. If the sorcerer withdraws his consciousness, the target remains in one place, staring off in the distance, until he resumes control.

While the target is being controlled, the presence of the spell can be noticed by anyone viewing her with some form of Essence sight or magic detection whose player makes a (Perception + Occult) roll, difficulty of the sorcerer's Essence. Those who succeed at this roll notice a strange overlay of ghostly Essence in an odd pattern over the target's spirit, and characters who know this spell automatically recognize its use. Counter-magic against either the gem or the possessed victim can break the spell and destroy the gem. Otherwise, the sorcerer retains the gem indefinitely.

SPIRIT OF MIGHT

Cost: 10+m

Target: Caster

The Invocation of the Titan channels magical power through the sorcerer's anima, manifesting in his body as tremendous physical strength. For a number of actions equal to his Occult rating, the sorcerer's strength is increased and his anima flares to full roaring manifestation. Iconic animas often seem to help perform these feats of strength, whether a great angelic being reaches down to help pull a door from its hinges, or a bear-totem anima helps the sorcerer push a boulder out of the way.

For the purposes of the Feats of Strength chart (see **Exalted**, p. 127), the sorcerer gains a bonus to his (Strength + Athletics) equal to his (Willpower

+ Essence). For every two additional motes spent on the spell, the sorcerer adds one to this bonus, to a maximum of +10 (for 30 motes).

SPIRIT SWORD

Cost: 20m

Target: Caster

This spell uses the Sword-God Mudra, the sacred hand-sign that the least gods of all the swords in Creation make anytime one of the Incarnae takes up his or her blade. The spell's Essence forges a shard of the caster's own soul into a blade that shimmers with a thousand hues and rings like an iron bell when it strikes. The sorcerer may use either Melee or Occult to wield the sword, which lasts for one scene or until countered. The magical blade requires minimum Strength •.

The spirit sword reveals much about the caster: Solars create swords of magnificent golden opalescence, while Lunars evoke sleek weapons of shimmering moonlight. Abyssal blades are jagged black weapons of howling nothingness, and Sidereals wield rapiers of glimmering starlight. Dragon-Blooded sorcerers reveal their elemental affinity: blades of red flame, rippling water, polished wood, razor-like ice or chipped flint. Regardless, spirit swords have the same traits, as seen below.

The blade, as a thing of spirit, strikes only spirit. The sword can strike dematerialized spirits if the wielder can perceive them. Moreover, it passes through mundane armor to strike at the spirit-infused flesh of the target beneath it. By the same token, however, the blade cannot parry mundane weapons. Any weapon or armor crafted of the magical materials and/or which is committed using Essence provides defense against the spirit sword, because it carries the spiritual Essence of its owner.

SPOKE THE WOODEN FACE

Cost: 10m to cast, 5m to activate

Target: Living tree

The sorcerer turns a tree into a conduit through which she may communicate over long distances. First, the sorcerer must carve a likeness of her face into a living tree. This ritual lasts from sundown to sunup, during which the sorcerer spends 10 motes and her player rolls (Dexterity + Craft [Wood]). Should the roll fail or the sorcerer be interrupted, the motes are lost. The sorcerer can try again the next night and need not select a new tree.

SPIRIT SWORD					
Speed	Accuracy	Damage	Defense	Rate	Tags
4	+2	(Willpower)L	+2	3	—

Thereafter, from any distance in Creation and for as long as the tree lives, the sorcerer may concentrate and spend five motes to see and hear from the carved image's point of view and speak through its mouth. While inhabiting her wooden likeness, the sorcerer loses awareness of her body and surroundings, so all attacks upon her become unexpected. If she suffers such an attack and wants to maintain concentration, her player must succeed at a (Stamina + Resistance) roll with a difficulty equal to the levels of damage inflicted.

A sorcerer can place as many wooden faces as she wishes, and a single tree can host the faces of more than one sorcerer. Tales from the First Age tell of groves of trees covered in these carvings, used by sorcerers to converse at pre-scheduled times. Lunar Exalted sorcerers still enchant smaller groves in remote locations, enabling them to pass news across Creation.

SPROUTING SHACKLES OF DOOM

Cost: 10m

Target: One creature

The sorcerer casts this spell with the gesture that vines make as they climb. The Essence of the spell evokes a magical automaton from local vegetation, so that thick vines rise up and seize a target no more than 30 yards away. The spell can draw upon any plant life, as well as lichens and fungi, but fails if there are no suitable life forms in the area whatsoever.

The conjured tendrils seize the target in a clinch and squeeze until he is Incapacitated. After that, the tendrils simply hold the target. The magical vines have a reach equal to the caster's Essence in yards, and they continue to writhe and snatch at the target if he moves out of their reach. The sprouting shackles exist for a scene or until they are dispersed (by the sorcerer), dispelled or destroyed.

THE SPY WHO WALKS IN DARKNESS

Cost: 15m (committed)

Target: Conjured servant

The sorcerer transforms his own shadow into an automaton extension of his will. This ritual takes three hours to cast, requires the aid of an assistant and must be performed on the night of the full moon.

The sorcerer stands with his back to the full moon, casting a shadow on the floor in front of him. His assistant paints his shadow with a black paste of pitch, frankincense and clay from a cave that has never seen the sun's light (a Resources 2 purchase). The caster infuses the shape with the spell's Essence and invokes Five Days' Darkness, the shadow-progeny of the Uncon-

SHACKLES OF DOOM

Motivation: Constrict the sorcerer's foe.

Attributes: Strength 5, Dexterity 1, Stamina 6; Charisma 0, Manipulation 0, Appearance 0; Perception 3, Intelligence 0, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Awareness 3, Dodge 2, Martial Arts 3 (Clinch +3)

Join Battle: 6

Attacks:

Clinch: Speed 6, Accuracy 11, Damage 5B, Parry DV —, Rate 1, Range 30

Soak: 3L/6B

Health Levels: -0/-0/-0/-1/-1/-1/Incap

Dodge DV: 2 **Willpower:** 10

Essence: 1

quered Sun, as the assistant sets the painted shape on fire. The painted shadow burns for five minutes with a gray, darkening luminescence until the shadow automaton rises, still smoking, to bow before its master.

The darkling servant looks like an inky black, elongated version of the caster, without facial features or distinguishing marks, soft yet solid to the touch. The shadow automaton lasts for a number of days equal to the caster's (Intelligence + Occult). During this time, the sorcerer casts no shadow.

At the end of the spell's duration, the automaton collapses into a puddle of wet clay, and the caster's normal shadow reappears. If the spell is countered or the spy slain, the caster loses one point of temporary Willpower and takes two levels of bashing damage. His shadow returns, though it shows signs of damage that heals over the course of the spell's remaining duration.

USING THE SPY

Cost: 5m

Target: The shadow automaton

Anytime during the shadow automaton's existence, the sorcerer may spend five motes to possess it. While possessing the spy, the caster may take no other actions and is oblivious to his surroundings.

The spy who walks in darkness is almost invisible when it moves among other mundane shadows. It can slip through cracks in doors and through windowsills to get to its target. While in possession of the automaton, the sorcerer uses its Physical and Social Attributes and his own Abilities. He cannot use his Charms but may draw on his own Essence pool to cast spells that do not

require long rituals or preparation. The sorcerer also has access to the automaton's inherent Charms, but he must use the automaton's Essence to power them.

If the sorcerer occupies the spy when it is destroyed, his consciousness flashes back into his body. He suffers levels of bashing damage equal to the total damage taken by the spy. He also loses two points of temporary Willpower. This loss replaces the normal loss indicated previously.

STING OF THE ICE HORNET

Cost: 15m

Target: One creature

The sorcerer evokes a grayish cloud of Essence, speaks the Word of Sudden Frost—which deities in

the North use to create blizzards—and points at a visible target within 300 yards. The Essence crystallizes into a swarm of ice shards that launch themselves at the target. These ice shards are about four inches long and half an inch thick. Although they shatter against steel, these slivers can chip stone surfaces and pierce wood up to one inch thick.

The sorcerer's player rolls (Perception + Occult) as an attack, adding a number of automatic successes equal to his Essence. This attack cannot be parried, and Dodge DVs decrease by two against it. The swarm of ice needles inflicts 12 levels of lethal damage and travels at 20 yards per tick until it reaches its target. The shards can follow their target up to 500 yards from the sorcerer, ignoring cover and other obstacles

THE SPY WHO WALKS IN DARKNESS

Motivation: To serve the sorcerer

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 1, Manipulation 2, Appearance 1; Perception 4, Intelligence 3, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Awareness 3, Dodge 5, Investigation 2, Larceny 4, Martial Arts 3 (Clinch +3), Stealth 5

Charms:

These "Charms" are actually innate properties of the shadow-spy. Eclipse Castes and Moonshadow Castes cannot learn them.

Invasion of Darkness: For five motes, the shadow-spy can reflexively flatten itself and squeeze through passages that don't normally allow something of its size through. If air can pass through the gap, so can the spy. Magical wards and traps are still triggered by its passage. Using this power while grappling (or resisting a grapple) gives the automaton two additional successes, due to its malleable nature.

Swallow the Breath: For 10 motes, the automaton consumes the breath of those it clinches, suffocating them. Victims cannot cry out while the spy swallows their breath. Swallow the Breath inflicts two levels of lethal damage for every action that the spy maintains the clinch. This damage cannot be soaked.

Traverse the Depths of Night: The spy can step into one shadow and emerge from another at any destination within five miles. Doing so costs seven motes and one Willpower. It is a simple action, taking five ticks, with a -2 DV penalty. If there are no shadows within 100 yards of the spy's intended destination, the power fails and the motes spent to power it are lost. The automaton need not have seen the precise location where it wants to go. Its nature allows it to choose a direction and destination without prior knowledge.

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 7, Damage 1B, Parry DV 4, Rate 3

Kick: Speed 5, Accuracy 6, Damage 4B, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 9, Damage 1B, Parry DV —, Rate 1

Soak: 6L/6B

Health Levels: -0/-0/-0/-0/Incap

Dodge DV: 5 **Willpower:** 10 (0 vs. its master)

Essence: 2 **Essence Pool:** 35

Other Notes: Though the automaton cannot speak, the sorcerer who sends it on reconnaissance can possess it and experience what it has experienced. The spy understands all the sorcerer's orders and follows them to the letter. It is quite cunning and able to improvise in order to accomplish its missions.



in their flight. The ice hornets remain in existence until either they attack their target, the target moves out of range, or a maximum of 30 ticks has elapsed, at which point they melt away.

STORM RIDER ENCHANTMENT

Cost: 20m

Target: Ship

On encountering a storm at sea, the sorcerer appeases the storm mothers by shaping a simulacrum of a red-haired woman from his own anima and casting it out of the ship. It's a cheat, but by fooling a storm mother for a moment, the sorcerer can steal some of her power. For three days or until the end of the storm (whichever comes first), the ship is immune to the storm mothers' wrath. Lightning does not strike it, nor does water drag it down. It will not even sail off course as long as the helmsman succeeds at a ([Wits or Stamina] + Sail) roll, difficulty dependent on the storm's ferocity. Indeed, if the storm follows the vessel's charted course, it will speed the journey by a few days. The Realm's navy once got the drop on Skullstone

Archipelago privateers when an entire battle fleet rode a fortunate hurricane to arrive a week before it was expected.

SUMMONING OF THE HARVEST

Cost: 15m

Target: Area

The sorcerer weeps a single tear and uses it to trace a glyph of Sextes Jylis on the ground. The tear imbues fertility into all the vegetation and animals within 50 yards of the caster. Within a minute, plants mature and bring forth bountiful crops, and pregnant animals birth their offspring. No affected living thing is harmed in any way by this spell. Summoning of the Harvest does not affect intelligent creatures. The spell can be used only once per year on the same patch of land. Additional attempts in that time fail automatically—even those cast by other sorcerers. Sorcerers often use this spell on areas afflicted with drought, as it forces a successful harvest even in the absence of proper irrigation.

SUMMONING THE LESSER MINIONS OF THE EYELESS FACE

Cost: 25m

Target: Summoned minions

This spell requires a pool of expensive, black, scented oil (Resources 3) and a ritual lasting six hours. In the course of the ritual, the sorcerer reaches through the oil into Elsewhere and draws forth mewling, servile creatures long-banished from Creation. The creatures absorb the oil as the sorcerer pulls them through it, and once she calls forth a number of lesser minions equal to her (Charisma + Essence), the ritual ends and the oil is expended, save for the residue on her arms and hands.

The lesser minions of the Eyeless Face are humanoid in form. They have black skin like iridescent tar, set with ridges and protrusions—but their faces are smooth and white as maggots' skins, lacking facial features of any sort. Minions range from seven to four and a half feet tall. The whimpering they make during the summoning, before their bodies are fully set, is the last vocalization they will ever produce. They cannot speak, though they can see, hear, touch and smell as well as any mortal. To communicate, they dance, pantomime and cringe in unnaturally expressive fashion.

The lesser minions are naked and sexless when called, but they can use any equipment allowed by their Abilities and are sufficiently plastic to squeeze into any reasonably sized armor. A sorcerer can have only one batch of lesser minions under her control at a time. Once pulled from Elsewhere, minions live for a year and a day, or until slain, or until the sorcerer casts the spell again to call a new batch. Upon death, they crumble into stinking dust.

THEFT OF MEMORY

Cost: 15m

Target: Person

The Theft of Memory spell permits the sorcerer to snatch a memory from his victim, though it acts subtly—a rarity among spells. The sorcerer must bear an emerald (of at least Resources 2 value) in his hand and touch it to his target. He makes the Mudra of Remembrance and Forgetting with his other hand and releases the Essence of the spell. The spell's Essence display can manifest as any number of noticeable phenomena—simple alchemical pyrotechnics from a street performer, weather effects or the light of the sun playing across the area. In order to conceal the casting of this spell, the caster's player must succeed

LESSER MINION OF THE EYELESS FACE

Motivation: Serve the sorcerer who pulled it from imprisonment

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 1, Manipulation 2, Appearance 0; Perception 2, Intelligence 2, Wits 3

Virtues: Compassion 1, Conviction 3, Temperance 2, Valor 4

Abilities: Athletics 3, Awareness 2, Dodge 4, Linguistics 1 (Pantomime +3), Martial Arts 2, Melee 3, Presence 2, Ride 1, Stealth 2, War 3

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 6, Damage 3B, Parry DV 3, Rate 3

Kick: Speed 5, Accuracy 5, Damage 6B, Parry DV 1, Rate 2

Clinch: Speed 6, Accuracy 5, Damage 3B, Parry DV —, Rate 1

Soak: 5L/5B (Rubbery hide, 4L/2B)

Health Levels: -0/-0/-0/-1/-1/-2/-4/Incap

Dodge DV: 3 **Willpower:** 7


Essence: 1

Other Notes: A lesser minion does not bleed, suffer from infection or from Poison or Sickness effects, but it cannot heal or be healed.

at a (Wits + Larceny) roll. People watching the scene realize the character just cast a spell if their players gain more successes on a (Perception + Occult) roll than the sorcerer's roll to conceal the spell.

Moreover, all the legerdemain in the world will not conceal this spell from creatures able to view the flows of Essence. To Essence sight or Charms such as All-Encompassing Sorcerer's Sight, it is very clear that the sorcerer just cast a spell.

The sorcerer must know what memory he wants to steal. When he touches his victim, his player rolls (Charisma + Occult) as a social attack against the target's Dodge MDV. If the attack succeeds, the target relives the memory for a moment and then it is gone, trapped in the gemstone. Failure indicates that the sorcerer does not steal that memory, cannot steal any other memory from that victim and suffers a -2 internal penalty on all Mental Attribute-based rolls for the rest of the scene. Theft of Memory cannot be cast in combat. Memories are either buried beneath the disciplined mind of a warrior or lost amid the fear most other creatures feel in such situations.



Once the gem contains a memory, any creature may clasp the gem to its forehead and concentrate to relive the memory. During this time, the creature can perform no other action and is unaware of sights and sounds around it, though physical contact can break the experience.

THUNDER WOLF'S HOWL

Cost: 10m

Target: An area 20 yards across, within 100 yards of the sorcerer

In the ancient days of the First Age, the great Lunar general Shu-lin hunted the behemoth Thunder Wolf, who roamed the Far North eating men and beast alike. Though Shu-lin wished to tame him, the two struggled, painting a snowy mountainside crimson, until they died. Shu-lin's widow created this spell in memory of the struggle.

The sorcerer shapes his Essence with the Howling Word the great Animal Fathers of the North used to warn of Thunder Wolf's approach. A terrible howl then rips through an area 20 yards in diameter, up to 100 yards away. The shock smashes fragile objects and pulps internal organs. This attack cannot be parried or dodged at all. The caster's player rolls (Intelligence + Occult) to inflict a number of levels of bashing damage equal to the character's (Essence + successes); the sonic attack ignores worn armor. Undead and inanimate objects receive only half their normal soak against the howl.

All living creatures in the area of effect are also deafened and disoriented. They suffer a -2 internal penalty on all actions for five ticks per success on the casting roll. The players of Exalted and other wielders of Essence may attempt a reflexive (Stamina + Resistance) roll. Each success on this roll reduces the period of disorientation by five ticks.

THE TITAN'S ICY BREATH

Cost: 10m

Target: Area

The sorcerer calls up the head and shoulders of an icy giant, which rises from the ground before her and exhales a stream of freezing air that solidifies into an icy shell around anyone caught within an area 10 yards wide and high, extending 100 yards from the caster. The titan bellows a second after the exhalation, shattering the ice, and then vanishes.

Roll the sorcerer's (Wits + Occult) and add a number of automatic successes equal to her Essence, as an attack against everyone in the spell's area. Characters cannot block this attack, though they may dodge it.

The spell has a raw (lethal) damage of six dice plus attack successes. Anyone who suffers even a single level of damage from this spell has his movement rates halved and the Speed of all his actions increased by one for the remainder of the scene. Multiple applications of this spell cannot add more than one, total, to the Speed of a character's actions or reduce his movement rate to less than half its normal value.

UNBREAKABLE BONES OF STONE

Cost: 20m

Target: Caster

The sorcerer begins the Irresistible Song of Stone, the song that earth elementals sing to themselves while they sit deep in the soil (also used in the Sleep of Stony Safety; see p. 60). She sings it wrong, however, and the local earth elementals—perfectionists unable to resist correcting such a thing—croon the song to her correctly. The sorcerer's silver-burning Essence absorbs the corrected song, turning the sorcerer's bones to stone until the sun crosses the horizon twice.

The spell adds an amount equal to the sorcerer's permanent Essence rating to her Strength and Stamina Attributes. Moreover, any wound penalties are halved, rounded down, for the duration of the spell. Any damage taken from falling is also cut in half, rounding up. The sorcerer's eyes turn the color of granite, her skin becomes cold, tough and ashen, and her weight increases by 50%.

UNCONQUERABLE SELF

Cost: 1m

Target: Caster

Also called the Spell That Is Not A Spell, Unconquerable Self is actually a mangling of the processes of sorcery. The spell turns Essence inward, burning away the sorcerer until nothing remains but white ash.

With a silent act of will that is considered a Shape Terrestrial Circle Sorcery action, the savant gathers his Essence. He need not speak a word, nor gesture. The sorcerer can accomplish this while bound and gagged or paralyzed, as long as his mind is clear enough to concentrate. His anima flares iconic and terrible as Essence erupts from him, incinerating himself and all his possessions, including any artifacts to which he is attuned. He dies.

The caster's body and spirit are utterly consumed, leaving behind neither corpse nor ghost, though a Celestial Exaltation returns to Yu-Shan for eventual reassignment. No memories of that Exalt's incarnation remain for future hosts. The spell wipes all traces of the sorcerer's existence from the Exaltation. Objects

in contact with the Exalt but not possessed by him are unharmed. Creatures who witness the event might spend a moment blinded by the eruption of Essence, but otherwise take no damage.

Because this spell is absurdly simple, Unconquerable Self takes merely a day of training time and half the normal experience points to learn.

UNSTOPPABLE FOUNTAIN OF THE DEPTHS

Cost: 20m

Target: Area

Shouting the Birthing Word of Rivers and unleashing the blue-tinged Essence of this spell, the caster strikes the ground with his foot, fist or weapon. The ground before him cracks open, and a roaring torrent of water gushes forth, flattening everything before it in an area three yards wide, two yards high and 20 yards long. The crushing force of the Unstoppable Fountain of the Depths lasts for 10 minutes, after which it slows to a gentle stream of pure water. This stream lasts for a number of days equal to the sorcerer's permanent Essence, during which time it cannot be poisoned or otherwise fouled, save by spells cast by a sorcerer or necromancer of greater Essence than the caster's own.

Anyone caught in the path of the birthing torrent could be swept away. The sorcerer's player rolls

(Perception + Occult), adding a number of successes equal to his permanent Essence. This is the attack roll for the wave of water, using a base damage of 10B. The wave of water cannot be parried without the use of Charms. If the wave of water inflicts enough damage to result in a knockdown (see **Exalted**, p. 153), the difficulty to resist this effect is 5.

Those who suffer knockdown are caught up by the water and carried along. The players of such characters may roll (Strength + Athletics), with a difficulty equal to the caster's Occult rating, for their characters to stand up. Handholds in the area add up to three automatic successes to such attempts.


After the initial burst, the unstoppable fountain becomes an environmental effect three yards wide and extending 20 yards before the water's force dissipates—or maybe longer, if it flows down steep terrain. A creature caught in the path of the fountain, whether it remains standing or is swept along, suffers three levels of bashing damage (Trauma equal to the sorcerer's permanent Essence), which may be reduced as normal for environmental effects (see **Exalted**, p. 131).

THE VIOLENT OPENING OF CLOSED PORTALS

Cost: 20m

Target: A single structure





The sorcerer stamps the ground, and her Essence blasts out to force open all the non-magical entrances in a single structure she touches or stands within. Any portal blocked with material less durable than metal is destroyed. Windows shatter, wooden doors are blown to splinters, sturdier doors, and portcullises are blasted from their moorings. The spell affects the portals of a single structure. If the sorcerer casts this spell on the walls of a city, the city gates blow open, but the doors of the buildings in the city are not affected. Casting the spell while touching a barrier with no door opens an oval entrance two yards wide and three yards tall in front of the sorcerer, boring through up to (sorcerer's Essence x 10) feet of material.

This spell has no effect on materials reinforced through magic, such as Charms, sorcery, necromancy or thaumaturgy, including all materials used in First Age construction. The Essence channeled through manses also makes them immune—and many of the more important buildings in Creation are manses.

VIRIDIAN MANTLE OF UNDERWATER JOURNEYS

Cost: 20 motes

Target: Caster and up to (Essence) willing targets

This spell grants its caster and a number of willing targets equal to the caster's Essence the ability to move and breathe underwater without difficulty. The targets must stand or tread water while the sorcerer unleashes tendrils of Essence about them. The tendrils seek out aquatic plant life and transform it into fronds of sorcerous seaweed. As the sorcerer speaks the Ineffable Incantation of the Waves, the fronds envelop the targets and cover them like a second skin from head to toe. Filaments of the plant extend down each target's throat and into their lungs, a strange but painless experience.

While so covered, targets can breathe water without difficulty and may walk or swim at their normal movement rate. They may also apply the make haste bonus from **Exalted** p. 267 underwater. The tough fronds also grant a +1L/+2B bonus to the creature's soak. This is considered a natural soak and slides beneath armor. Creatures who wear armor that is too restricting to permit this (i.e., those with mobility penalties exceeding -1 from armor) cannot be targets of this spell.

The Viridian Mantle lasts as long as the targets remain immersed in water. Once the spell is cast, they can range any distance from one another. Six ticks after a target leaves the water, the seaweed shrivels up and flakes off, leaving the target damp but unharmed.

VIRTUOUS GUARDIAN OF FLAME

Cost: 25m (5 committed)

Target: One creature

The caster combines the Sign of Flame with the Sword-God Mudra to create an automaton servant in the form of a burning sword that floats before him. If the caster touches another being, the virtuous guardian of flame shrinks to the size of a torch-flame and obeys that being thereafter. The flame goes wherever the target bids it, but it must remain within three yards of her. Sorcerers protected by these spells are known for the burning headdresses they wear, for the holy flames that adorn their staves, or for their occult lanterns or burning censers.

When the target of the spell is attacked, the flame leaps to her defense. The automaton extends into a flaming sword to parry hand-to-hand attacks or into a burning shield that blocks ranged attacks. In either instance, it gives its owner a Parry DV of (the sorcerer's [Wits + Occult + Essence] ÷ 2). This Parry DV explicitly may be used to parry any ranged attacks (including attacks as part of a spell), and it never suffers DV penalties from any source other than onslaught or coordinated attacks. If the guardian parries a barehanded or other natural attack, the attacker must resist environmental damage (Damage 4L, Trauma 2; see **Exalted**, p. 131) from the flame. The automaton itself never takes attack actions, though.

This Parry DV explicitly exists *in addition to* the recipient's normal DVs, and the recipient may choose which DV to use against a given attack, as normal. Coordinated attacks must choose either the automaton or its owner as the target of their tactics; they cannot choose both. The automaton is easily tricked, however. Any attempt to reestablish surprise against the recipient automatically fools the automaton, as long as the attacker's player rolls at least one success. The automaton cannot defend against both ranged and hand-to-hand attacks at the same time. During the recipient's action, she may use a reflexive action to mentally order it to switch its form and defend against another kind of attack.

The virtuous guardian lasts until the sun crosses the horizon again, or until the sorcerer ceases committing the five motes for the spell. Any given creature, including the sorcerer herself, can bear just one guardian at a time, and the guardian can be destroyed only by countermagic.

WATER FROM STONE

Cost: 10m

Target: Boulder

With her clenched fist, the sorcerer strikes a large boulder as hard as she can while shouting the name of Daana'd. Out from the resultant crack pours a stream of

pure, cool water. Enough water pours forth to quench the thirst of a military unit of Magnitude equal to half the sorcerer's Essence, rounded up, or an equivalent number of individuals.

The duration of the stream depends on the climate of the area. In all cases, the stream lasts for a number of units of time equal to the sorcerer's Essence. It lasts for years in rainforests or marshlands, months in regions of average climate, and mere days in arid regions. In a region of no water at all, however, the full torrent halts within hours, but a thin trickle becomes permanent, enough so that an oasis might form over the course of decades or centuries following the casting. Slowly, the extremes of Creation balance themselves, and sorcerers can help this process along.

WRITTEN UPON THE WATER

Cost: 10m

Target: Body of liquid

The sorcerer inscribes upon the surface of any body of liquid a message intended for one other person and then strikes the liquid surface with the open palm of his hand. The same message appears on the next liquid surface at which the recipient looks. The message appears at the same speed it was written. If the liquid is clear, the writing manifests in letters of dark ink. Otherwise, the message appears in ink of fiery gold. Once the target looks away, the message vanishes and never reappears.

The sorcerer can scribe as many words as the total mote capacity of his combined Essence pools. He can send the message to an individual any distance away in Creation, but only to people he has met in person at least once. No one sees the message but its intended recipient.



THE CELESTIAL CIRCLE OF SAPPHIRE

Celestial Circle spells do much to justify the fear common people feel for the Anathema. These spells can turn the course of battles, destroy towns and enslave mere mortals from across Creation. Among the Dragon-Blooded, only the Empress (and to a much more limited extent, her daughter Mnemon) ever cast Celestial Circle spells. Nevertheless, the libraries of the Heptagram, the Academy of Sorcery and many smaller, private occult collections include ancient manuscripts of Sapphire Circle sorcery. Sorcerers among the Lunar and Sidereal Exalted also frequently learn Celestial spells, so finding a teacher is difficult but not impossible.

THE BATTLE'S END

Cost: 30m

Target: Area

Silur herself devised this variation on the older Wheel of the Turning Heavens (see pp. 85-86). The sorcerer pours violet Essence into the sky and makes the Sign of Battle's End. The Essence forms a great wheel of light. The edges of the slowly spinning wheel bear mystic sigils of peace and harmony, while the center holds the symbol of the Maiden of Endings. This wheel lasts for (Essence x 20) ticks and covers an area (Essence x 100) yards wide. The wheel's center can be up to 50 yards from the sorcerer.

All combat stops below the violet wheel, as soldiers stare into the sky, their minds filled with the compulsion of quietude. Mortals simply stand entranced. Exalts and other Essence wielders may spend two Willpower to break free from the unnatural mental influence.

Anyone who resists the spell's effect can snap everyone else out of their trance just by yelling a bit, but those people still cannot fight. They can do anything else they want, though, and they remember their actions from then on. If anyone who spent Willpower performs an act of violence, however, she shatters the spell as a whole. Moreover, if the caster himself breaks the peace, he immediately loses three points of temporary Willpower as a heavenly punishment for invoking the Sign of Saturn falsely.

When used in war, this spell stops an engagement between two combat units whose Magnitude does not exceed the sorcerer's own. Both sides lose their action unless a commander or other special character spends Willpower to break the spell-created truce.

CANTATA OF EMPTY VOICES

Cost: 30m

Target: Area

The sorcerer makes the Mudra of the Tomb-Harp, and her Essence forms a chorus of vaporous entities that sing in perfect harmony. Their crystalline song inspires lethal grief and pain. Every sentient being within 100 yards of the sorcerer weeps and suffers environmental damage (2L/5 ticks, Trauma 3). The stinging tears and agony inflict a -2 internal penalty to all actions. Essence wielders who reduce the environmental damage by at least one step may ignore these penalties. The cantata continues for (Essence x 10) ticks. The caster is immune to the singing and may take normal actions once the spell is cast. The visages always surround him, but they are without substance and grant him neither cover nor defense.





CLOUD TRAPEZE

Cost: 25m

Target: Caster

While the sorcerer speaks the Invocation of Heavenly Transport used to signal the cloud chariots in Yu-Shan, his anima envelops him in a thick vapor. Although it looks like a bank of mist from the outside, people inside the cloud trapeze can see through the vapors. The cloudbank lifts the sorcerer and any passengers or cargo into the air and propels them along, without disturbance from wind or weather, at 100 miles per hour.

No one could mistake this conjured conveyance for a normal cloud when it travels at full speed, but the sorcerer may slow its travel and allow it to drift in a bank of natural clouds. The sorcerer's player may roll (Wits + Occult), adding a number of automatic successes equal to his Essence. The total successes on this roll indicate the difficulty to spot the cloud trapeze in the sky.

Only supernatural means can track the progress of the occupants of the cloud trapeze. Even then, the tracker must be able to take flight, track by knowing their target's place in Creation, or use similar means not limited by a need for physical traces. The sorcerer cannot attack, cast spells or use Charms while maintaining the spell. He can still speak, issue commands and retain his full DV while operating the cloud, however. The cloud trapeze lasts as long as the sorcerer concentrates upon it. Creatures outside the cloud may attack its occupants, but they attack as though they were blind, unless they have some special means of seeing the occupants through the opaque cloud.

THE CRUMBLING WALLS

Cost: 25m

Target: City walls

The sorcerer calls down the power of Saturn, who holds dominion over endings and borders, to annihilate the defensive walls separating a city from the lands beyond it. To cast this spell, the sorcerer must gather four chosen companions and make five circuits around the targeted city while singing a hymn to the end of conflict. The sorcerer and her companions must make as many circuits of the city in one day as she is capable and must manage at least one circuit per day. During the casting, the sorcerer and her companions are prohibited from defending themselves against attack, though they may have bodyguards accompany them or use armor or magic to enhance their ability to avoid harm.

After each completed circuit, a shadowy image of the Maiden of Endings appears at the city's edge. Any savant who can see the image knows it bodes ill, and

success on a roll of (Intelligence + Occult) reveals the spell's purpose. Once the sorcerer has completed the casting, all five images, now evenly spaced around the border, raise their arms together and make the sign of Saturn against the city's walls. At this instant, the defensive fortifications collapse into rubble and ruin over the course of a minute (60 ticks or one long tick). The spell inflicts no damage on anything within the city's borders or beyond it, but anyone standing at the walls when they fall suffers environmental damage (3B/action, Trauma 1) until they extricate themselves. This description assumes strong stone walls, such as may include guard towers. At the Storyteller's discretion, flimsier walls might crumble sooner and inflict less damage.

ETERNAL CRYSTALLINE ENCASEMENT

Cost: 20m

Target: One creature or object

Beginning at dawn on a clear day, the sorcerer catches strands of Essence and new sunlight in her hands and sings an old weaving song of the First Age. She weaves through the fullness of the day, wrapping her target in a glowing field of light. The target cannot exceed 27 cubic feet (more than enough for a human being). Living beings must be unconscious through the entire process, as any motion ruins the weaving. As the sun sets on that day, the sorcerer speaks the Word of Solidity and the Essence-woven light hardens into a crystal coating in all the hues of the rising and setting sun. With the last bits of light and Essence, the sorcerer weaves a thin wand of the same material.

Items so encased are immune to the ravages of time, neither suffering corrosion or decay, nor aging. Encased creatures do not perceive time's passage. The crystalline encasement is absurdly strong (50L/50Bsoak), but brittle (only a single health level). It ignores mortal sources of damage such as attacks made without Charms or magical weapons. Overcoming its soak by even a single level of damage shatters the crystalline encasement. The crystal shell also crumbles to golden dust if countered with Sapphire Countermagic or if the wand created at the end of the spell's casting is touched to it.

THE FAITHFUL ALLY

Cost: 20+m

Target: Caster and one creature

This spell takes eight hours to perform and requires sapphire dust (Resources 3 cost) mixed with the blood of the caster and one other willing sentient creature. The sorcerer's Essence transubstantiates the mixture into gleaming blue ink, which is used to create an



occult tattoo on both targets. Creating the first tattoo doesn't call for a roll, but the second requires a successful (Perception + Craft [Air]) roll, difficulty 4, to copy the tattoo accurately and in the exact same place on the second person's body. The sorcerer herself need not make this tattoo, however.

This tattoo acts as an arcane link to the other target. People who see the tattoo do not automatically know it is part of a spell—even with magical perceptions, a player needs a successful (Perception + Occult) roll, difficulty 4, or a (Perception + Lore roll), difficulty 5, for his character to recognize the tattoo as part of a spell.

The Faithful Ally may be countered as it is cast, but countermagic does not affect the finished tattoo. A sorcerer may have a number of sorcerous tattoos equal to his Essence active on his body at any given time.

ACTIVATING THE LINK

Cost: 0m or 20m (from sorcerer)

Target: Caster or linked ally

By laying two fingers (or similar digits) on the tattoo and concentrating, either the sorcerer or the target can mentally communicate with the other. They


can "talk" to each other across any distance within Creation or the Wyld as long as they are both willing to concentrate. This ability has no Essence cost.

If the sorcerer and target agree to it, the sorcerer may infuse the link between them with Essence, teleporting one of them to the side of the other. This action does not require a roll and can be flurried. The person being transported arrives within 20 yards of the other's position (wherever the caller visualizes the other arriving), with no disorientation. Neither is there a limit on the distance the ally can be transported, as long as both are in Creation. Wards against teleportation, such as Private Plaza of Downcast Eyes, block this effect. A sorcerer with an active means of perceiving Essence (such as All-Encompassing Sorcerer's Sight) can recognize what is happening and may use countermagic to abort the teleportation. Characters cannot try again. The tattoos on both the sorcerer and target vanish when the sorcerer invokes the teleportation power, whether the attempt succeeds or not.

GENTLE CALL OF LETHE

Cost: 20m

Target: Ghost



This spell has the same effects as the Shadowlands Circle spell of the same name (see **The Black Treatise**, p. 29).

GEYSER OF CORROSION

Cost: 30m

Target: Area

The sorcerer speaks the Word of Vitriol and gathers his Essence into an amber ball of light. He can launch the ball at any visible point within 50 yards. When it hits, a gout of scalding, stinking acid erupts and sprays over everything within 20 yards of that point. The spray cannot be parried, but it can be dodged.

Creatures, objects and scenery covered by the acid take environmental damage (3A/6 ticks, Trauma 3). This acid ignores five points of soak of any inanimate objects (including weapons and armor), and inflicts eight levels of lethal damage instead. This vile substance continues to eat away whatever it covers until it is either washed off (which requires enough water to immerse the person or object) or until the scene ends. Areas affected by this spell are often eaten away to pools of viscous sludge, scoured to the bedrock by the vitriol.

GOD-FORGED CHAMPION OF WAR

Cost: 20+m (committed)

Target: Caster

This spell works only when cast under the open sky. The sorcerer speaks several of the Five Hundred Words of War and draws a latticework of Essence around herself. During the day, sparks of sunfire swirl down from the sky to join the lattice, while at night, the sorcerer's anima catches glowing motes of moonlight or starlight.

As the magic builds, the sorcerer rises into the air. Dozens of distant voices rise in an indistinct war chant. Least gods from objects in a 50-yard radius awaken, leave their objects and fly toward the Essence-lattice of this spell, where the light of the Incarnae forges them into plates of thick armor, forming a mighty scout- or common-class warstrider around the sorcerer. This warstrider lasts for one hour, though the sorcerer may extend its duration by spending 10 motes per additional hour. (See **Wonders of the Lost Age** for complete descriptions of warstriders and their equipment.)

Armament for the warstrider costs additional committed motes of Essence: one mote per dot of cost for mundane weapons, or two motes per dot for artifact weapons, all suitably scaled for an 18-foot-tall humanoid war machine.

If the sorcerer spends an additional five motes at casting (which are not committed), the warstrider gains the benefits of the magical material aligned with the sorcerer's Exaltation, but only if the warstrider is crafted of the appropriate sort of light. Solars gain this benefit only from casting this spell during the day, for example, while Lunars and Sidereals gain this benefit from spells cast at night.

When this spell's duration elapses, the least gods return to their objects, imparting in the object a slight glow of sun, moon or starlight that fades in a week. They are completely unharmed.

HIDDEN JUDGES OF THE SECRET FLAME

Cost: 30m

Target: Summoned Judge

There are seven ancient judges, tall, cloaked and hooded in black, each of whose limbs have withered to darkened bones and whose face is but a single blue flame. The Hidden Judges each carry one of the Swords of the Secret Flame and have the right to destroy even gods and Exalted who forget their responsibilities. The Judges have no names but are addressed by the names of their swords, such as Hekateron, Amantylthae, Sebelles, Kasimodente and Pheberester. In Yu-Shan, they enforce the peace at the Calibration festival. Any other times of the year, they can be called to Creation to punish transgressions against the Divine Law—but *never* compelled.

The spell lasts from sunrise to sunset. It requires a complex, seven-fold diagram and seven new candles. When the Hidden Judge arrives, the sorcerer must tell it (in Old Realm) who has broken the celestial laws, and how. Yet when the Unconquered Sun turned his face from the world in disgust over Solar excesses, all the Chosen lost the faith of Yu-Shan. Therefore, working against an Exalt is no longer a crime against Divine Law. Hidden Judges are willing to give advice about what is an offense against Heaven, however.

A Judge can be persuaded that an innocent person has committed crimes against Heaven, but a Hidden Judge always discovers the truth in the end. Should a Judge find that it was set to attack an innocent, then all seven Judges hunt the informer until she is dead or has defeated all seven. Honest mistakes are no excuse, though possibly grounds for appeal to the Unconquered Sun.

Normally, however, only one Judge pursues a miscreant at a time, and defeating a Judge in battle redeems even the worst of criminals. Judges can be harmed only by weapons anointed with the blood of a person who has never broken the laws of Heaven and who offers his blood willingly.

HIDDEN JUDGE

Motivation: To enforce Divine Law.

Attributes: Strength 8, Dexterity 7, Stamina 9; Charisma 5, Manipulation 3, Appearance 5; Perception 5, Intelligence 6, Wits 5

Virtues: Compassion 1, Conviction 5, Temperance 4, Valor 4

Abilities: Awareness 4, Dodge 6, Larceny 4, Integrity 7 (Being Begged for Mercy +3), Investigation 7 (Find Target +3), Lore 5 (Precedents +3, Laws of Yu-Shan +3), Melee 6 (Sword of the Secret Flame +3), Occult 5, Resistance 6, Socialize 6, Survival 0 (Tracking +6), War 3

Backgrounds: Allies (Other Judges) 5, Artifact (Sword of the Secret Flame) 5, Contacts (Assorted Spirit Courts) 5, Influence (Assorted Spirit Courts) 3, Resources 3

Spirit Charms:

Celestial Circle Sorcery—The Judges each know Sapphire Countermagic, Summoning the Heavenly Portal and one other spell (different for each Judge).

Hekateron, the White Blade—This sample Judge bears Hekateron, the White Blade. This slim, pale sword of enchanted salt inflicts aggravated damage upon ghosts and annihilates any ghosts it kills. Any ghost with an Essence less than 5 cannot cross a line drawn with its tip. Hekateron is tied to its Judge, but not beyond dissolution. It materializes and dematerializes with the Judge but remains solid if the Judge is slain.

Know Your Place—Anyone who sees around a Judge's concealing hood or uncovers the fire of a Judge's face is pierced by complete understanding of his true place in, and responsibilities to, the Celestial Hierarchy. The Judge reflexively spends two motes to activate this power. The revelation acts as an unnatural mental influence to submit to the Judge or assist it in its duty. A character who spends two Willpower can resist the Compulsion effect. Getting rid of the knowledge itself is not so easy, and even the Exalted are seldom flattered by their true place in Heaven's plan.

Materialize—A Judge may materialize for 80 motes.

Measure the Wind—A Judge can spend a mote to determine whether a being has ever broken the laws it enforces, and if so, how.

Principle of Motion—A Judge has a standing pool of 10 extra actions.

Terrestrial Circle Sorcery—Each Judge knows Infalible Messenger and six other Terrestrial Circle spells related to investigation and justice (different for each Judge).

Tracking—A Judge may commit five motes to find and follow the trail of anyone as long as it knows that person's name, has seen him or possesses something that belongs to him. Treat this as a perfect attack, with only appropriate perfect defenses (such as perfect Stealth Charms) effective against it—and those, only as long as a target commits Essence to them. Moreover, while the Judge uses this Charm, no barriers—fortresses, oceans, even the boundaries dividing Yu-Shan, Malfeas or the Wyld from Creation—may prevent it from reaching its quarry. It travels at the pace of a tall, striding man, but never pauses unless forced.

Words of Power—By intoning its enemy's crimes the Judge cripples him with the truth. This ranged attack is aimed using (Manipulation + Valor). It can be launched against anyone who can hear the Judge. If it hits, it inflicts a cumulative, -1 external penalty on all of the victim's actions for the rest of the scene.

A Judge also possesses the First, Second and Third Excellencies for Dodge, Integrity, Investigation, Lore, Melee and Socialize.

Join Battle: 9

Attacks:

Punch: Speed 5, Accuracy 8, Damage +8B, Parry DV 5, Rate 3

Sword of the Secret Flame (Hekateron): Speed 4, Accuracy 20, Damage +14L, Parry DV 10, Rate 3

Soak: 5L/9B (Natural soak; cannot be harmed by weapons that have not been dipped in the blood willingly given by one who has never broken the laws of Heaven)

Health Levels: -0x3/-1x4/-2x6/-4/Incap

Dodge DV: 10 **Willpower:** 10

Essence: 6 **Essence Pool:** 110 (10 committed to its Sword of the Secret Flame)

Cost to Materialize: 80

Other Notes: A Hidden Judge will not initiate battle with anyone who has not broken celestial law, though it fights if attacked. It may pause in its travels if asked to judge a case that piques its interest, but it will never stop when it's on the hunt.

HIDEOUS CONFUSION OF TONGUES

Cost: 35m

Target: Area and infected creatures

The sorcerer makes the Sign of the Shattered Tower into the spell's Essence. The resulting burst of turquoise light carries a linguistic curse. Everyone who was within 100 yards of the sorcerer speaks gibberish from then on, though they are not aware of this fact. Once an affected creature attempts to communicate with someone else, that character's player may roll (Perception + Awareness), difficulty 3, once per minute of interaction, for the character to realize he's speaking nonsense. A (Perception + Occult) roll may also be made at the time of casting to understand what the spell did, without needing to speak. The curse lasts (caster's Essence x 2) hours, and it affects only a victim's ability to communicate. Charm use and spell casting are not affected, unless they rely on communication.

Moreover, this curse is contagious. People who hear the victims' gibberish are themselves affected by it, though they resist infection with a successful (Stamina + Linguistics) roll, with a difficulty equal to the sorcerer's Essence. The curse can even re-infect a victim after its first effects have worn off. Like a person directly cursed by the spell, infected victims may realize how the Hideous Confusion of Tongues has passed to them.

Sapphire Countermagic can remove the curse from an individual, but the only time it can affect the spell as a whole is when the curse is being cast. Victims cured by Sapphire Countermagic become immune to subsequent re-infection from that casting's effect. Hideous Confusion of Tongues also does not affect the caster or any creature with an Essence greater than the caster's own.

IMBUE AMALGAM

Cost: 15+m

Target: One mortal creature

With this spell, a Celestial sorcerer may imbue a servant, pet or guardian with tremendous power and ability, enabling it to serve her better. The ritual itself takes one full day to cast and requires a statue of the form the sorcerer wishes to give her target. This statue must be carved of stone quarried from the Blessed Isle, gilded and inlaid with a variety of jewels arranged in occult patterns across the body (a Resources 4 cost). During the ritual, the target remains prone and naked, with identical gems placed in the same places on its body. When the spell is complete, the jewels are consumed, and the target's form changes to match that of the statue, while the statue appears in the target's original form (and may, in fact, be used in a subsequent casting of this spell to return the subject to normal).



Imbue Amalgam is a Shaping effect. It does not work on any creatures with an active Essence pool, including minions empowered by this spell (except to return them to their natural form).

The empowered minion treats every command from the sorcerer as if it were an unnatural mental Servitude effect. The amalgam can spend a point of Willpower to disobey the understood intention of the sorcerer's commands, but it must do so anew each time it receives objectionable commands—any lasting rebellion will have to be subtle. The statue of the amalgam's original form provides an arcane link to the amalgam. It allows the sorcerer to cast spells upon the target that require such a link. Moreover, by spending five motes while touching the statue, the sorcerer can mentally speak with the amalgam for up to a single scene, as long as they are both in Creation.

The changes wrought to an amalgam are amazing, and they are always obvious. The subject usually receives Abilities and appearance based on a "theme" of some sort, whether a bizarre, insectoid creature, a clockwork servitor, a creature all of jutting bone and raw muscle or a sleek, beautiful creature made of gleaming silver. Even at their most human looking, amalgams look like Wyld-tainted mutants or spirits, so most sorcerers do not bother trying hiding their nature. The spell cannot give an amalgam a truly natural shape. First Age texts suggest that the ability to imbue a mortal with godly power, leaving then unchanged, is the sole province of Exaltation. Other sorcerers believe the spell was inspired by the ways the Fair Folk transform their servants, and that it carries an ineradicable taint of the Wyld.

- **Basic Abilities** (15m): The amalgam bleeds, heals, fights infection and disease and resists Charms and magic as though it were Exalt. It is also considered an Exalt for the purposes of counting 10s and stunting. A (Perception + Occult) roll, difficulty 2, can reveal what kind of Exalt created the amalgam. These and all other changes to the creature are permanent.

- **Attributes** (2m per dot): The sorcerer can raise the amalgam's Attributes by (at most) a number of dots equal to the sorcerer's (Essence + Occult), allocated however he wants.

- **Abilities** (1m per dot): The sorcerer may increase the amalgam's Abilities by (at most) a number of dots equal to the sorcerer's (Essence + Occult).

- **Essence** (4m per dot): The sorcerer may increase the amalgam's Essence to a maximum of (sorcerer's Essence - 1).

- **Essence Pool** (4m per five motes in pool): The amalgam's Essence pool is used to fuel any Charms it uses and may be used to attune artifacts. It is considered an Exalt of the same sort as its master for the purpose of attuning objects of the magical materials. It has no anima and regains Essence at the normal rate of respiration. Its pool cannot exceed (its Essence x 10) motes.

- **Charm** (3m or 8m per Charm): Amalgams may be given any sort of Charms, including supernatural Martial Arts or Terrestrial Circle Sorcery. Purchasing spells for an amalgam counts as purchasing additional Charms. The amalgam must meet all minimums for possession of a given Charm, however. If the creator knows the Charm, the cost is three motes per Charm. Other Charms cost eight motes per Charm.

- **Willpower** (4m per dot): The sorcerer can raise the amalgam's Willpower, to a maximum of 10.

- **Soak** (1m per +1L/+1B): The sorcerer may increase the amalgam's natural armor, to a maximum bonus of equal to the sorcerer's (Essence + Occult).

- **Natural Attacks** (1m per change): A normal hand-to-hand attack may be transformed as well. Each type of natural attack (punch, kick or clinch) may be altered. These changes include: convert bashing damage to lethal (1m), -1 Speed (1m), +1 Accuracy (1m), +1 Damage (1m), +1 Defense (1m), +1 Rate (1m). Rate and Speed changes may be purchased only once. The sorcerer may spend a maximum number of motes on a given natural weapon equal to his (Essence + Occult), but each weapon or attack is augmented separately.

- **Natural Ranged Attack** (1m): Amalgams may have ranged weapons built into them, from bows that fold out from the bones of their forearms, to dart guns built into their chests or other strange attacks. The traits for this attack are: Speed 5, Accuracy +0, Damage +0, Rate 1, Range 100. These attacks can be further augmented as though they were natural attacks, and the range can likewise be increased by an additional 100 per 1m. The mote spent for this weapon does apply toward the maximum number of motes that may be spent on a given natural weapon. These weapons do not produce their own ammunition.

The sorcerer does not need to know the Abilities or Charms he gives the amalgam, but he needs access to someone who does when he casts the spell. The enchanted servant, therefore, becomes a mixture of different creatures' capabilities. Creatures who supply the templates for Abilities or Charms do not need to be willing, or even conscious, but each must be present for the entire casting of the spell and likewise bear a special pattern of jewels. No conferred Ability can exceed the rating of its "donor."



INSIDIOUS TENDRILS OF HATE

Cost: 20m

Target: People in area

The sorcerer feeds a brazier with the skins of a dozen exotic snakes (a Resources 3 purchase, or a Resources 2 purchase in large cities of the South). After a three-minute invocation of hate, a grasping hand of smoke rises from the brazier, and the sorcerer gives it arcane links to each of the intended targets. The hand returns to the flames, which burn a sickly green and then smother as smoky tendrils leap through Elsewhere toward the targets. The spell affects a number of sentient creatures up to the caster's (Manipulation + Essence), all of whom must be within 30 yards of each other at the time of casting.

At that moment, the vision of the targets dims for about five seconds as the tendrils wrap around their hearts. The targets' players all attempt Willpower rolls, with a difficulty of the sorcerer's Essence. If a roll succeeds, the spell does not affect that character. If the roll gains three or more successes over the difficulty, the target knows he was just the target of some kind of emotion-manipulating spell.

Characters whose rolls failed suffer the effects of the spell. Every interaction they have with other people seems twisted: Victims believe enemies surround them. They take anything said to them in the worst possible way, as an insult, threat or lie. A victim may spend a Willpower to avoid misinterpreting a single statement by someone to whom he has an Intimacy, but even the voices of those he loves soon seem to drip with sarcasm and hate.

Insidious Tendrils of Hate lasts for a number of days equal to the sorcerer's Manipulation rating or until the caster is slain. By then, a diplomatic meeting might have ended in declaration of war, or a family might have torn itself apart. Countermagic can free a single given target from the spell, but only someone present at the spell's casting can use countermagic to wreck the spell in its entirety.

IVORY ORCHID PAVILION

Cost: 20m

Target: Conjured pavilion

The sorcerer weaves her Essence into the shape of a gleaming white orchid bud as she sings the last stanza of *Welcome to the Highest*, the song that least gods sing silently to herald the arrival of an Incarna. As the song ends, the sorcerer raises her hands and claps them overhead. The blossom unfolds around her into a magnificent palace, ornately carved and pillared, smelling of orchids. This wondrous pavilion can entertain up to (Essence x 100) guests in high style. Gods find themselves at ease, for the

pavilion radiates an aura that feels like Yu-Shan. This aura also puts most mortals in a state of awe.

The building itself is crafted of pale, translucent ivory through which the light of the sun and moon diffuses. It holds the finest furniture, silk curtains and bedding, with tables laden with fresh fruits, nuts and bowls of wine that never run empty. The ivory walls are thin, however (Soak 5L/5B, Health Levels 3/10).

The Ivory Orchid Pavilion lasts for 24 hours before it crumbles to white orchid petals. For five years after the spell is cast, white orchids grow on that location. Countermagic can destroy the pavilion, and it burns easily, though its size is such that flame takes several minutes to engulf the entire structure.

MAGMA KRAKEN

Cost: 35m

Target: Area

The sorcerer combines the Prayer to the Kraken with the Mudra of Burning Earth that volcano gods make when their mountains spew fire. Red strands of Essence then lance toward the targeted area, which begins to rumble.

Five ticks after the sorcerer's Cast Sorcery action ends, tentacles of lava erupt from the ground. The sorcerer can place these writhing limbs anywhere in a circle 50 yards wide, at most 500 yards away. Anyone in the area when this happens is knocked prone unless their players succeed at a reflexive (Dexterity + Athletics) roll, difficulty 2. The tentacles are magical constructs that Join Battle on the tick they appear and lash out at anyone the sorcerer names an enemy, either to strike or grapple. These act with Strength 10, Dexterity 4 and Martial Arts 4. They use Dexterity to initiate grapples, but Strength to maintain them, giving the traits listed on p. 77.

The damage inflicted by the tentacles is considered partial fire damage: Targets that are immune to heat and fire halve any damage taken, after soak. The tentacles never dodge or parry; they have 10L soak and are immune to bashing damage. Ten levels of damage destroy a tentacle, but at the beginning of every action, surviving tentacles regenerate all damage they have taken up to that point.

The sorcerer can also direct tentacles using a special Control Tentacle action. A sorcerer can direct one more Magma Kraken tentacle with each Control Tentacle action, up to an amount equal to his Perception score. Directing multiple tentacles does not count as a flurry.

Control Tentacle (Speed 6, DV -1): The sorcerer can direct a tentacle to strike, clinch or perform some other simple task, such as to lift a heavy object. It acts on the sorcerer's actions, even if it has not yet recovered from its previous action. A tentacle uses the sorcerer's

MAGMA KRAKEN						
Name	Speed	Accuracy	Damage	Parry DV	Rate	Tags
Tentacle Strike	6	8	(15 + sorcerer's Essence)L	—	1	N, R
Tentacle Clinch	6	8 (initiate)/ 16 (maintain)	(15 + sorcerer's Essence)L	—	1	C, N, R

(Wits + Martial Arts) to attack but suffers a -1 internal penalty per 50 yards between the sorcerer and the battle. While controlling a tentacle, the sorcerer can take only reflexive actions. If the sorcerer's struck, his player must roll to maintain concentration, just as for interrupted spell casting. Should the sorcerer break concentration, any tentacles he's directing immediately end their clinches. A Join Battle roll follows, using the sorcerer's (Wits + Awareness), for them to rejoin combat as normal.

The tentacles last for an entire scene, unless destroyed or countered. When the spell ends, the tentacles harden into impressive serpentine shapes of obsidian.

MERCURY'S DELIVERANCE

Cost: 30m

Target: Area

Mercury's Deliverance grants defense against all spells of the Emerald and Sapphire Circles. Before casting the spell, the sorcerer must etch a circle around the area to defend. The maximum diameter is (caster's Essence x 100) yards. She marks it at the five points of a pentagram with small hexagrams the size of her hand, and she scribes a sixth hexagram in the direct center of the circle. Within each hexagram, she writes a symbol of the Maiden of Journeys. This painstaking process takes about half an hour.

The sorcerer must touch the center hexagram while she casts the spell. Essence floods through the lines of the circle. Five ticks after her Cast Sorcery action, a lance of saffron light rises from the first hexagram. Every five ticks thereafter, a spear of light rises from another hexagram, moving clockwise around the circle: beams of crimson, cerulean, emerald and deep violet. Five ticks after the violet ray, a pure white lance of light rises from the center hexagram and the five colored beams bend inward until they arc into the midst of the white light. Scintillating waves of multi-hued Essence wash over the circle to form a dome of a thousand colors—then it goes out.

Until this happens, the ward does not function—but from then on until the spell expires, no spells of the Emerald or Sapphire Circles, nor spells of the Shadowlands Circle of necromancy, can pass the outer barrier. Spells function normally within and outside the invisible dome, but should any sorcerer attempt to affect anyone on the other side of the boundary, it flares to life again,

negating the spell and warning anyone who can see the dome that magic is afoot.

The spell also blocks all scrying, teleportation and similar long-distance effects, as well as preventing items that are enchanted or created by sorcery from crossing the boundary. From outside the dome, only Adamant Countermagic can destroy the spell, but Sapphire Countermagic can dispel it from inside. Otherwise, it lasts until the sun next crosses the horizon. The circle can be reused as long as the diagram remains intact. Destroying the diagram once the spell has been cast has no effect.

OUTSIDE WORLDS WITHIN

Cost: 25m

Target: Room

This spell transforms a chamber's interior into a perfect duplicate of any environment in Creation, from the strange fields of white flame in the Far South to the frigid ice caves of the North. This spell takes three hours to complete.

The chamber cannot exceed (Essence x 100) yards in any direction. It must be clean and empty, and the sorcerer enters it naked, bearing the implements of the ritual. The chamber is sealed against intrusion: No light, air or particles of dust must enter from without. Then, the sorcerer must cleanse himself within the chamber and prepare a ritual candle (created with herbs and oils used in occult exorcisms, a Resources 2 purchase). When all is ready, the sorcerer ignites the candle with his anima.

First, the sorcerer uses the spell's Essence to scour the room into a sorcerous tabula rasa, ready to accept the new template of Creation he desires. Then the sorcerer closes his eyes and visualizes any location in Creation he has seen before, willing the Essence of the room to reshape itself into that place. If the sorcerer wishes to create a terrain he has never visited before, he must enter the chamber with a sample from that locale—a bit of soil or stone, say, or a handful of leaves, a container of water or a bit of an animal that dwells there.

The room reshapes itself around this material or memory template. The ceiling becomes clear, showing the appropriate sky above (though the ceiling is still visible, like a pane of glass between the room and the sky), while the floor crumbles into dirt or hardens



into stone. Plants sprout as appropriate. The walls are remade with appropriate features, such as cliffs of sandstone, ice or coral, or covered by crawling vines. The light of the candle shifts into the ambient light and temperature of the locale, and winds blow through the chamber.

If the place is taken from memory, the climate of the area matches that memory. If the spell uses a sample, however, the room acts as a pocket of that locale, its weather mimicking that spot in Creation.

Once the ritual is complete, the chamber remains in its new condition for one month. After this time, the sorcerer can renew the spell by entering the chamber and expending 25 motes of Essence. If the spell is not renewed, the chamber returns to normal over the course of three days.

THE PRINCES OF THE FALLEN TOWER

Cost: 30m

Target: Conjured automata

The sorcerer evokes a doorway of dark, rippling water in midair. Through the sheet of water lurch manlike creatures made of living, compacted rust. They number twice the sorcerer's permanent Essence. The creatures kneel

once, then wait for the sorcerer to tell them what to destroy. Their long, rusty claws deal terrible wounds—while metal rusts, stone crumbles, wood rots and leather and cloth falls to dust. These automata have poor combat skills, but they can wreck a town or fortress.

A prince of the fallen tower's touch deals eight levels of lethal damage, just like its clawing attack, but it ignores the first six points of an object's soak. A touched object continues to take this same attack every five ticks, for the next two minutes (120 ticks, or 24 increments of damage). Enchanted objects or items made from the magical materials are immune to this erosion. So are living creatures. The princes attack people if the sorcerer specifically commands it or if the person interferes with their attempts at destruction. On its own, though, a prince will disintegrate the clothes off a person but leave him unharmed.

The princes of the fallen tower exist for a number of hours equal to the sorcerer's Essence, unless someone uses countermagic to dispel them (one at a time) or someone simply destroys them. They never stop looking for more things to destroy. A careless sorcerer who doesn't supervise them might find the princes demolishing his manse.

PRINCE OF THE FALLEN TOWER

Motivation: To destroy all it can

Attributes: Strength 5, Dexterity 2, Stamina 5; Charisma 1, Manipulation 1, Appearance 2; Perception 3, Intelligence 1, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 2, Awareness 3, Craft (Earth) 3 (Demolition +2), Integrity 5, Martial Arts 1, Resistance 5

Join Battle: 5

Attacks:

Claw: Speed 4, Accuracy 4, Damage 8L, Defense 2, Rate 2

Soak: 8L/10B (Ferric body, 6L/5B)

Health Levels: -0/-0/-0/-0/-0/Incap

Dodge DV: 2 **Willpower:** 10

Essence: 2

Other Notes: Weapons that strike a prince do not disintegrate; neither does the ground under the automaton's feet. A prince must specifically strike with its hand to destroy objects. Emerald Countermagic is enough to stop the continuing disintegration caused by a prince's touch, but it will not stop the automaton from attacking again.

RAISE THE PUISSANT SANCTUM

Cost: 30m

Target: Demesne

The Lunar and Sidereal Exalted rarely have the luxury of huge crews of workmen to build their manses. The Lunars demand self-sufficiency, and the Sidereals desire secrecy. This rite provides both. A sorcerer can raise a manse from a demesne rated no higher than (her Essence – 2).

Armed with a design for the manse she wishes to create (see **Exalted**, p. 133 for the rules on designing manses), the sorcerer enters the demesne. For a number of weeks equal to the rating of the manse to be raised, she studies the plans and visualizes the structure she intends to create. The sorcerer must remain attuned to the demesne for this entire time of reflection and interact with no companion but the manse's designer (if she didn't design it herself).

Once she is prepared, the sorcerer casts the spell and feeds her Essence into the demesne. The land then reshapes itself. Stone rises to form walls, sand crystalizes into glass, and plants grow into the geomantic patterns needed to channel the demesne's Essence. This

Shaping effect takes six hours per dot of the intended manse and requires incredible concentration on the part of the sorcerer.

During this process, the demesne must remain undisturbed, with no intruders. The arrival of another sentient being can destroy the subtle flows of Essence (as if an attack had come during the Shape Celestial Circle Sorcery actions). When the new manse is complete, the sorcerer sits in the room where its hearthstone is starting to form (though the magical stone takes the normal time to develop).

Should the sorcerer not possess a set of plans, she may still create a manse. In this case, however, she cannot cap demesnes rates more than (her Essence – 3). Seating herself in the demesne, she casts the spell as normal. Instead of following the schematics of a savant-engineer, however, she lets Creation itself shape the manse, based on what hearthstone she wants it to create. Such a manse lacks the amenities of man-made structures. Floors are seldom flat, doorways and windows are rarely placed for convenience, and indoor plumbing is impossible.

Savants who think that demesnes are the tertiary souls of Gaia believe that such manses are shaped by the will and need of that soul. Indeed, more than one such manse has demonstrated some function unintended by the shaping sorcerer. Lunar sorcerers sometimes prefer to raise "natural" manses out of respect for Gaia.


ROLLING EARTH CARPET

Cost: 20+m (committed)

Target: Area

The Mudra of the Auspicious Journey releases deep-blue Essence that flows outward, reshaping the land so that it becomes easy to travel through. The land becomes smooth, while puddles of water and mud dry up. This field moves with the sorcerer as he travels, remaking the land before him into perfect traveling territory. Terrain left in his wake returns to normal. This Shaping effect is large enough to encompass 100 marching humans (mounted riders count as two men). For every additional 10 motes spent when casting the spell, the radius increases, allowing the spell to support 50 additional man-sized travelers.

The Rolling Earth Carpet leaves no traces of its passage. Mortal trackers have no chance of following the group's trail, while supernatural trackers do so at a +3 difficulty—even scents and mystical traces are suppressed. The area inside the field is like a warm spring day, with no precipitation or wind above a light breeze (though weather outside the field can still limit vision). Large or artificial terrain features such as hills or buildings are not affected by this spell. Most plants



are pushed aside, but not full-grown trees. Rolling Earth Carpet remains active for as long as the sorcerer commits the Essence and remains alive.

This spell cannot be combined with the Mystic Travel (see p. 93) or similar spells. If you use the Complex Travel rules (see **Exalted**, p. 266), treat the area within the Rolling Earth Carpet as open terrain. Long distance, political upheaval and war-zone terrain modifiers do not apply. Neither does the hunted travel quality.

SAPPHIRE CIRCLE BANISHMENT

Cost: 15+m

Target: Demon or demons

This spell has special timing rules. The character can cast it as two reflexive Shape Celestial Circle Sorcery actions that take 0 ticks. It has a range of (Essence x 15) yards.

The sorcerer makes the Seven Devils Rebuking sign just before the Victory over Primordials Mudra. Sapphire Circle Banishment forces a single First Circle demon back to Malfeas, without a contest of wills. It can banish a Second Circle demon, but doing so forces a contest of wills, handled as for Emerald Circle Banishment (see p. 44). If the demon wins, it remains in Creation, and the sorcerer cannot attempt to banish it again for five days.

The spell can also banish a group of First Circle demons. This contest is handled as for a Second Circle demon, but the group uses the most powerful demon's (Willpower + Essence) as the base pool and then adds one to the pool per additional demon. If the sorcerer defeats the group (accumulating successes equal to the highest demon's Essence), every demon in the group is banished simultaneously. If the demons accumulate a number of successes equal to the sorcerer's Essence, they remain. In that case, the sorcerer may not attempt to banish any of them (singly or as a group) for five days unless he uses Adamant Circle Banishment.

In war, successful use of this spell can reduce a unit of First Circle demons by a single point of Magnitude.

SERVANT OF INFALLIBLE LOCATION

Cost: 15m

Target: One conjured creature

Combining the Prayer for Guidance with the Flutter-Wing Mudra, the sorcerer shapes her Essence into a small sparrow of blue flame. The sparrow can find any item, person or place the sorcerer has previously encountered or to which she bears an arcane link. She may also name anything she wants to find, as long as it is within 500 yards and objectively definable: "The

nearest man" or "the exit from this maze" is sufficient. "My closest ally" or "a safe place" is not.

The sparrow locates unhidden or mundanely concealed things automatically. Moreover, it is a supernatural tracker with a tracking dice pool of equal to the sorcerer's (Wits + Occult + Essence). The sparrow does not speak or sing, and it cannot travel farther than a few yards from the sorcerer. It tends to fly back and forth to the limits of its reach. The more excited and frantic the little bird's fluttering becomes, the nearer the target lies. The sparrow lasts until the sorcerer finds her target, dismisses the bird or dies. The sparrow is just a puff of shaped Essence, so it neither attacks nor takes damage if it is attacked.

SHADOW THEFT

Cost: 30m

Target: One creature

This spell traps a victim's shadow in a crystal orb. The spell requires a small globe of rock crystal (costing Resources 2) set inside an orichalcum cage (costing Resources 4, but reusable).

The spell itself takes one hour to complete. At its end, the target's shadow disappears, and inky blackness swirls in the center of the orb. The sorcerer can then remove the crystal ball from the orichalcum cage. The target's shadow remains trapped until the caster releases it, Sapphire Countermagic targets the globe, or the orb is destroyed.

As long as the globe holds the shadow, the victim feels a Compulsion to recover it. She can tell what direction her shadow lies just by closing her eyes and thinking about it. The victim can ignore the Compulsion for 28 days by spending a point of Willpower. However, every two months that pass without recovering her shadow halves the duration for which a Willpower expenditure grants reprieve. After the first two months, spending Willpower grants immunity for 14 days, then 7 days, until the tenth month, when the victim can resist the Compulsion for one day by spending Willpower.

On the one-year anniversary of the loss of her shadow, the victim's Motivation goes into abeyance and a new Motivation takes its place: "Recover my shadow." Once she fulfils this artificial Motivation, her old one returns. A character gains no benefit from fulfilling this artificial Motivation (such as it counting as training time for raising permanent Essence).

USING THE SHADOW-ORB

Cost: 5m (committed)

Target: The creature whose shadow is within the orb

A sorcerer can merely hold a person's shadow for ransom, but the orb possesses two other functions.

- The trapped shadow serves as an arcane link to the victim. It can replace any other arcane link a spell may require. The target always knows if her shadow is used as a sorcerous link back to her.

- The sorcerer may spend five motes to see through the target's eyes. This shared vision lasts for one minute, but that is often enough to discern the target's location and her current activities. The sorcerer's player rolls (Perception + Occult) to do so, and this roll may benefit from Excellencies. The target receives a reflexive (Wits + [Integrity or Occult]) roll to resist. Regardless of whether the victim wins this contest, her player also attempts a reflexive (Perception + Occult) roll, with a difficulty equal to the sorcerer's Essence, to realize that her shadow was just used to see through her eyes.

SHADOWS OF THE ANCIENT PAST

Cost: 25+m

Target: Area

Essence remembers. The dragon lines of an area preserve subtle records of every event. The sorcerer using this spell sends shimmering threads of silver-blue Essence into the dragon lines of an area, delving into its past, then resurfacing as a silvery fog that spreads (Essence x 20) yards from the caster. This area does not move thereafter. A scene from the past plays out on this mystic screen as a ghostly overlay on the sorcerer's present surroundings.

The sorcerer has a choice. She can specify a time in the past, such as "50 years ago, third day of Resplendent Earth, four hours after sunrise," or she can specify an event that involved a particular object in the area, such as "When you died," (for a skull she unearthed) or "When your construction was complete" (for a manse). In the former case, the sorcerer knows when a scene happened, but doesn't know in advance whether she will see something important. In the latter case, the sorcerer can aim for an important event, but doesn't know when it actually happened. Either way, the sorcerer must give some objective definition of a time. The sorcerer is also limited to scenes that occurred at most (Occult x 100) years in the past. If the Wyld passed through an area, however, it shattered the memory of the dragon lines there, and the spell can only view the time after the Wyld receded.

Shadows of the Past runs for a number of minutes equal to the sorcerer's Willpower. In this time, the sorcerer or other people can move around the scene to look at details and other angles. By spending another five motes, the sorcerer can freeze the action for one

minute to examine something more closely, but doing so does not extend the spell's total duration. The sorcerer can move no faster than a normal Move action. If the sorcerer is attacked, her player must roll just as if the spell were interrupted during the Shape Celestial Circle Sorcery actions. Failure means the spell ends.

SUMMON GHOST

Cost: 15m

Target: Ghost

This spell works like the necromancy version (see **The Black Treatise**, pp. 34-35), but the ghost may not be compelled to serve for longer than a month. The rite also takes three hours instead of one, and the caster sprinkles honey, wine and barley upon the ground as well as blood.

SUMMON SPIRIT BOAT

Cost: 30m

Target: Summoned ship

As the sorcerer wades out from the beach, a ship builds itself from the sun's light upon the waves, becoming a sparkling, translucent white bireme under her feet. She may speak the name of any maritime location from where she stands on the deck, and the spirit boat rows her there.

The bireme serves tempting repasts to the sorcerer and her guests and can create individual rooms for as many people as it can carry. The sentient boat is clever enough to avoid submerged hazards such as reefs or shoals, and it requires no crew to row or direct it beyond the sorcerer herself. The sorcerer may delegate command to someone else, as long as that person has at least one dot of Sail and has always treated the ship with respect. She may place conditions upon that command, however. (For example, "Virtuous Lion may command this ship, provided he does not direct it to Lookshy.")

Counter magic does not dispel the bireme, for it is summoned rather than conjured. That means, however it was summoned *from* somewhere—namely the private boathouse of the Dragon Fakharu, Celestial Censor of the West (see **Exalted**, p. 302). Fakharu does not mind lending his biremes to sorcerers, but he automatically knows the name, status and current whereabouts of anyone who borrows one of his ships. Should such a person ever offended him, he might express his ire by, for instance, recalling his boat while leaving the passengers 100 miles from land. On the other hand, water spirits recognize the bireme as the Censor's, which ensures high-excessive politeness and good behavior on their part.





Note also that the ship cannot ferry a sorcerer to a location Fakharu does not know. This limiting factor is almost never relevant, though. Many sorcerers don't even realize it exists.

SPIRIT BOAT

Speed: 30/60 mph

Maneuverability: +4S

Endurance: One journey

Crew: 1/2 (only the sorcerer)

Cargo: One talon of infantry, or equivalent mass and volume

Armor: 20L/20B

Health Levels: Ux25/Mx10/Cx10/Ix5/D

Weapons: None

Other Notes: The bireme's hull functions like a First Age hull, so it doesn't take on water like a normal ship.

SUMMON THE HEAVENLY PORTAL

Cost: 35m

Target: Summoned Calibration Gate

Once a year, on the third night of Calibration, the Celestial City of Yu-Shan revels in the Carnival of Meeting. In ages past, mortal and Exalted dignitaries would be

invited to Heaven to join the festival, but in these debased times, the gods of Yu-Shan neglect the world.

The starmetal Calibration Gate still appears in Creation once a year to admit mortals to the Carnival, though the gods send out no invitations. During that night, it cannot be summoned. For the rest of the year, though, a sorcerer may call it with this spell.

The sorcerer evokes a foot-wide patch of rippling gold, like sunlight on water. He reaches into it, feels for a handle, and pulls. A celestial bell chimes. A minute later, the Calibration Gate appears. It materializes with equal aplomb outside, indoors, underwater or even in midair. It remains open for five minutes before vanishing again, and it cannot be re-summoned to any place within a mile of that location until a day and night have passed.

No known force can damage the gate. Any number of characters can pass through the Calibration Gate, although they cannot leave Heaven by the same route. What's more, if they have no official place or legitimate business in the Celestial City, they need quite an argument to persuade the three giant orichalcum lions on the near side to let them pass. These celestial lions respect honor and justice but are nigh-undefeatable in battle and immune to mind-affecting magic. (And there are six more waiting on the other side of the door.)

Many of the Sidereal Exalted know this spell and use it to return from their assignments within Creation. A few Lunar sorcerers know it too and use it to confer with allies in the celestial Bureau of Nature. Sidereal leaders worry what Solar sorcerers might learn if they obtain access to Yu-Shan. Any Abyssal Exalt who tried using the Calibration Gate would likely regret it in very short order—nine orichalcum lions notwithstanding.

SUMMONING THE GREATER MINIONS OF THE EYELESS FACE

Cost: 30+m

Target: Summoned minions

The greater minions of the Eyeless Face are pulled into Creation through a pool of oil in a ritual much like lesser minions of the Eyeless Face are (see p. 65). The greater minions possess mouths, though only some possess lips. Sometimes, their mouths are vertical splits running down the center of their blank faces. Nevertheless, they do not speak. A few greater minions possess blackened bulges or indentations at the sides of their head, in multiples of two, as if they had tried to form pairs of eyes or ears during their evocation. During the summoning, greater minions do not whimper. Like the lesser minions, they emerge naked and sexless.

The sorcerer calls forth a number of greater minions equal to her (Charisma + Essence), plus one more for each additional five motes she spends during the casting. Unlike lesser minions, the sorcerer's player defines the traits for the greater minions as if they were heroic mortals. Though they receive no Backgrounds, greater minions have 15 bonus points plus one additional bonus point per extra mote spent during the casting. (These bonus points may not be spent on Backgrounds.) The player may create each greater minion with separate and unique traits. Greater minions benefit from the same immunity to bleeding, infection and Poison and Sickness effects as lesser minions, but they heal as Exalts do. Since they are magical beings, round up when calculating the greater minions' DVs. Greater minions have Essence 2 and the Motivation, "Serve the sorcerer who pulled me from imprisonment."

The greater minions try to create identities for themselves before they die. They often decorate themselves with improvised piercings or jewelry when the sorcerer isn't looking, and they defy any commands to remove these marks of individuality. A sorcerer can have one batch of minions of the Eyeless Face under her control at any given time. Summoning the greater minions of the Eyeless Face kills her lesser minions, and vice versa.

SUMMONING THE HEART OF DARKNESS

Cost: 30m

Target: Area

The sorcerer knots strands of Essence infused with silence, darkness, confusion and terror. A black pillar explodes upward, surrounding the caster and extending outward a mile in every direction and 10 miles into the air.

Within this pillar of darkness, blind terror reigns. Sounds become muffled and seem to come from everywhere at once. Only screams ring out clearly, though they still seem to come from all around. In a large group, victims need successful Valor checks, difficulty 3, let them give in to panic. Entire armies have slaughtered themselves when caught by the Heart of Darkness. The ebon column does not have a solid boundary, though. Anyone can enter the area, and anyone who finds its edge can escape it.

Creatures with supernaturally enhanced senses or that can perform supernatural tracking may operate within the darkness at a -2 internal penalty to all actions. (The zone is still unnerving and disorienting.) Creatures without such senses become lost within the darkness, wandering around in confused circles or stumbling into one another (often with bloody results). Such creatures have the difficulty of all actions they take increased by an amount equal to the sorcerer's Essence.

The caster is not immune to these effects. Unless countered, Heart of Darkness lasts for 24 hours, even if the caster is slain.

SWIFT SPIRIT OF WINGED TRANSPORTATION


Cost: 25m

Target: Vessel

The sorcerer stands on the target vessel or within a number of yards of it equal to his Essence. This vessel may be a ship, a wagon or even a small building. The Sign of Ten Thousand Feathers shapes his Essence into an automaton that appears as a mass of huge, feathered wings. It has no head, eyes or other features, save for a pair of gigantic, five-taloned claws. The Swift Spirit is 500 feet long and 200 feet wide, and it can carry up to 1,000 tons. Old texts call it a demon or spirit, but the thing is an automaton: It has no existence outside of its creation by this spell.

The automaton lifts the vessel and presses it along its underside, creating a strange canopy of wings that protects the vessel from wind and weather. The automaton flies up to a mile high and 200 miles per hour. If the sorcerer is not aboard the vessel, he must give the swift spirit a destination when he creates the automaton. It flies





off for that destination without pause. If the sorcerer is aboard the vessel, he may order the automaton to change direction and destination as he pleases. He can order it to set the vessel on land or sea or even to drop it from a great height. Only flat-bottomed vessels can land intact on dry ground; other vessels are likely to break up or fall over when set down.

The largest flat-bottomed vessels appropriate for the use of this spell in Creation today are wide-beamed merchant freighters. Such ships are 300 feet long, 120 feet wide and can carry up to 400 people and hundreds of tons of cargo. The automaton exists either until it reaches its destination and lands the vessel, until it is destroyed or countered, or until the sorcerer releases it.

SWIFT SPIRIT OF WINGED TRANSPORTATION

Motivation: To carry the vessel to its destination

Attributes: Strength 55, Dexterity 5, Stamina 20; Charisma 2, Manipulation 2, Appearance 5; Perception 2, Intelligence 3, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 10, Awareness 3, Dodge 4, Martial Arts 5, Resistance 10

Join Battle: 5

Attacks: Though the automaton has mighty talons, it is much too slow and awkward to use them for anything but lifting a massive vessel.

Soak: 10L/20B

Health Levels: -0x4/-1x6/-2x8/-4x4/Incap

Dodge DV: 6 **Willpower:** 10 (0 against the sorcerer)

Essence: 3

Other Notes: The automaton gains a +35 to all Feats of Strength that involve lifting. It also flies at 200 miles per hour (or 100 yards per tick).

his Essence, against the target's Dodge MDV. If this attack succeeds, the victim is under an unnatural mental influence that creates a Compulsion effect (a powerful Intimacy to the sorcerer), an Emotion effect (love) and a Servitude effect. Since powerful beings often have ways to resist these effects, sorcerers prefer to cast Threefold Binding of the Heart on Essence wielders who are asleep or unconscious, rendering the target's Mental DV inapplicable.

A victim of this binding falls madly in love with the sorcerer. This love can manifest as anything from a lover's sexual passion to a soldier's patriotic loyalty, depending on what cues the sorcerer gives the victim. The victim feels these emotions are true and genuine, but others can see how the victim is ensorcelled. This devotion is absolute, and the victim might go out of her way to remove anything that distracts or contradicts her connection with the sorcerer—even murdering people she used to love if they try to keep her from her beloved master.

A spellbound victim can spend a point of Willpower to resist a direct command or three Willpower to resist the sorcerer's control for a scene, but she needs an overwhelming reason to do so—such as being ordered to do something against her core morals or something she knows will harm the master's interests. Eroding the spell-forged Intimacy is quite difficult. Doing so requires a number of successful social attacks equal to the sorcerer's (Occult + Essence) to break the Intimacy. For each day that passes, one successful attempt is negated, “regenerating” the Intimacy.

On the subject's birthday, however, she is granted an unconscious attempt to break free from the Threefold Binding. Savants attribute this reprieve to the gods of the days. Each day in the year has a god, and these gods note the fates written in the stars for everyone born on their day. Threefold Binding of the Heart forces a blatant change to a victim's fate, unlike the more subtle changes to destiny that Sidereals create. Such clumsy changes anger the day gods, so on the day it is most powerful, the victim's day god try to unravel the knots through the target's heart. On this day, the target's player makes a reflexive (Wits + Integrity) roll, with a difficulty equal to the sorcerer's Essence. This roll may not be augmented by Charms, channeling Virtues or spending Willpower, though. The subject doesn't *want* to break the bond and does not even know the opportunity has occurred. If the roll succeeds, however, the Threefold Binding frays, and she is freed... to realize what the sorcerer did to her.

THREEFOLD BINDING OF THE HEART

Cost: 30m

Target: One being

Ropes of orange and yellow light coil around the target and wrap around her spine, ending in three knots through the heart of the victim of the type fishermen of the Coral Archipelago swear will never work loose.

Mortals are snared automatically. Against Essence wielders, the sorcerer attempts a magical social attack. His player rolls (Manipulation + Occult), adding a number of automatic successes equal to

TORRENTIAL CASCADE

Cost: 30m

Target: One body of water

The sorcerer hurls a ball of blue Essence-flame into a sea, lake, river or other large body of water that must be within 100 yards. White-capped waves form, and the roar of rushing water fills the air. On his second Shape Celestial Circle Sorcery action, the sorcerer raises his arms to the sky as a wall of water 20 yards high and 100 yards long rises from the body of water. Everyone within five miles receives a reflexive (Perception + Awareness) roll to notice this very loud event.

On his Cast Sorcery action, the sorcerer points in the direction he wishes the torrential cascade to flow and the wall of water surges outward on its journey. It travels at 50 yards per tick for (sorcerer's Essence x 5) ticks, remaining 20 yards high and 10 yards thick as it moves.

The torrential cascade destroys small buildings outright, and buildings larger than a single story take 45 levels of bashing damage as the cascade passes. For the purpose of moving large things, the torrent has a (Strength + Athletics) total of 35. Creatures caught in its path take environmental damage (5B/tick, Trauma 4). See **Exalted**, p. 130 for environmental damage rules. Escaping the torrent requires a ([Strength or Dexterity] + Athletics) roll, difficulty 4.

When the torrential cascade reaches its full length, the wall of water collapses, and the water drains naturally from that point. An affected region on land remains soaked and devastated; once-dry earth becomes deep mud or scoured arroyos. The area may take weeks to return to normal (if it ever does). Countermagic can collapse the wave prematurely.

UNITY OF DREAMS

Cost: 10m per participant

Target: Caster and allies

The sorcerer binds the dreams of the ritual's participants (including herself) to one another using the Sign of Venus. Unity of Dreams must be cast once a night per participant for the magic to take hold, with everyone in the same room. The spell's Essence settles on participants as saffron motes of light. After the required number of castings over consecutive nights, the spell lasts for a number of months equal to the sorcerer's Essence.

The participants' dreams intermingle and allow them to communicate while sleeping, as long as they are all in Creation. Not only does the fluid nature of dream consciousness not hamper this dream communication, but participants have trouble hiding important facts and events from each other. A closeness develops on

a subconscious level. People linked in this spell have their Intimacies for one another augmented. Eroding Intimacies to other dreamers now takes a number of successful social attacks equal to the character's (Willpower + Conviction).

Unity of Dreams extends to understanding what will best aid another participant while awake, too. All participants gain a one-die bonus to all actions when working or fighting beside each other.

At any time when all the participants are asleep and dreaming, one of the dreamers may ask the others to join her. The bond of the spell then transports the other sleepers to the character who requested their presence. All participants must agree or none will arrive. Several seconds later, they all awaken to find themselves together. Invoking this transportation has a cost, though. It consumes the energies of the spell, ending it prematurely. Moreover, this spell does not help the dreamers return home.

VOICES OF DISTANT REGARD

Cost: 25m

Target: Caster

The word that describes a god's ability to hear petitioners' prayers doesn't have a translation. It is an onomatopoeia of the buzzing mumble that gods hear when they attend to their worshipers' prayers. A sorcerer who knows this spell can speak this word, infuse it with his own Essence and emulate the divine ability until the next time she sleeps.

While the spell is active, the character hears any people who talk about her, as clearly as if she stood beside them. A conversation does not need to include the sorcerer's name. The caster knows the approximate distance and direction of each conversation and can recognize voices she has heard before.

If multiple conversations occur at once, the sorcerer's player rolls (Perception + Awareness), with a difficulty equal to the number of simultaneous conversations she hears. Alternatively, she may ignore all but one, negating the need for a roll. The sorcerer can also listen and talk to a person in her company while she's listening to these remote conversations by increasing the above roll's difficulty by 1, though she will seem somewhat distracted.


WHEEL OF THE TURNING HEAVENS

Cost: 35m

Target: Area

This spell cannot be cast during the day. When cast, the sorcerer's Essence shoots upward as a brilliant





beam of white light and explodes like a fireworks display visible to every creature within (Essence x 100) yards who can see the sky. Instead of fading, the sparks slowly swirl clockwise in kaleidoscopic displays that last (Essence x 30) minutes. In the center floats the sign of the Maiden of Serenity. The interlacing sparks trace out many astrological sigils the Sidereals would rather keep to themselves... but no one will remember them.

All sentient creatures are entranced by the display and forget what they were doing. They take no actions. When the spell ends, they do not remember what happened while they stared at the sky. People outside the area just see pretty lights (though the display might attract them into the spell's area). The sorcerer himself is immune. Once he casts the spell, he may take other actions normally.

Players of Essence wielders may roll (Wits + Integrity), difficulty equal to the caster's Essence, to break free and look away from the blazing display. This roll must be repeated each time the character sees the sky during that period. Averting one's gaze inflicts a -2 dice penalty to all actions taken in locations where the sky is visible. Instead, Essence wielders may spend three Willpower to resist the Illusion effect for a scene. The spell ends if Sapphire or Adamant Countermagic targets the sorcerer, if the caster is slain, or if any creature enchanted by the spell is harmed while entranced.

This spell was actually developed for entertainment. If the sorcerer spends only 15 motes, the result is a beautiful, distracting but harmless display.

WHIRLWIND OF FATE

Cost: 20m

Target: Caster

By standing motionless during the casting of this spell, the caster observes the weaves of Fate. In the light of her anima, the caster can see how every creature and object in her immediate vicinity is tied to every other and interpret how those interactions can be turned to her own advantage.

When the sorcerer casts the spell, she names a goal, and the whirlwind of information can then be read to aid in this goal. The caster's player rolls (Intelligence + Occult). Each success on this roll adds two to a finite pool of bonus successes. The player may take bonus successes from this pool and add them to any roll that furthers the goal he stated when casting the spell. The pool lasts for a number of hours equal to the sorcerer's Essence.

A maximum number of bonus successes equal to the caster's Essence may be added to any given action, but

they may explicitly stack with bonus dice or successes gained from other sources, such as Excellencies. These bonus successes may be added to any roll, including damage rolls.

If the sorcerer's stated goal is not completed by the time the spell's duration ends, she suffers an internal penalty to all actions equal to the number of bonus successes she already used, until she can meet the goal (or the next sunrise in any case).

Example: Sayn seeks the Inexorable Crystal Astragal, the last component needed to repair the defense systems of a ruined city built by his First Age incarnation. It is, however, within a cavern inhabited by a Lunar with no interest in sharing. Yet if he can get past her guardians, Sayn thinks he can negotiate. He casts Whirlwind of Fate, reads the threads that connect himself and the cave's guardians, and his player rolls four successes—earning him eight bonus successes he can apply to rolls aimed at helping him reach the Lunar.

Sayn's player can spend these eight bonus successes to help the Twilight Caste fight the guardians, to sneak past them, to navigate the traps, to avoid getting lost in the cave or for any other purpose. When the spell's duration ends after a number of hours equal to his Essence, Sayn has used five of his eight bonus successes but still hasn't reached the Lunar. Now, until the Solar does reach the Lunar's sanctum, his player takes a five-die penalty to all rolls.



THE SOLAR CIRCLE OF ADAMANT


Magic of the Solar Circle destroys cities or saves them, routs armies or raises new kingdoms from wasteland. These mighty spells tax the Essence of even a powerful Solar Exalt. The Lunar and Sidereal Exalted had no reason to preserve the lore of Solar magic, so very little knowledge of the subject remains. A Lawgiver who wants to learn these apocalyptic spells must undergo deeds of legend just to find them—or bargain with Deathlords, Demon Princes or other entities who would like to lead the returning Solars back down the path of corruption. Just as the Circle of Adamant offers the greatest power to bless Creation, it also includes the most appallingly evil and destructive curses.

ABJURATION OF THE MAIDENS

Cost: 40m + 1lh

Target: Area (Essence) miles in diameter

Creation's sky holds 25 constellations of special import: five sets of five, each set in the domain of one of the Maidens of Fate. The sorcerer takes five hours to



mark each constellation's sigil in an enormous circle upon the Earth, one with a diameter that stretches a number of miles equal to his Essence. The sorcerer then may call upon the power of all Five Maidens to defend that place. A small, central circle holds the Unspoken Word, a glyph every thinking creature understands but none may speak.

Once this spell has been invoked, the 25 great signs—above and below—begin to glow, though the constellations' gleam is seen only within the spell's area. The caster cuts her hand and pours her blood upon the central sign. Strands of her blood become light as they fall from her fingers, as matching radiance shoots into the sky from the 25 signs and surrounds the warded area's boundary with an iridescent flare.

For five days, neither Charms nor sorcery may pass the circle's boundary. Powers that create an area of effect may be used outside it even if their area would normally extend into the protected space, but the magic fails at the barrier and within. Hearthstones and their effects, the magical materials and the abilities of spirits with a higher Essence than the sorcerer are all unaffected by Abjuration of the Maidens, but no Essence wielder may use any other magic within its bounds. Only a sorcerer whose Essence surpasses the caster's may destroy this spell with Adamant Countermagic, and that only while standing upon the central rune. The spell may be renewed for another five days at any time, for the same Essence cost.

ADAMANT CIRCLE BANISHMENT

Cost: 20+m

Target: A demon or demons within (Essence x 15) yards of the sorcerer

As the Emerald Circle Banishment, the sorcerer may use this spell to remove demons from Creation. The Victory over Primordials Mudra, augmented by the Calibration-Denying Sign, can expel a demon of the Third Circle, making it as though the Calibration during which it was summoned had never happened.

This spell has special timing rules. The character can cast it as three reflexive Shape Solar Circle Sorcery actions that take 0 ticks. It has a range of (Essence x 15) yards.

Adamant Circle Banishment automatically casts a Second Circle demon or a group of First Circle demons back to Malfeas. It can banish a Third Circle demon, but doing so forces a contest of wills, handled exactly as for Emerald Circle Banishment (see p. 44). If the demon wins, it remains in Creation and the sorcerer cannot attempt to banish it again for five days.

The spell can also banish a group of Second Circle demons. This contest is handled as for a Third Circle demon, but the group uses the most powerful demon's (Willpower + Essence) as the base pool, then adds +1 to the pool per additional demon. If the sorcerer defeats the group by accumulating successes equal to the highest demon's Essence, the demons are all banished. If the demons accumulate a number of successes equal to the sorcerer's Essence, they remain. In that case, the sorcerer may not attempt to banish any of them (singly or as a group) for five days.

In war, successful use of this spell can reduce a unit of First or Second Circle demons by a single dot of Magnitude.

ATROCIOUS FIRE TRANSFORMATION

Cost: 35m

Target: Body of water

In the uttermost South, lakes and rivers of fire flow like water. The sorcerer copies the Essence of the South's liquid fire and casts it into a body of water—and 10-yard-high scarlet flames sweep over its surface. The resultant burning water flows and eddies, just as normal water does, but it also ignites everything it touches that could conceivably burn. Everything caught in the flames is destroyed, except enchanted objects or those made from the magical materials. The flaming water deals environmental damage (6A/action, Trauma 5).

The burning water cannot be quenched. Other water that comes in contact with it will be vaporized. If the added water is a truly enormous quantity—if, for example, a transformed fire-river flows into a lake of normal water—then the water will heat, but not boil, with the burning water floating on top of it.

Atrocious Fire Transformation lasts a number of hours equal to the sorcerer's Essence, and the caster herself is immune to the flames. This spell works on any body of water, even that created or enhanced with magic. The flames extend one mile outward from the caster. On still waters the effect is static; on a river, the flaming water flows downstream, and new flames continually appear at the point of casting. A medium-sized river—for these purposes, any river that does not appear on the map printed on the **Exalted** endpapers—can be covered in flames from bank to bank.

For the duration of this spell, elementals associated with the transformed body of water become fire elementals. All their traits remain the same, but their Charms become fire-based and their attitudes, appearances and emotions fluctuate violently, at the Storyteller's discretion.





BENEDICTION OF ARCHGENESIS

Cost: 40m

Target: Area

Within herself, a Solar Circle sorcerer holds a living power to compare with the fury of a tsunami, the force of an earthquake—or the still, quiet resilience of an ancient forest. As she chooses to give herself to the land around her, the Solar grants it all the bounty and vitality of her own Exalted Essence. Whether a stinking, rotting swamp or a barren, rocky plateau, any land may be remade, lush and arable. The benediction covers up to (Essence x 100) square miles of consistent terrain—all desert, all mesa, all marshland or the like.

At sunset on the new moon of Ascending Water, the character begins casting Benediction of Archgenesis from the geomantic center of the domain she wishes to revitalize. Shaping this spell is a dramatic action that lasts until sunrise. The sorcerer cuts her bare feet so that her blood falls upon the ground. From then on, she walks in an expanding spiral, pouring her life into the earth drop by drop, sacrificing five levels of aggravated damage. At sunrise, clouds gather overhead and release a soft, warm rain to wash the sorcerer's blood into the land.

The effects of the benediction become apparent to the naked eye just after the rain stops. Any snow or ice on the ground has melted completely, and for a few days thereafter, any flowering plants already in the region will bloom. By Resplendent Earth, all the plants throughout the region grow larger and healthier. Animals come to nest and play. By summer, the place is transformed. Desert becomes soil; bogs drain. The Blessed Isle never saw such lush growth. The weather is more temperate, the days blessed only by the briefest of showers. Both local animals and people bear unprecedented numbers of healthy offspring. This effect reduces the difficulty of all Survival rolls in the region by one and increases the typical Compassion of extras from that region by one dot. Transforming wasteland into land where people and wholesome creatures can easily live is a Shaping effect.

Only Adamant Countermagic can disrupt the new environmental harmony if someone uses it for that purpose within the first year. Otherwise, the place remains a lush and fertile land. Although the region's initial, supernatural fecundity will not continue after the first year, the blessed region will remain arable forever, with proper care.

Gaia's gifts have limits, though. Using Benediction of Archgenesis on land that can already be farmed gives one year of frenzied, hyper-normal fertility—followed by 10 years of deadly famine from the exhausted earth.

CHARIOT OF THE BLAZING SUN

Cost: 45m

Target: Summoned chariot

The sorcerer sends a triple helix of red, white and golden Essence toward the sun. Out of the sun ride five horses of white fire, pulling a chariot of pure, golden Essence—a copy of the chariot used by the Unconquered Sun himself, pulled by celestial stallions from his own stables.

The sorcerer needs at least one dot of Ride to control the powerful, spirited sun horses. The caster must include a controlling Ride action in a flurry if she wishes to perform any other action while driving. (See the rules for piloting on p. 33 of **Wonders of the Lost Age**.) If the caster performs no other action that would require a dice roll, the chariot is quite safe to drive and requires no roll.

Since the chariot travels at 750 miles per hour, few opponents could keep up with the sorcerer and her passengers. Should an angry celestial dragon or the like do so, then the searing white flames around the chariot inflict three levels of aggravated damage after every hand-to-hand attack. The same flames devour any missiles save those made of a magical material or those fortified by Essence. Against these, the chariot provides 90% hard cover (see **Exalted**, p. 147) to its passengers. If something forces the chariot to crash, everyone on board takes 45 levels of lethal damage.

The chariot (and its passengers) are not affected or delayed by extremes of environment, even the terrors of the Wyld. It can penetrate to Yu-Shan or the elemental poles, and it deflects any sorcery of the Emerald or Sapphire Circles. The horses continue to run proudly through the sky until they reach the sorcerer's destination or the sorcerer dismisses them, at which point they let their passengers out safely and gallop back to their grooms in Yu-Shan. The horses will not serve after sunset, however, and if the sorcerer tries to force them to, they buck, slip their traces and the chariot crashes. Dispelling the chariot causes it and the horses to disappear, with the same results on passengers as a crash.

THE CHARIOT OF THE BLAZING SUN

Speed: 360/750mph

Maneuverability: -3

Endurance: Until sunset

Crew: 1/2 (only the sorcerer)

Cargo: Five people, or 2,000 pounds

Armor: Infinite

Health Levels: Infinite

Weapons: None

CLEANSING SOLAR FLAMES

Cost: 50m + 10m per 50 square miles beyond the first

Target: Touched shadowland

This spell must be cast during the day at the geomantic center of a shadowland—that place through which all its Essence flows are poisoned. As the sorcerer casts Cleansing Solar Flames from that point, sunlight pierces the shadowland's miasma, shining warmly upon the caster and collecting in growing clouds until a thunderhead of light rises above her, visible for miles. And then, the sorcerer lifts her head in a piercing cry as the sun-cloud impales her with a bolt of golden lightning that passes through her into the ground and explodes outward in a glittering wave. The solar lightning holds the sorcerer for 10 minutes per 50 miles of shadowland she converts. When she is done, the sun-cloud dissipates, and normal sunlight shines over land that is now severed from the Underworld and fully part of Creation once more.

If the sorcerer is moved or her attention wavers at any time during the cleansing, then this entire spell fails. Black storm winds of deathly Essence rip across the sky and scatter the sun-cloud in a terrifying (though harmless) backlash.

CURSE OF UNYIELDING MIST

Cost: 40m


Target: Area

As the sorcerer stands within the area she hates (which must all, in the local tongue, fall under a single name), the sorcerer intones the reason for her rage and names a condition that will alleviate her curse. This condition may be as simple—"The king of this country must kneel before me, and kiss my feet"—or as arcane—"Everyone within this land must speak nothing but the exact truth for a month"—as the sorcerer wishes, as long as it could conceivably be fulfilled within the land's borders. The spell fails if the condition requires actions from the Incarnae, major spirit courts or anyone else with no particular connection to the region.

As the sorcerer speaks, purple lightning flickers in her anima. She catches these sparks and ties them into 15 knots. Tendrils of fog reach from her anima and spread through the cursed land. Dank gray mist fills the land from the ground to 100 feet above. Nothing, even the most immediate of objects, is clearly visible, and even the vague shadows of one's surroundings fade into the grayness within 10 feet. Day or night makes no difference, for the fog shines with its own faint, eldritch radiance. Characters within the mist quickly grow dispirited, inflicting a -2 internal penalty on all



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social interactions therein. (Essence wielders may avoid this penalty by succeeding on a daily Valor check.) The mist covers (Essence x 10) square miles.

Within a month, all the plants that grow within that place have withered and begun to rot. Bizarre fungi grow and spread rapidly, from films of mold to gigantic shelf fungi and puffballs. The fungi will not grow on the flesh of living creatures, but it will grow on their clothes and fingernails, and in their hair. The ecology of decay will eventually eat up anything organic within the mist, but it cannot grow outside the mist and is destroyed by the slightest touch of sunlight.

Invulnerable to all outside forces save the will of the Incarnae—including, once it has been cast, Adamant Countermagic—the mist forever will darken the lives and hearts of everyone within, unless and until the sorcerer's condition is met. If everyone leaves in despair, the mist shall never lift. The evil mist has shrouded few horror-haunted provinces since the First Age, and no one now knows how to lift the curse.

ENEMY OF NATURE

Cost: 50m

Target: One entity or social group

At the end of a chant that invokes the rage of all things natural, the sorcerer utters a name that resounds across the nearby hills and valleys. Some say that a careful listener can hear it whispering through the trees and grasses from over 1,000 leagues away. It must be the specific name of a person or creature, a region or a group no larger than Magnitude 9 (Magnitude 3 in the Mandate of Heaven). At that moment, the owner of that name becomes anathema to all things living. Plants strain to trip or strangle the targets, and even the most docile beast of burden attempts to bite and trample her. All creatures who sense a target of this spell become ferocious and uncontrollable, and they do their very best to kill her with no regard for their own lives. In lands completely devoid of life (only the Underworld and Essence-blasted wastelands really meet this criterion), a target is *potentially* safe. In other regions, the she suffers the following effects:

- She suffers a -1 to -3 external penalty to *all actions* as swarms of vermin and masses of plants impede her, based on the region's fecundity. All but the least hospitable regions of Creation host creatures or roots enough to inflict the least penalty. Lava rats live in the Southern expanses of volcanic stone, for instance, while ice hornets nest in the worst wastes of the North. In the jungles or forests of the West and East, life is so abundant it becomes difficult to accomplish anything

at all. Although this penalty represents the difficulty for powerful entities (an Exalt, a city) to act under such conditions, the massed assault of vermin and insects can kill individual mortals.

- Larger animals attack the target on sight. Massed creatures attack as an unordered mass combat unit with Drill 0. Plants with enough size and maneuverability may also attack. When the target is a social group, creatures only enter mass combat with units of comparable size. For instance, a pride of lions can't really attack an entire town, but they can wipe out a household every night. Very large creatures can count as mass combat units all by themselves. The larger sea monsters, for instance, can attack and destroy whole ships to get at a target.

- Unless a victim travels through a lifeless region, the harassment and danger impedes travel. Halve all travel rates, or consider all terrain extreme when using complex travel.

The Solar has a choice how long the curse lasts. She may curse the target for one month. (An extremely careful person might survive, and a few people from a targeted group might live to spread the tale of horror.) Alternatively, the sorcerer can decree a curse that lasts as long as the targeted name endures. An individual is almost doomed to be tormented by hateful creatures and plants wherever she goes, however long she lives. Changing her name would certainly be a legendary quest, for names are recorded in the stars. Military units, cities and societies can earn different names over time, but the curse endures until no living creature still thinks of the social group by the accursed name. Once a sorcerer casts Enemy of Nature, she cannot revoke the curse.

ESSENCE INVERSION

Cost: 50m

Target: One creature

Twisting her fingers together and flicking them toward her enemy, the sorcerer releases a roiling black and violet beam that penetrates his target's chest. Only Charm-enhanced parries or dodges may resist the beam, in which case the sorcerer's player rolls (Intelligence + Occult) to aim it. Otherwise, this is a perfect attack. Beginning on the action after he's hit, the target suffers 10 dice of lethal damage every five ticks as the Essence of his life rips from his body and twists into black and violet streamers of death. This damage may be soaked only with Stamina and Charms. The curse persists until Adamant Countermagic dispels it, the sorcerer decides to end his torment, or her foe finally dies. As the last of the victim's life erupts and inverts, the death-cloud rushes back into the corpse and dissolves it to nothing.

EVOCATION FROM THE MIRROR

Cost: 40m

Target: One creature

Some societies fear mirrors, and this spell could explain why. It magically evokes a duplicate of a targeted person from his mirror reflection, while imprisoning the original within the mirror. To cast the spell, the sorcerer must be within 100 yards of her target and have a mirror at least the size of her hand within 20 yards. The victim must be conscious and see the mirror, but he can be drugged, bewitched or otherwise restrained. The sorcerer incants a ritual palindrome while making the Mudra of Opposition, only one hand makes the gesture in reverse, while dozens of images of her flicker through her anima.

When the spell is released, the players of the sorcerer and her target make a resisted (Willpower + Essence) roll. If the sorcerer's player loses or ties the roll, the mirror shatters, and the spell fails. If the sorcerer's player rolls more successes, however, the target and the mirror both flash with iridescent Essence and... nothing seems to have happened. Close observation will show, however, that the person has been reflected left to right.

This mirror-person has the same traits and Charms as the original. He also has reversed versions of the victim's clothing and mundane possessions. Any magical possessions transfer from the original to the mirror-person. The duplicate is a complete moral opposite of the original. His Motivation and Intimacies are reversed, so what the original loved the duplicate hates, and vice versa. He will act as his reversed morals dictate, with one addition. He is also the sorcerer's devoted slave, ready to do almost anything she commands. (He might hesitate at working against his Motivation, as even the most loyal servant might.)

The spell traps the victim in an Elsewhere inhabited only by himself and anyone else trapped by this spell. Nothing else exists except when the duplicate's image appears in a reflective surface such as an actual mirror, a pool of water or a pane of glass. Then, the duplicate's surroundings appear (reversed) in the Elsewhere, and the original person can look out the mirror to the real world and be seen there as well. The original does not have to mimic the mirror-person's actions. He can mouth appeals for help, wave his hands and so on.

The mirror-person avoids reflections whenever possible because he doesn't want other people to see his original—and because his own reflection provides the original with a means of escape. If the mirror-person touches a reflection that includes the spell's target, the image and the original resume their proper places.

Adamant Countermagic will also break the spell if cast on either the mirror-person or the reflection that contains his original.

Evocation of the Mirror is much less effective against spirits or any other entity that can dematerialize (including Exalts with suitable spells). The spirit just dematerializes and walks out the first reflective surface that holds his image, as if it were the door to his own sanctum. Then the original and the reflection both exist in Creation. A duplicate is also not destroyed by being forced back to the other side of the mirror. In zones of severely diminished reality such as a Middlemarch or Fair Folk freehold, the reflection can escape the mirror to bedevil the life of his original. On the other hand, if the mirror-person enters such a zone, his original can also escape from Elsewhere with a successful (Willpower + Essence) roll.

GAIA'S REBUKE

Cost: 50m

Target: Creature

The earth itself rejects the sorcerer's enemy, along with the very ground he stands on. As this spell is cast, the sorcerer indicates a target and grandly sweeps her arms together. The ground under her enemy's feet shudders, jagged chasms abruptly surround it, and a circle of it—one yard in diameter wider than the target and 10 yards thick—hurls itself into the sky, trailing a streamer of red and yellow Essence. Living creatures other than the target are shaken free near the ground, landing unhurt. The unfortunate himself, however, finds the column of earth flipping over once it reaches a mile in the air, then driving back down to the ground just as quickly. The ascent and crash take five ticks each, which is all the time the victim has to think of some escape before the chunk of earth smashes into the ground with him underneath it. The victim and his belongings take 150 dice of lethal damage, leaving nothing behind but a pile of rubble as his cairn.


INCANTATION OF THE INVINCIBLE ARMY

Cost: 50m

Target: One army

The sorcerer stands at a high place overlooking her army, lifts her arms and turns her face to the sun. Her anima rises to the sky and meets an answering bolt from above, forming a clear pillar of golden light, threaded with scarlet for the Maiden of Battles. A matching banner of light briefly rises above every soldier who follows the sorcerer. The soldiers' blades spark golden, and their faces glow white with the glory





of the Unconquered Sun. As long as the sun remains above the horizon and the sorcerer's arms remain raised toward it, units she can see receive bonuses to their Might scores equal to her Essence or their own Magnitude, whichever is lower. Furthermore, the units are considered to have Perfect Morale and to be composed of supernatural beings for the purposes of enemy rout checks. The blessing extends to (Essence x 5,000) soldiers, grouped in units no larger than legions.

Clouds will not naturally block the sun's light upon the battlefield. A long time standing with arms raised, however, can tax even a Lawgiver. For every hour the sorcerer holds her vigil, her player rolls (Stamina + Resistance) against a difficulty equal to the number of hours the spell has lasted already. If her arms do fall against her will, the light begins to fade, but the sorcerer has one action to reclaim it. Success on another (Stamina + Resistance) roll, at the previous difficulty + 1, allows her to lift her exhausted limbs again and call back the Unconquered Sun's favor. Otherwise, the spell ends only if she wills it, if Adamant Countermagic is cast, if the sun sets, or if the battle ends.

INVOKING THE EYELESS FACE

Cost: 60m

Target: Caster

Outside Creation, Elsewhere, lies a vast, long-banished intelligence: the Eyeless Face. In the time since the Solars banished it and its race from the world, its once-raging anger has cooled and frozen into an icy, abiding hatred. The Eyeless Face cannot escape the perfect bindings placed upon it, and though its servant-limbs are bound to the will of its jailers and may be pulled from its prison at whim, the behemoth itself cannot—*must not*—be released by external forces. Nevertheless, by the end of the First Age, its jailers' heirs had found a use for it.

The sorcerer makes the familiar pool of oil used to call forth the lesser and greater minions of the Eyeless Face, but instead of pulling anything out, she enters it herself. An hour passes, and she emerges... changed. Though she remains recognizable as the person she was, the skin of her body darkens and grows slightly reflective, while the skin of her face pales. Her eyes become sunken orbs of white as her pupils and irises vanish. She unconsciously mutes her motions, and her posture grows unnaturally still. At the back of her mind, she hears whispered hatreds and seductive assurances of her own superiority. While under the effects of the spell, she benefits from the following:

- If her Compassion is 3 or greater, she need no longer fail Compassion checks to avoid adhering to that Virtue. If Compassion is the Virtue associated with her Virtue Flaw, however, she automatically gains a point of Limit in situations where she would have had to roll.

- Calling forth a batch of greater minions of the Eyeless Face no longer murders any lesser minions she had under her power, and vice versa, though she may still have only one batch of greater minions and one batch of lesser at any one time. Lesser minions under her power begin to heal as mortals.

- The sorcerer gains perfect knowledge of the location of each of her greater and lesser minions, as well as peripheral awareness of their muted, enslaved hopes and fears. If anyone addresses one of her minions as if it were her, she knows it instinctively.

- By spending one mote, the character may shift her senses into the body of any of the minions of the Eyeless Face under her power. While this power is in effect, if the subject is a greater minion, she may speak in her voice through its mouth.

- By spending 20 motes, she may usurp the body of any of the minions of the Eyeless Face under her power, effectively taking its place. Her old body crumbles to dust while her Exaltation and both her souls depart, traveling instantly to her new body and bonding with it as it shifts in form to match her appearance. This journey/transformation moves only the sorcerer herself and not her apparel or any of her belongings. It breaks any artifact attunements she has but otherwise has no long-lasting side effects of which the Solars of the First Age were aware.


Invoking the Eyeless Face lasts until it is subject to Adamant Countermagic. During the late First Age, rumors persisted of another spell, which allowed sorcerers to use the effects of Invoking the Eyeless Face on each others' minions. These rumors made it into at least three surviving pieces of popular fiction written by Terrestrial Exalted during the early Shogunate period, detailing the horrors of the First Age and the infighting between the Solar Anathema. No records confirm the spell's existence, however, not even *The Book of Three Circles* itself.

LIGHT OF SOLAR CLEANSING

Cost: 30m

Target: Area

As the sorcerer casts this spell, the golden rays of the Unconquered Sun coalesce around him in a nigh-tangible nimbus before he finally releases their fury.



Pure and deadly sunshine bursts in a circle outward from the caster. Where it touches anything unloved by the sun, that cursed thing suffers (Essence x 2) dice of aggravated damage as the sun's gaze burns it away. This damage ignores armor. The spell affects all creatures of darkness and objects of similar origin within a number of miles equal to the caster's Essence. Anything destroyed dissolves in a wash of light, and everything in the area of effect looks faded and sun-bleached.

After a casting of this spell, the light within 100 yards dims, having spent its wrath. There's still plenty of light to see by, but the dimming hinders anything requiring truly bright light. Until the light returns to its full potency with the next sunrise, Light of Solar Cleansing cannot be cast within the area.

MIRAGE OF PROTECTIVE SHELTER

Cost: 40m

Target: Area

One of the best ways to protect a person or place is to hide it. After taking the Cast Sorcery action, the character must walk around the area she wishes to protect. As she walks, faint silvery Essence falls from her and forms a line on the ground where she has trod. She must return to her point of origin before the moon next crosses the horizon.

Any creatures that intend to harm the area or its inhabitants cannot approach it. When they get close, the spell makes an unnatural mental attack on them. Unless their Dodge MDVs equal or exceed a value equal to double the caster's Essence, they follow a path around the affected region and cannot perceive it. Spending three points of Willpower lets a character ignore this Illusion effect for one scene, but at the end of that scene, the person finds himself lost again. Mirage of Protective Shelter can deflect entire armies or protect whole provinces.

The mirage normally lasts a number of months equal to the caster's Essence. For long-term protection, the caster must craft (or direct a skilled crafter in building) a silver-and-crystal symbol of the region's protection, anything from a statuette of its presiding god to a stele inscribed with a map of the region. Doing so requires a successful difficulty 5 (Intelligence + [Craft or Occult]) roll to design and then a successful (Dexterity + Craft [lower of Air and Fire]) roll to create. Placing this symbol within the protected region and spending a dot of permanent Willpower prevents the spell from failing until the spell's focus is destroyed or removed from the region.

MYSTIC TRAVEL

Cost: 30m

Target: Unit of travelers

A path exists to convey travelers from one end to the other. The sorcerer reaching out his hand and the path she wishes to follow briefly shines silver and gold. Then the sorcerer yanks, pulling the end of the path to her and her companions. The sorcerer then can travel along the path at 10 times her normal speed: The spell does not actually help the sorcerer move faster. Instead, it shrinks the world—at least for the sorcerer, along that particular path. Any clear path is valid, from commonly used ocean trade routes to animal trails through the woods.

A sorcerer can share this spell with other beings. Before casting the spell, the sorcerer performs a 15-minute ceremony in which she anoints herself, the road and the leader of any unit she wishes to affect (the general of an army, the captain of a ship, the messiah of bunch of apostles, or whatever). Units of any size are valid targets for this spell, from a circle of five to a First Age legion of 10,000 or larger, as long as they all travel with the sorcerer.

The spell lasts until the sorcerer reaches her destination. Any physical breach in the path also ends the spell when the unit reaches it. A broken bridge or dammed river accomplishes this, as do temporary obstacles like a fallen tree that completely blocks a road. Waterborne trade routes rarely suffer such obstructions, but when they do, the obstructions tend to consist of living islands peopled by cannibals—which generally merits greater consideration than a log on a road.

Note: Mystic Travel cannot be combined with other travel spells. Use of one spell breaks the other.

PRESSED BEYOND THE VEIL OF TIME

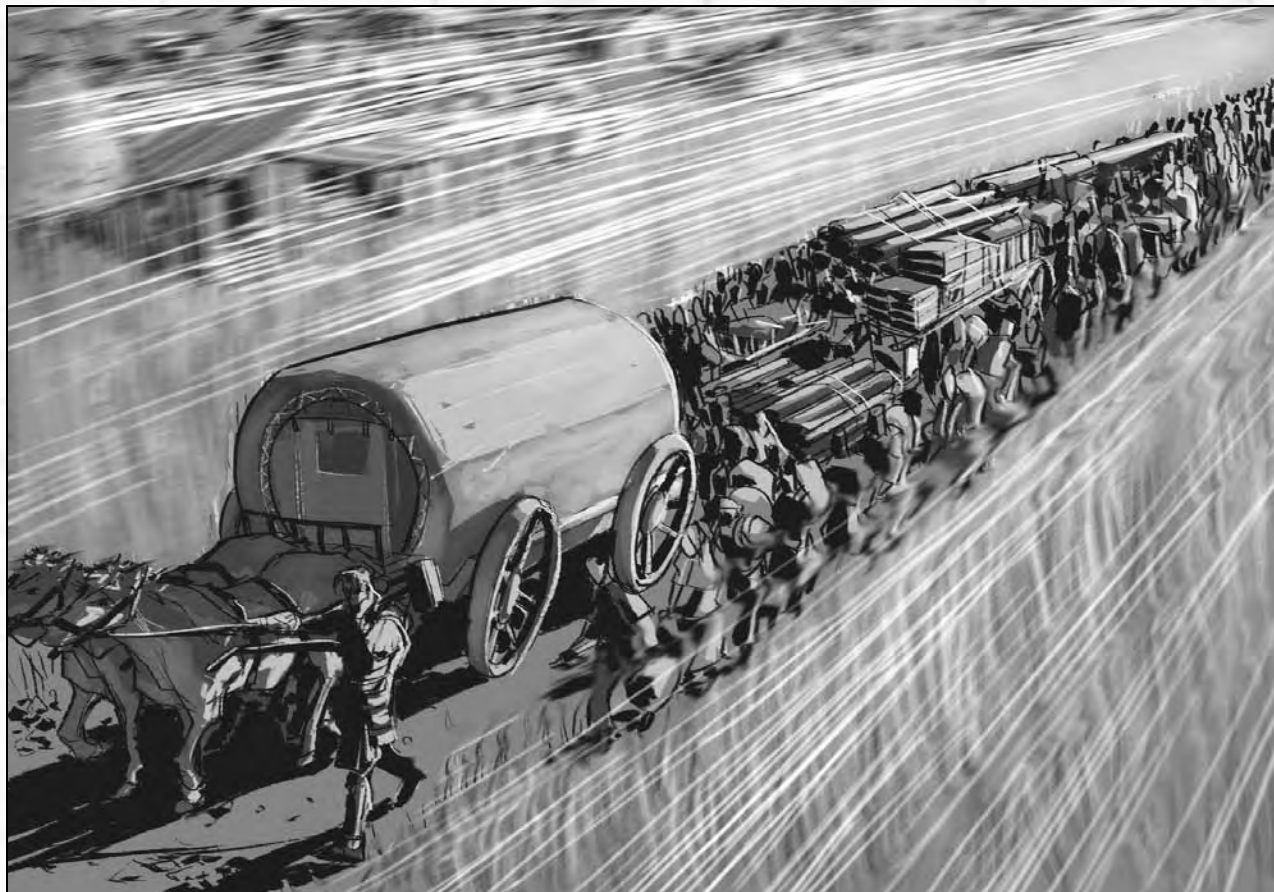
Cost: 60m

Target: Area

This incredibly powerful spell shoves an entire region from Creation into Elsewhere, rendering it immune to invasion as long as it remains there. The sorcerer may target any region that goes by a single name, such as a manse, city or mountain. Affected Dominions may not exceed Magnitude (Essence – 2).

Before casting the spell, the sorcerer must create a perfect miniature model of the targeted area out of Malfean porcelain (a difficulty 5 Craft [Fire] roll). When the Solar shapes the spell, the entire model must burn to ash in a supernatural flame. First Age Solars might have commanded a Fire-aspected





Dragon-Blooded to destroy it. Contemporary Solar sorcerers must probably resort to other sources of magical fire, such as elementals. The ritual of burning takes one entire night, at the end of which the sorcerer performs the Cast Sorcery action and identical but ghostly flames consume the target area. When the region disappears, the Shaping of this spell replaces it with something natural for that area. Somewhere in this replacement exists a door, gate or path that leads into Elsewhere and the protected area. Wearing a ring or pendant of Malfean porcelain lets one pass through this invisible door, and the sorcerer herself can enter or leave any time.

Without an appropriate token, other people can enter or leave the affected region only when it reappears, once every hundred years, to join with Creation for a single day and night. Anything in the part of Creation where the hidden realm reappears vanishes for the duration and returns afterward, with no one aware that anything happened. The territory that replaces a location affected by this spell always has an uncanny air that subtly discourages renewed settlement, though, so these places seldom gain sig-

nificant populations—whether it's a hill no one cares to farm or a lot in Nexus that somehow remained vacant for centuries.

Within Elsewhere, the vanished land fades into misty wastes: Anyone who tries to explore beyond the spell's border finds himself turned around and walking back into the territory in five minutes or less. Time also passes more slowly in Elsewhere. Roughly, for every (caster's Essence x 10) days that pass in Creation, one day passes inside.

Solars of the First Age used these redoubts as safe getaways—and as secure prisons for difficult captives, and some of these prisons still exist. (Such First Age prisons often had other spells or automatons scheduled to activate and keep the prisoners busy so they could not escape to Creation during the centennial day of return.) Even hideaways in Elsewhere could not save Solars during the Usurpation. At the Sidereals' urging, the Dragon-Blooded stormed Malfeas for its porcelain. Equipped with those trinkets, they had anyone who had fled to such a retreat cornered. A common bogeyman story in the Realm suggests that sometimes, the heroic revolutionaries only managed to destroy an Anathema's

porcelain passkey, making it impossible for the Solars to leave... until the next centennial.

A region can stay bound in Elsewhere indefinitely, but the spell can be ended in two ways. A Solar who masters the spell may craft another porcelain model of the hidden place and, destroying it in the same ritual, reshape it back into Creation. At the caster's discretion, doing so may shift the land currently in that location into Elsewhere or merge the two locations as if they had grown up that way.

Adamant Countermagic destroys the spell of displacement suddenly and disastrously. The Storyteller rolls one die: Failure means the hidden land is severed from Creation and drifts free in Elsewhere. Reaching or leaving it is now an epic adventure all by itself. Success means that, instead of being severed from the land that was shaped to replace it, the two exchange places. The land that replaced the original territory takes its place in Elsewhere as if Pressed Beyond the Veil of Time had been cast on that area. The area is subject to Adamant Countermagic as if the spell were still active. Two successes means that, in a stroke of luck, the land in Elsewhere and the land that replaced it in Creation merge, settling around and into one another as if the caster had used another casting of the spell to merge them consciously.

RUNE OF SINGULAR HATE

Cost: 10m

Target: Person

This curse is the blackest, foulest one that an Exalt can utter. It sears and twists the soul of the target and of the sorcerer who pronounces it. The Rune of Singular Hate is but a single word, a word so sharp-edged and hateful that a tongue can give it voice but once in a lifetime—a spell that a sorcerer may cast only once. As a result, the casting time is near-instantaneous. **This spell has special timing rules. The character can cast it as three reflexive Shape Solar Circle Sorcery actions that take 0 ticks.**

To speak the rune, the character must be within earshot of the target, and the character must be able to speak. The target need not hear the word, and magical silence is no protection—the target hears the curse in his heart. The Rune of Singular Hate can target only a single individual, but if that individual is less than a Yozi, a Neverborn or an Incarna, the rune sears him.

The player of the spell's target rolls the value of each of his character's Attributes, Virtues and Abilities—including Essence and Willpower—in which he possesses a score, one at a time. The player cannot botch these

rolls, and 10s do not count as two successes. For every success the player rolls testing a trait, his character retains one dot of that trait. Dice on which the player does not roll a success represent a dot that is lost, immediately and forever, from that Attribute, Virtue or Ability. The sorcerer pronouncing the rune suffers a lesser curse—she loses one dot in every Attribute, Virtue and Ability in which she possesses a score.

Characters with Intelligence or Wits scores of 0 are reduced to mindless vegetables. Characters with no dots of Perception are deprived of all senses and cut off from the outside world. Characters reduced to Stamina or Essence 0 have their lives snuffed out. Characters without any Willpower become will-less automatons, similar to what remains after the Fair Folk consume a being's hopes and dreams. In all of these cases, the character can no longer spend experience and has no hope of recovery. Characters who lose a more expendable trait can purchase it back from 0 to 1 at a cost of 10 experience points. This spell cannot, however, reduce a Virtue below the minimum required for the Great Curse.


SOLAR SANCTUARY

Cost: 70m

Target: Area

The caster must create five jeweled orichalcum statues of himself (Resource cost incalculable) and arrange them around the area he wishes to make his sanctuary. On a day when the sun is high in the sky, five people must simultaneously pray to the caster at each statue. The caster himself must cast the spell at the center of the area demarcated by the five statues. With his Cast Sorcery action, shafts of golden light lance upward from the statues, bursting through any obstacle to reach the sky, where they curve downward to converge above the caster. Sunshine lances briefly through the sorcerer, and a faint transparent dome flickers into and out of visibility over the affected area. This area, which may not exceed a radius of (Essence x 1,000) yards, is now the character's sanctuary, almost arbitrarily under his control. The area acquires the following qualities:

- All demesnes become aspected to the character's Essence, and a manse of the appropriate level spontaneously grows from the ground to cap each demesne. As per Raise the Puissant Sanctum, the sorcerer can control each manse's appearance and function. The sorcerer is automatically attuned to all manses, whose hearthstones appear immediately in his possession. Manses whose aspects do not change continue to produce the same hearthstones; the Solar dictates new and changed manses' hearthstones.



• The sorcerer can reshape the land and structures as if using Wyld-Shaping Technique in the Bordermarches of the Wyld (see **Exalted**, p. 216). If he actually invokes the Charm, treat the region as Deep Wyld. He cannot create magical things, people or portable wealth. Any changes seem perfectly natural to all mortal inhabitants.

• Mortals become susceptible to the sorcerer's will. Reduce the MDVs of all mortals with respect to the sorcerer's will by half as long as they are within the spell's borders.

• The sorcerer can be aware of any place within the sanctuary as long as he is also within its boundaries. When outside the sanctuary, he has only a distinct sense of when it is threatened. He is instantly aware when one of the statues is damaged, and which one.

• The sorcerer can claim motes of Essence equal to the rating of one of the manses within his sanctuary reflexively, once per action. Doing so disrupts the normal flow of Essence and suppresses the normal activity of its hearthstone for the rest of the day.

• By spending one miscellaneous action disappearing and his next action reappearing, the sorcerer may travel almost instantaneously within his sanctuary.

• While within the sanctuary, the sorcerer can see through the eyes of any one of the enchanted statues as a reflexive action.

Should the character desire, he can create multiple sanctuaries. Sanctuaries that border each other may share one or two statues and, once completed, count as a single sanctuary.

The sanctuary lasts as long as the statues all remain intact. Each statue has a bashing and lethal soak and hardness of 20, as well as 400 health levels. It also repairs itself completely when the first rays of dawn strike it. When a statue is destroyed, the sanctuary shatters. The land remains as it has been shaped, as do the demesnes and manses, though the sorcerer is no longer attuned to them.

SOUL SEAL

Cost: 50m

Target: Caster or entity

There are many dozens of words and symbols for dealing with souls, but most of them strike or draw or arrange the souls only after they have left the body or only as a part of the person. Only the Inimitable Sign of the Self can command a soul from the body and shift it to another location, and each such sign is specific to the individual it will affect. Each must be discovered or researched separately.

Aside from that annoyance, Soul Seal takes one minute to cast (i.e., three separate Speed 20 Shape Solar Circle Sorcery actions before the sorcerer can perform the Cast Sorcery action). Once finished, gray light lances from fourth-dimensional directions through the target, severing the higher soul from the body and propelling it into another vessel. For willing targets, the effect is automatic death of the body but preservation of the mind. Players of unwilling targets roll the characters' (Essence + Willpower) in an opposed roll against the sorcerer's (Willpower + Occult). A successful target suffers one level of aggravated damage and loses one point of Willpower. Weaker targets suffer the worse fate: immediate death of the body. It is a small blessing that a hostile Solar Circle sorcerer cannot destroy the mind with this spell.

Once the soul leaves the body, an arc of the same gray light conveys the soul to a new vessel of the sorcerer's choice. It may be anything within eyesight. Well-intentioned castings of this spell generally place the soul in a prepared vessel, either an automaton designed for it to control or a special container to hold the soul while an appropriate body is constructed. First Age soul-detainment receptacles typically included a magically simulated pocket reality to entertain the soul during its residence. Some such receptacles may still exist. Any souls they contain, however, are probably quite mad after so long in isolation.

Placing the soul in another living creature traps the affected spirit. Sentient targets of the implantation may resist it. Their players roll (Stamina + [Resistance or Integrity]) at a difficulty equal to the caster's Essence. Success means the caster must select a new target. Once the soul comes to rest, it becomes little more than a passenger in another person's body, experiencing most of the person's senses but able to do little. Some learn to communicate with their hosts or assume control in the host's sleep. A strong-willed soul might take command of an animal host's body. Cast into flora or stone, the victim of Soul Seal has only faint awareness of the surroundings. Creatures made host by this spell gain an extended life span about equal to the remainder of the victim's remaining natural years. Over those years, they begin to take on the resident soul's characteristics: A person begins to look like the soul's old body, a dog has remarkably knowing eyes, a stone or tree slowly develops what looks like a face, and so on. Resourceful sorcerers, thaumaturges or gods might eventually be able to release a trapped soul.

TECHNIQUE MIRROR

Cost: 50m

Target: Caster

The powerful techniques of the Exalted take time to learn and even longer to master. Luckily, a skilled sorcerer need never bother. The Solar traces the Sign of Reversal on a small, ordinary mirror with his finger while reciting a palindrome. With a flip of the wrist, he sets it spinning above his head, where it continues to rotate for the rest of the scene. For an instant when the caster completes this spell, and every time it takes effect, the sorcerer appears to be surrounded by several body-sized distorting mirrors.

Each time someone attacks the sorcerer within the scene, a perfect duplicate of the attacker appears without flash or fanfare and uses the same attack on the sorcerer's foe. The mirrored attacker looks and acts just like the original did while attacking, and it uses the same dice pools. Attacks and other dice pools are rolled again. After attacking, the duplicate disappears.

Example: A soldier runs at the Solar sorceress Arianna, who has invoked Technique Mirror, and swings an axe at her. As the soldier attacks, a duplicate of him

appears, runs toward the soldier and attacks him with an identical axe.

More dangerously, Crimson Banner Executioner attacks Arianna with his deadly "Last Wall Shatters" Combo. Whether or not he succeeds, a copy of this great Sidereal warrior appears and invokes the same Combo against the original. The duplicate uses the same attack pool and all the same Charm effects.

When the duplicate disappears, any Charm or attack effects cease if they require the attacker's continued presence. A warrior cannot be grappled if there is no body to grapple him. Victims of a grapple are forced into a single Inactive action before regaining control of their faculties. Destroying the mirror that spins above the sorcerer ends the spell, but such attacks are defended by the sorcerer's normal DVs and mirrored by the spell. The spell incidentally grants the mirror 10L/14B soak and 20 health levels.


TOTAL ANNIHILATION

Cost: 65m

Target: Area

Every occult master knows about Ligier the Green Sun, the defining soul of the Demon Prince Malfeas.





Ligier once had another name, however, when Malfeas was a Primordial instead of the demons' home and prison. Circling her hands before her chest, the sorcerer closes her eyes and builds herself into a rage. As she whispers the lost, former name of Ligier, a vivid green spark erupts from her heart to collect her Essence into a roiling, fist-sized orb of emerald fire. The sorcerer flings the orb into the air and directs it with her will toward any target within 200 yards. The sphere constitutes a perfect attack unless opposed by magic-enhanced dodges or parries, in which case the sorcerer rolls (Dexterity + [Occult or Thrown]) to hit. If parried, the orb is not destroyed, but is deflected 1,000 yards away in a random direction—from then on, it can't be steered. Attempting to parry the orb with a mundane weapon merely detonates it at once.

When the orb strikes, it explodes into a column of bright green light 50 yards wide and five miles high. It deals 50 levels of lethal damage to everything within that area. Then, for (Essence x 5) ticks, the column of emerald light sweeps outward at a rate of 10 yards per tick, inflicting another 25 levels of lethal damage per action to everyone caught within in it on that action. Creatures near the explosion can try to outrun the all-destroying glare—this had best include the caster herself, since she is not immune to its power. Once the orb has exploded, the outpouring light cannot be parried and may only be dodged or soaked by means of perfect defenses. The devastation is complete: That which can burn, burns; that which can be broken, breaks. Behind it, the light leaves nothing but a scorched, cracked wasteland. In the thunder of the orb's detonation and the crash and crackle of devastation, one might hear the awful, vengeful laughter of a defeated god, laughing that his conquerors now turn his power against Creation.

Total Annihilation may be countered until the moment the sorcerer hurls the orb. After that, Adamant Countermagic can only parry it.

UNITY OF THE CLOSED FIST

Cost: 40m

Target: Caster and creatures

As this spell is cast, those affected by it stretch and blur into the sorcerer's body, which shifts and shapes itself into a massive composite being. The anima of each entity included in the casting (if they have one) flares in full, iconic glory. No one can be included in this amalgam identity against his will. If the sorcerer tries to include someone who refuses

to join, the spell fails. The composite being has the following qualities:

- Height equal to the tallest member of the composite, plus 25 percent for each additional participant.

- Strength, Dexterity and Stamina equal the highest possessed by any member of the composite, plus one dot for each additional character.

- Health levels equal to the participant with the greatest number, plus one -1 and two -2 levels for each additional character involved. The composite being always forms undamaged.

- Personal and peripheral Essence pools equal to the sums of these pools for all the participating individuals, and the composite entity can use all individuals' Charms, Combos and anima effects. The Dragon-Blooded ability to use reflexive Charms without counting them as the Charm-per-action applies only to *Dragon-Blooded* reflexive Charms. Adjudicate other abilities specific to particular Exalt types similarly.

- Other Attributes and Abilities equal to the highest held by any member of the composite, and the same with Virtues, effective permanent Essence and permanent and temporary Willpower.

- Motivations and Intimacies equal to the sum of the individual participants' Motivations and Intimacies. This blending occasionally causes some problems.

- A composite hearthstone, which allows the merged entity to use the powers of all hearthstones borne by the individual members.

- Composite armament. The weapon's Accuracy equals the highest of all weapons wielded by the individual members, as do its Damage, Defense and Rate equal the highest of those values. Add the composite's Valor to the weapon's Damage. Its Speed is the lowest of all such weapons. Armor confers bashing soak, lethal soak and Hardness equal to the highest such values among any individual's armor; add the composite's Willpower to both soak values.

The spell ends at the end of the scene or when the composite's incapacitated health level is filled with lethal or aggravated damage. If the composite is "killed," it explodes and ejects the individuals who comprised it with only one health level remaining each. Otherwise, all participants are as healthy as they were when they entered the amalgam. Spent Essence is taken equally from the pools of all participants.

Because of the protection their tattoos afford them, most Lunar Exalted cannot be a part of this spell. Attempting to include a tattooed Lunar in this spell causes it to fail.

WINDS OF CONFUSION

Cost: 45m

Target: Area

As the sorcerer shapes this spell and invokes the Maiden of Endings, her anima darkens until she looks like a deep purple silhouette backed by waning light. As she releases the spell, onyx winds sweep from behind her to howl across the landscape. They fill a corridor one mile across, five miles long and 20 yards high. Natural cover does nothing to stop the dark wind. Only sheltering entirely behind one of the magical materials prevents a creature from suffering its effects. The dark wind drains one dot of Intelligence and one dot of permanent Willpower every action (or five ticks) unless a victim's player succeeds at an (Intelligence + Integrity) roll at a difficulty equal to the caster's Essence. Naturally, the sorcerer is unaffected. People with Intelligence 0 stand or sit like zombies unless otherwise motivated. Each trait returns at a rate of one dot per hour. The curse fogs memories of whatever happens while a victim is affected, and anyone drained to Intelligence or Willpower 0 remembers only a vague blur.

WRATH OF THE FIVE ELEMENTS

Cost: 45m

Target: One creature

As the sorcerer's anima builds, he gestures and calls the names of the Elemental Dragons. Each dragon's sigil appears, the set forming a pentagram around him. The sorcerer names the target of the spell while holding three arcane links in his upraised hand—a hair, a swatch of clothing and soil from the target's footprint, perhaps. The links can vary (including the presence of friends or relatives), but at least one must come from the victim's body. At last, the sorcerer speaks the Word by which the Unconquered Sun announced his defiance of his Primordial creators. The sigils flare as the Elemental Dragons each vent their wrath on the spell's target, no matter where in Creation she is.

Once the spell is cast, the victim suffers five deadly attacks, one every five ticks. The sorcerer sets their order or lets them happen at random. Each attack requires a separate (Intelligence + Occult) roll to target, with the sorcerer's Essence added as automatic successes, against a difficulty equal to the target's Dodge MDV. A perfect dodge Charm also lets the target evade one attack per action. Treat each attack as environmental damage (15L, Trauma 4). No conceivable external defenses apply, because the attack comes from within the victim's own body. The victim applies nothing but her innate soak from Stamina or Charms.

- The wrath of the Dragon of Air takes the form of cold. The victim's skin blackens with frostbite as he feels the icy winds of the farthest North rush through his flesh.

- The wrath of the Dragon of Earth turns the victim's bones to stone, while razor-sharp crystals grow from them to slice his flesh.

- The wrath of the Dragon of Fire burns the victim from the inside out.

- The wrath of the Dragon of Water pours surging sea water into the target's blood and lungs.

- The wrath of the Dragon of Wood sets lush, flowering vines sprouting through the victim's skin, consuming his flesh as they grow. If this attack fails to kill the target, the vines wither and drop away on the next action.

No single attack is likely to kill a victim, but five in a row present grave danger to anyone who lacks powerful protective Charms. When an attack kills a victim, the elemental effect completely consumes his body to leave frozen shards, a statue of bloodstained crystal, smoldering ash, a pool of mingled blood and water or a tangle of vines. None of the attacks inflict the slightest harm on anyone nearby, even someone who hugs the victim. The wrath of the Elemental Dragons is most selective.

Finally, a person slain by Wrath of the Five Elements is not completely dead. She immediately appears before the sorcerer, transformed into an elemental of the element that killed her, already bound to serve the sorcerer for a year and a day. The elemental is of a sort that has the same permanent Essence as the victim (so un-Exalted mortals become very minor spirits indeed).



THE BOOKS OF SORCERY, VOL. II

THE BLACK TREATISE™



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THE BLACK TREATISE™

BY JOSEPH CARRIKER, LYDIA LAURENSEN, PETER SCHAEFER,
DUSTIN SHAMPEL AND STEPHEN LEA SHEPPARD

CREDITS

Authors: Joseph Carriker, Lydia Laurenson, Peter Schaefer, Dustin Shampel, Stephen Lea Sheppard

Comic Scripter: Carl Bowen

Storyteller Game System Design: Mark Rein•Hagen

Developers: John Chambers and Dean Shomshak with John Masterson

Editor: Carl Bowen

Art Direction and Book Design: Brian Glass

Artists: DPI Studios (with Embrio and Jaysin), Imaginary Friends Studio (with Jun Kang, Kiat, Kenneth Loh and Tze), Chris "Satyr" Ready, UDON (with Mike Franchina, Scott Hepburn, Marco Nelor and Chris Stevens) and Melissa Uran

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STONE MOUNTAIN, GA
30083
USA

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THE BLACK TREATISE™

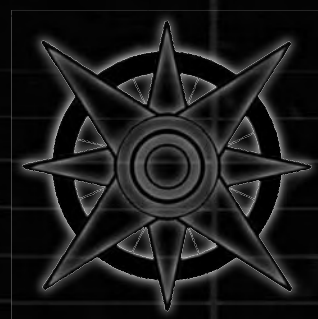


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HEAR ME, MY
SWEET PRINCE OF
SHADOWS.

YES, MISTRESS.
I AM HERE.

WHAT NEWS FROM
THE BATTLEFIELD?
ARE THE INVADERS
IN POSITION?



YES, MISTRESS. OUR
SKIRMISHERS HAVE
DEFLECTED THEM THROUGH
SOUGHING PASS AND ONTO
THE WEEPING HEATH,
AS YOU COMMANDED.

EXCELLENT.



NOW PULL YOUR
FORCES BACK INTO A
PERIMETER AROUND THE HEATH
AND MAKE SURE THE ENEMY
DOESN'T TRY TO LEAVE.

BUT NIGHTFALL
APPROACHES, MISTRESS.
SHOULD WE NOT
ATTACK?



DO NOT QUESTION MY
STRATEGY, PRINCE OF SHADOWS.
YOU WILL CONTAIN THE IMPERIAL
SOLDIERS ON THE HEATH AS
I COMMAND.

I... YES, MISTRESS.

I WAS OVEREAGER.
FORGIVE ME.



MAKE NO MISTAKE, THE
REALM'S DOGS WILL SUFFER
FOR THIS INVASION. BUT
TONIGHT, THEY SUFFER BY
MY HAND ALONE.



NOW GO!



AS YOU COMMAND, MISTRESS.



INTRODUCTION



So, you would learn the dark magic of death? You've come to the right place. You hold in your hand the complete book of necromantic lore for **Exalted**. Within, you shall find more than 100 spells, curses and fell enchantments, all dealing with death, the Underworld and its inhabitants.

Necromancy is the art by which powerful individuals can enforce their will on the Underworld wholesale. It is the Void's counterpart to sorcery. While sorcery draws on and shifts the potentially infinite Essence available in Creation, necromancy uses the quintessential decay of Oblivion to alter like quantities of Essence. Like sorcery, necromancy has three circles: Shadowlands, Labyrinth and Void, also called Iron, Onyx and Obsidian, respectively. Each is roughly equal in might to the equivalent circle of sorcery—but not equal in flexibility.

Sorcery is an adaptable system for achieving diverse effects. A sorcerer can turn people to amethyst, raise a spire of gold or devastate an army with waves of flaming ice. Necromancy is different—it's a potent tool for manipulating the many forms of death and realizing a necromancer's death-related desires. In many ways, a necromantic spell can be more effective than a sorcerous spell of the like circle, but with significantly more limited scope. And in its specific sphere of influence, it nearly always has primacy. Binding

a ghost to one's will is Shadowlands Circle necromancy but Celestial Circle sorcery, for example.

Necromancy is a dark, frightening thing. It scares even the Exalted, not just because of the terrible nightmares it can render real, but because it shatters the illusion that death, after life, is the final repose.

HOW TO USE THIS BOOK

Chapter One: The World of Necromancy

This is why you picked up the book: to learn the mysterious secrets of necromancy! Learn how it works, who teaches it and its daring origins in the pages that follow. Yet beware, for such knowledge can open your mind to the whispers of the Neverborn.

Chapter Two: The Black Treatise of Necromancy

A more fearsome and devastating series of deathly incantations and necromantic castings has never before been collated. They will astound your friends and control your ancestors!

RULES

All of the rules clarifications and additions described in **The White Treatise's** Introduction also apply to necromancy. In addition, there are a couple more points to make with regard to necromancy.



NECROMANCY CHARMS

Before one of the Exalted can learn necromantic spells, he must master the techniques that allow him to focus his will and shape Oblivion's Essence.

SHADOWLANDS CIRCLE NECROMANCY

Cost: —; **Mins:** Occult 3, Essence 3; **Type:** Permanent
Keywords: None

Duration: Instant

Prerequisite Charms: None

Just as sorcery lets the Exalted shape Creation's Essence, necromancy allows them to wield the Essence of the Underworld and death with similar power. Known also as the Iron Circle, Shadowlands Circle Necromancy requires a similar unshakable will and untainted perceptions. This Charm allows the character to take Shadowlands Circle Necromancy actions.

Dragon-Blooded are too tied to Creation and the elements of life to manipulate the Essence of death on this scale. Ghosts are too weak. They cannot learn this Charm.

LABYRINTH CIRCLE NECROMANCY

Cost: —; **Mins:** Occult 4, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Shadowlands Circle Necromancy

Labyrinth Circle Necromancy can instantly create warstriders, devastate battlefields and manipulate the dead without any regard whatsoever for their will. Only Solar and Abyssal Exalted and Deathlords can master this, the Onyx Circle of necromancy. Knowing this Charm allows a character to take Labyrinth Circle Necromancy actions.

VOID CIRCLE NECROMANCY

Cost: —; **Mins:** Occult 5, Essence 5; **Type:** Permanent
Keywords: None

Duration: Instant

Prerequisite Charms: Labyrinth Circle Necromancy

Only the Abyssal Exalted and the Deathlords can achieve this level of mastery over the Underworld. Presumably, the Neverborn can duplicate the effects of this circle, but no savants in Creation know for sure. Void Circle Necromancy can summon the most powerful beasts of the dead realms, curse bloodlines and even return the dead to a semblance of life, if only for a short while. Learning this Charm allows the character to perform Void Circle Necromancy actions.

NECROMANCY ACTIONS

As the dark mirror of sorcery, necromancy requires the same sort of ritual actions to cast. Just like Shape Sorcery actions, Shape Necromancy actions make a character immobile and prevent him from using Charms or Combos, though he can still benefit from persistent effects. He cannot take any other actions, reflexive or otherwise, except to activate his anima effect.

Like sorcery, necromancy is Obvious, and players of characters distracted while casting must roll (Wits + Occult) at difficulty 1 to prevent the spell from failing. Each level of damage suffered from an attack that distracts a necromancer applies one point of external penalty to this roll.

SHAPE SHADOWLANDS CIRCLE NECROMANCY (SPEED 5, DV -2)

The character shapes a Shadowlands Circle spell that she knows. Doing so always costs one temporary Willpower plus the Essence cost of the spell. The character can take a Cast Necromancy action as her next action, releasing the spell and rejoining any battle. If she doesn't, consider the spell interrupted.

Some spells have Speeds measured in long ticks or dramatic actions. War magic often takes effect on the military time scale, while long rituals are interruptible dramatic actions.

SHAPE LABYRINTH CIRCLE NECROMANCY (TWO ACTIONS—EACH SPEED 5, DV -3)

The character shapes a Labyrinth Circle spell that she knows. Doing so always costs two Willpower points, plus the Essence cost of the spell.

The character must take two full actions to shape the spell. She spends the motes and Willpower on the first of these two actions. The character can then take a Cast Necromancy action as her next action, releasing the spell and rejoining battle. If the character does not take these three actions in sequence, consider the spell interrupted.

Some Labyrinth Circle spells have Speeds measured in long ticks. The character must still take two full actions to shape the spell. Other spells have Speeds measured as a dramatic action, in which case the character may shape the spell as a single dramatic action of the length stated.

SHAPE VOID CIRCLE NECROMANCY (THREE ACTIONS—EACH SPEED 5, DV -4)

The character shapes a Void Circle spell that she knows. Doing so always costs three Willpower points, plus the Essence cost of the spell.

The character must take three full actions to shape the spell. She spends the motes and Willpower on the first of these three actions. The character can then take a Cast Necromancy action as her next action, releasing the spell and rejoining battle. If the character does not take these four actions in sequence, consider the spell interrupted.

Some Void Circle spells have Speeds measured in long ticks. The character must still take three full actions to shape the spell. Other spells have Speeds measured as a dramatic action, in which case the character may shape the spell as a single dramatic action of the length stated.

CAST NECROMANCY (VARIES, DV -0)

Characters use this action to loose a spell's effects and refocus from the twisting necromantic energies of the Underworld to the world around her. She still cannot use Charms or Combos or take any voluntary reflexive actions.

The spell now takes effect. If the character is taking part in any ongoing conflict, her player now makes a Join Battle roll for her to rejoin the fray.

NO MOON ANIMA

The No Moon anima ability can be devastating when using sorcery for combat. As described in *Exalted* and in *The Manual of Exalted Power—The Lunars*, the anima ability does not mention necromancy. When your game includes necromancy, the No Moon anima affects necromancy identically to sorcery.

NECROMANCY AND BLOOD

Lifeblood is more than just a viscous, red liquid. It is the symbol of both life and death, and it contains both Essence and meaning. Ghosts and other dead things desire blood because they lack it. They lust for it, and they are tied to it. Blood has power over the things of the Underworld. Even though the spells don't necessarily mention it, any spell that directly affects ghosts involves spilling blood. Doing so may require nothing more than jabbing a finger to shake a drop of blood on the ground (an Abyssal Exalt's bleeding caste mark fills the requirement, too). The blood captures and focuses the necromancer's Essence, aligning it with the ghosts she desires to affect. The amount of blood

required is small enough that it causes no real harm. Most necromancers have no problem with the need (and keep a ready supply of bandages). A few others, such as nephwracks or the Deathlords themselves, find this more of an issue. They must take blood from the living, and generally take far more than they need.

LEXICON

This section lists some terms commonly used in *The Black Treatise* for easy reference. It supplements the Lexicon found in the introduction to *Exalted*.

Ajaian: The oldest school of necromancy views death and necromantic Essence in terms of concealment, misdirection and enlightenment through personal experience of death's mysteries. Also called the School of the Maze, since it takes the Labyrinth as its symbol.

Black Nadir Concordat: The five Exalted who discovered the secrets of necromancy.

fetter: A person, place or thing to which a ghost has a powerful connection of emotion or meaning, from a beloved child to the weapon that killed him. Ghosts draw sustenance from their fetters, either through direct association or by carrying small tokens of them.

hekatonkhire: A unique and often horrifying creature of the Underworld or Labyrinth. They can be slain component souls of Primordials, killed behemoths or spontaneously generated from the nightmares of the Neverborn. They wield power comparable to Second or even Third Circle demons.

hun: The "higher soul" associated with the mind. After death, it reincarnates, becomes a ghost in the Underworld or succumbs to Oblivion.

the Maw: A cult-like school of necromancy that treats every spell as a sacrifice to the all-devouring Void.

po: The "lower soul" associated with the body. After death, it dissipates or becomes a hungry ghost.

Shizuan: A school of necromancy that emphasizes domination and conquest, whether military applications of necromancy or using one form of Essence to "attack" and "conquer" another.

spectre: A ghost driven mad by the influence of the Neverborn or Oblivion. They retain Arcanoi, but have not learned necromancy.

whispers: The half-audible voices of the Neverborn, or of Oblivion itself, that echo through the Labyrinth or a few death-cursed places in Creation. (Also, when capitalized, an Abyssal Background that relies on them.) The whispers of the Neverborn can enlighten, at risk of madness; the whispers of Oblivion just bring madness.





IT'S AN EVIL OMEN, IS WHAT IT IS.

I MEAN, THE SKY WAS CLEAR AN HOUR AGO. WHERE DID THESE CLOUDS EVEN COME FROM? IT'S UNNATURAL.



WE'RE JUST GETTING CLOSE TO THE DEAD WITCH IS ALL. WE'RE BOUND TO SEE WEIRD STUFF.

JUST HAVE FAITH IN THE HOLY DRAGONS AND OUR MISSION, AND WE'LL—

YEAH. SARGE TOLD ME THE SCOUTS SAW A COLUMN OF WHAT LOOKED LIKE BLOOD IN THE SKY A COUPLE MILES AHEAD BEFORE WE MADE CAMP.



HEY, THIS ISN'T RAIN. IT'S BLOOD...



GODS, HE'S RIGHT!

W-WHAT'S HAPPENING?!?

MY DINNER...



BE READY, BOYS. THIS MIGHT NOT BE THE ONLY WELCOME THE WITCH HAS PREPARED FOR US.



HOLY—





WE'RE UNDER ATTACK!

HELP!

AAAAIIIEEE!!!

SOMETHING'S GOT ME!

RUN FOR IT!



CHAPTER ONE THE WORLD OF NECROMANCY

Whereas sorcery changes Creation, necromancy shapes the Underworld. Limited by the nature of its deathly Essence, it is more sharply focused. Some name it more powerful, but only in narrow ways. Call sorcery a knife, and necromancy would be a stiletto. The stiletto is very good at what it does but has little other use, where a knife may be less deadly, but can cut your food or the ropes that bind you.

Stilettoes kill things.

Throughout its history, necromancy has held a dark reputation. People decry it as the power to enslave and destroy ghosts, slay the living and construct terrors of undeath—which it can indeed do. Yet not everyone uses it for these dark purposes. Good things and kind, generous acts have been done with necromancy that could not otherwise be achieved. But they are few, and the evils are many.

HISTORY OF NECROMANCY

Sorcery began in legend as a dispensation to the least among Solars. Necromancy has its own tale of beginning, but it is not one of gifts. It is a story of daring theft and consequences. Herein is recorded the discovery of necromancy, how it was brought to the people of the First Age, and their treatment of it.

FORCING THE DOORS

In the beginning, in the war against the Primordials, there were no sorcerers. Writings that survive from the High First Age suggest this is not so much because the Exalted *couldn't* open sorcery's doors but because they just hadn't yet stolen the keys. There weren't any necromancers either, but for a different reason. There was no Underworld, no Labyrinth and no endlessly hungry Void and, thus, no ever-decaying Essence for the sharp will of the Exalted to manipulate. Death meant only a period of nothingness, a cleansing of the soul and an eventual return to Creation.

When the first Primordial truly fell to the weapons of the gods, never to rise again, everything within and outside Creation felt the change. Where the cycle of reincarnation had once been perfect and unending, something had ended, beginning a chain reaction that (doomsayers claimed) could only end in the destruction of all things. For some, at least, that was true. Once the Primordials knew that they could be killed, once they had seen one of their own become less than nothing, the very nature of the War changed and became immensely more deadly for the Exalted.

Shortly after the end of the Primordial War, the Exalted received the gift of sorcery. With that gift, they shaped

the world on vast scales. But the Underworld reacts feebly to the spells of Creation. Some Exalted sought a way to manipulate the Underworld that they might become its stewards as well. Many sorcerers and theorists examined the Essence of the dead and the Void in efforts to reconcile or recalibrate sorcery and the Underworld.


One circle, though history is vague on whether its members were longtime companions or heroes come together for a single quest, found the secret. After years of study and preliminary excursions into the Labyrinth, three Solar and two Lunar Exalted journeyed to its center, where it begins to disincorporate and fall forever into the Void. One Solar was a sorcerer of utmost power, another a thaumaturgic engineer of immaculate intuition and the third an exquisite diplomat of the Eclipse Caste. The Lunars were of the now-lost Half and Waxing Moon Castes. The first was known for her perfect sense of balance, be it left-to-right, the proper mixture of piety and worldliness or between light and darkness. The second, known as “the Honest,” had enough dirt on all the others to force his way into the adventure. History remembers them as the Black Nadir

Concordat, though surviving texts rarely describe why. Beyond that, records contain only one name, Aja, which could refer to any member of the group.

Together, the five reached the Mouth of the Void at the center of the Underworld, arriving through passages known then to none, passages that gave them access to the floating tombs of the Neverborn. Each tomb was sealed, a cyst that froze around each slain Primordial. The circle used all its power and cunning to penetrate the crypts and discover what remained of a Primordial when it expired. Each new fissure released the dreams and whispers of the contained Neverborn. Mad babblings echoed down the Labyrinth’s halls, transforming its pathways and tunnels into stranger, unpredictable shapes, and many ghosts who heard the newly unleashed voices of the Neverborn disappeared from the Underworld proper to lurk in the Labyrinth’s depths.

The Black Nadir Concordat visited five tombs in turn, the members using their specific skills to escape with their lives and the secrets to necromantic spells. The Half Moon balanced the melancholy they felt with happy memories they had shared, and she weighed the





positive and negative Essence inherent in the final Charm. The sorcerer used her memories of learning sorcery to master the proper methods quickly. The engineer assessed the dangerous energies of the Void and promptly devised protections so that the Concordat would survive unchanged. To his companions' surprise, the Waxing Moon's talent to perceive others' secrets proved useful even against the Neverborn: Seeing what they hid, he turned the knowledge against them. With the Waxing Moon's knowledge, the Eclipse Caste spoke quickly and persuasively to avert their victims' mad wrath. He confused the remnant Primordials with cunning rhetoric and abused their foggy memories of their deaths until their power declined temporarily to nothing.

When the group emerged, each member had changed. Against the wills of the Neverborn, the circle had mastered the Essence of the Underworld and the Void. Word slowly spread, and the secrets of Iron Circle necromancy—the Concordat's discovery, invention and theft—became whispered across Creation, though it was never as widely practiced as sorcery. Mastery of the Onyx Circle would follow mere decades later. The final mastery, however, the Void Circle of Obsidian, would elude necromancers for a long, long time.

And the Neverborn, too, had changed. Half-roused from their slumber, the hatred the dead titans held for their murderers slowly overpowered their fear.

NATURE OF DARK MAGIC

The Black Nadir Concordat always considered necromancy just a tool, beyond the distinction between good and evil. A spell, after all, is what the spellcaster does with it. A spell that shatters someone's soul can defend the weak and helpless. Binding a ghost is as neutral as binding a demon. Necromancy can give ghosts a taste of things as they were when alive, and nobody *has* to demand recompense from the beneficiary. Or so, at least, do many necromancers claim to this day. Yet a hundred generations of terrified mortals would disagree.

Necromancy could be called *collaterally* evil. It taps the energies of the Neverborn and the Void, and its spells tend to have inclement effects on denizens of the Underworld. Shadowlands Circle necromancy is vaguely nasty. Spells of this circle can wreak havoc among ghosts and their ilk, but can have neutral or beneficial effects instead. Spells of the Labyrinth and Void Circles more often harm or destroy ghosts and ghostly creatures incidentally, as less than an afterthought. One Void Circle spell instantly destroys a dozen random ghosts to wear them as a temporary soulsteel skin. The necromancer

BRIGID'S GRAVE GOODS

The mantle that Brigid wore is supposed to have wondrous powers, making anyone who wears it a significantly more powerful sorcerer. Many believe it was buried with her. Whether Brigid actually rose in the Underworld is unknown (and isn't the subject of much speculation, as she's usually considered a figure of myth), but as the mother of sorcery, she certainly had a significant burial.

To the educated, this means that dull reflections of her old possessions now exist somewhere in the Underworld. They might have been excavated long ago. They might even be lost again to the light of the Unconquered Sun. If they remain, however, the panoply might include her black mantle, also called the Mantle of Soot by those few who theorize its existence. (Such theorists compose a select group indeed, for one must first believe in the legend of Brigid, consider her cloak an artifact and then assume or hope that it was buried with her and still exists.) Even though the First Sorcerer's mantle is oft rumored to be among the Scarlet Empress's panoply, the nature of grave goods suggests that a black mantle might still exist in the Underworld.


If the Mantle of Soot exists, it would have powers similar to the Creation-based version. Wearing it allows a character to access a circle of necromancy one level higher than usually possible, and adds five to the necromancer's Essence for the purposes of all necromantic spells.

could cast the spell to protect an orphanage (though she probably won't), but she still must indiscriminately obliterate innocent ghosts to do it.

Supporters of necromancy's use as a tool claim that this casually destructive aspect came about because necromancy's primary innovators since the Usurpation have been the 13 mad conquerors of the Underworld, the Deathlords. Yet, since only some few beings of great evil and the Solar Anathema can master anything more difficult than the Circle of Iron, it's hard to imagine the art could develop any other way.

Perhaps necromancy's proponents are only making excuses. Even the most ardent apologist cannot deny one basic truth: Every necromantic working forces open a brief doorway between Creation and the Underworld, and a little bit of Creation's Essence drains away.





Maybe it doesn't matter. Maybe Creation is inexhaustible. But what if it isn't? What if a necromancer must sacrifice a bit of Creation's future for the sake of present power, thus bringing the end of all things a little closer?

BECOMING A NECROMANCER

Before a necromancer can bend the Essence of the Underworld to her will, she must hone her awareness to the point where she can see through the split between living and dead. It is a fragile line that exists in all things—the living stand on one side of the line, the dead on the other, and a necromancer learns to see that that boundary is more illusion than reality. Achieving this balance requires the would-be necromancer to initiate herself into the mysteries of death through a dark version of the Five Ordeals a sorcerer must undergo. They are called the Trials of the Void.

The first trial is that of melancholy. In many ways, the Underworld is the nadir of all existence. No natural inhabitant of the place has true life—a ghost's experiences are dulled immeasurably from what he knew in Creation, and even his tools and pets are no more than shadows of what was buried with him. Likewise, ghosts aren't truly dead as long as they resist the call of reincarnation or Oblivion. Inhabitants of the Underworld are truly the most unnatural and unwanted of all things. In a study of melancholy, the necromancer must experience true rock bottom. To have nothing left but to continue to live, living almost without purpose, shows the necromancer how little really separates the living dead from those living without cause.

The second trial is memory. To learn the arts of the dead, the necromancer must learn as the people of the Underworld do. Just as the sunless realms change only slowly, shaping themselves to the memories of those who dwell there, the necromancer must engage in self-instruction. He must learn something by exploring his own memories of experiences past, discovering new meaning in old knowledge. When a necromancer has a guide through his initiation, he sometimes passes this trial by mystically exploring another's mind and memories rather than his own.

The third trial is stasis. The Underworld resists change. For most places in the Underworld, one can return year after year after year and see no difference in the landscape or inhabitants. A necromancer must understand this intimately. Those consciously trying to pass the trial often choose a featureless plain in the Underworld, where they sit and remain until enlightenment comes. Others draw this experience from

memory of living in the same unchanging village for years in childhood, or the stasis of marching for months on end through a land that never appears to change.

The fourth trial is infliction. Death comes to all things in time, as the Primordial War proved. And with the Underworld's inception, death became something more frightening than guaranteed reincarnation and continuance. Now, one may languish as a ghost for centuries or even fall into the forever depths of Oblivion. People *fear* death, now. In some manner, the necromancer must inflict total and complete, gibbering, turn-guts-to-water fear of death upon someone else. A student might slowly kill a beloved pet before the eyes of its young master, while another could murder an entire village and leave only one alive with a promise to return for her. Less hideously, an eloquent or passionate speech can leave listeners as mind-bendingly fearful as such awful demonstrations.

The fifth trial is decay. It shares a great deal with the fifth sorcerous ordeal, of sacrifice, but the necromancer must sacrifice through degradation. This loss sharpens the necromancer's mind, opening it finally to the black wonders of necromancy. Sacrifice can be of anything, but the manner must be appropriate. Rather than cutting off a finger, the necromancer ties it off and lets it blacken and die from lack of blood. Instead of severing ties with a lover, the necromancer slowly poisons his relationship with lies or neglect, and its death is all the more painful for it. One might decimate his excellent reputation through repeated demonstrations of fallibility or vice. Regardless, the sacrifice must be done through deterioration for the necromancer to truly understand the slow rot that eats away all Creation.

SCHOOLS OF THOUGHT

The varying philosophical and practical approaches to necromancy developed along different paths than the schools of sorcery. In Creation, sorcery developed all through the First Age. Researchers benefited from open lines of communication. Even in the Second Age, most sorcerers hail from the Heptagram, the Lookshy Academy, the academies of Yu-Shan, or the No Moons of the Silver Pact, with each group maintaining communication among its members.

Necromancy, on the other hand, began during the decline of the Solar Deliberative's reign, when lines of communication between the mightiest Solars had already frayed. Its chief researchers kept most of their discoveries secret from Exalted society and eventually even from each other. After the Usurpation, the only truly puis-

DESTINY LESS KIND

One of the Deathlords had, in life, an intimate understanding of the Salinan Working that wove the trials of sorcerous initiation into the destinies of future sorcerers. This Deathlord almost certainly retains that knowledge, but neither the Deathlords nor anyone else performed a similar miracle for the necromantic trials—and they aren't going to. Not only are the stars of the Underworld different than those in Creation, resulting in a different arrangement of fates for its inhabitants, but such a working would empower the individual over those with experience. Most Deathlords would prefer to restrict necromancy to those whom they teach and guide through the trials. They cannot do so, of course, but it is not in their nature to give up power for others.

sant necromantic innovators were the 13 Deathlords, who spent centuries as lone savants and disciples of the Neverborn, communicating little with anyone, before finally raising their armies and making war against the Underworld and each other. The Sidereals and Lunars continued limited development of the necromantic arts, but never made much progress since they could never grasp anything beyond the Circle of Iron. Never during Creation's history has necromancy flourished under a system of peer review and shared knowledge.

Therefore, no one understands the principles of necromancy as well as the Solars of the First Age understood sorcery. Some necromancers theorize that the black art's apparent lack of flexibility compared to sorcery actually results from the undeveloped state of necromantic metaphysical study. If the Deathlords had the resources and infrastructure of a First Age society, they might bring necromantic understanding to sorcery's level, but they don't. Even if they did, it's unlikely they'd put such an infrastructure to that use.

As a result, the schools of necromancy organize themselves less along lines of theory and more along lines of practical application. They have no Absorptions... yet (see *The White Treatise*, p. 22).

THE AJAIAN SCHOOL

The first philosophy of necromancy, and the most common school of necromantic thought in Creation today, was founded before necromancy even existed. The Black Nadir Concordat first desired a science to shape

the Underworld as sorcery shaped Creation. They put little thought into the side effects of necromancy's use. In underlying methodology, this eldest school borrows equally from the Devonian, Salinan and Silurian schools of sorcery, and this omnivorous (if shallow) appropriation from all three primary schools gave necromancy's founders the insight to master an entirely new form of magic.

The Ajaian School is also called the School of the Maze, especially among the Deathlords, who prefer this title over a name that gives credit to a Solar (or worse, a Lunar, as Aja's identity among the Concordat remains a mystery). The school approaches necromancy as a mystery to unravel. Each student must discover or unearth each secret of necromancy by herself, through deduction or theft. Members of the Black Nadir Concordat were initially blind to the potential existence of Void Circle necromancy, so they saw the Labyrinth as the highest expression of necromancy's might. The Underworld's most potent secrets are concealed, and the Underworld's most potent manipulators must become masters of penetrating that concealment.


THE SHIZUAN SCHOOL

The first truly focused school of necromancy was developed only a short time after necromancy's discovery. Yi Shizu was the first Solar outside the Concordat to learn necromantic magic, and where he had once been a dedicated seeker of knowledge, the experience changed him. He emerged from the depths below Stygia a changed man. As he saw it, he had personally confronted the Neverborn and forced them to submit once more before the Exalted. That they were newly awakened and weak mattered little to him, and he often forgot to mention that two of necromancy's discoverers had helped him. His thoughts turned to violent ambitions once he'd "conquered" the Neverborn.

The Shizuan School concentrates on necromancy's application in the field of war: Yi Shizu pioneered spells to create warstriders using the destructive resonance of the Underworld's necrotic Essence. Its followers see necromancy as mustering one set of forces to attack another; each spell is a battle between the Underworld and Creation. The Shizuan School is also called the School of the Legion, and the First and Forsaken Lion is its most prominent adherent.

THE MAW

Necromancers whisper that the Maw was founded by the first Exalt to realize the potential existence of the Obsidian Circle. Through the first several centuries of



necromancy's development, the prevailing wisdom held that necromancy reached its limit in the Labyrinth Circle of Onyx. To many necromancers, the revelation of a deeper form of necromancy, just out of reach, rendered many Ajaian teachings obsolete. No longer was necromancy's highest expression the deceit and confusion of the Labyrinth. The Void does not conceal—it devours.

Adherents of the Maw see necromancy not as a science, but as an act of devotion. Every spell is a prayer, and every casting a sacrament—or sacrifice. The Maw is less a school than a cult. Its students insist that each time a spell of necromancy is cast, Oblivion's mouth yawns just a bit wider, becomes just a bit more prepared to devour Creation whole.

Despite its stated rejection of deceit in favor of destruction, the Maw has two factions, one public and one hidden. The most common face of the Maw encourages worship of the Neverborn as the gods of the Void. This school is common among the Deathlords and is the school most commonly taught to their servants. The Bishop of the Chalcedony Thurible is its most prominent adherent.

The second, hidden face of the Maw encourages worship of the *Void itself*, bypassing the Neverborn entirely as pathetic, irrelevant twice-conquered beings. This heresy is heavily suppressed everywhere, even (*especially*) among the nephwracks, though heretical Maw cultists insist that at least one Deathlord subscribes privately to its philosophies.

WHO LEARNS NECROMANCY

Creation holds fewer necromancers than sorcerers. Necromancy's fundamentally lonesome nature ensures that far fewer who seek to learn it succeed, and fewer necromancers willingly pass their teachings to others. Master/apprentice relationships are fraught with tension, and every necromancer fears he will someday pass into the Underworld as a ghost, vulnerable to spells he once mastered which his student now wields.

NEPHWRACKS

Ghosts cannot master necromancy, but nephwracks can. That discrepancy is a theoretical problem that many ponder but none can satisfactorily answer. After all, a nephwrack is nothing more than a ghost who has lost her mind to the Labyrinth and the Abyss. Some necromantic spells can even return a nephwrack to sanity. Many savants concern themselves with why this division exists, but few agree on an answer.

Deathlords propose a reason that partially satisfies them. They cannot prove it with their First Age theo-

ries of Essence manipulation, but they agree that the patronage of the Neverborn gives nephwracks access to the Shadowlands Circle. No Deathlord readily follows the logic to its conclusion—that as ghosts uplifted by the Neverborn, they are not much more than especially powerful nephwracks themselves.

Tainted by the whispers of the Void and driven to love it with a mad passion, nephwracks hear the voices of the Neverborn resonating in the depths of their souls, and they respond to what they hear. Their taint enables them to grasp the forces of necromancy. The most powerful nephwracks master the Shadowlands Circle Necromancy Charm by traveling to the edge of Oblivion's maw and communing directly with the Neverborn in their floating temple-tombs.

Nephwracks have an easy time with the Trials of the Void. As ghosts themselves, they already possess much of the nature necessary to control negative Essence on that scale. And it's easy for a nephwrack to understand the practices of infliction and decay. Many pass through the initiation effortlessly as they drift, hunt, howl and kill in the Labyrinth, pausing only to turn the experiences into necromancy when the whispers of the Neverborn tell them to.

With necromancy, a nephwrack learns to command and enslave the ghosts that are her former peers far more effectively than she could through the native arts of the dead. Terrible spells such as Summon Ghost and Black Candle Visage allow a nephwrack to warp and bind her fellow dead to her will and her service. Yet, ghostly necromancers operate under a limitation not suffered by the living. Many of the spells for brutalizing the dead require hot blood to cast, and the blood of ghosts, when ghosts bleed at all, is impotent. For this reason, just as living necromancers traffic with the dead, dead necromancers must traffic with the living, exchanging favors and services for the blood through which they assert their dominance over the Underworld.

Nephwracks learn spells from several sources. Like any necromancer, they may learn from more experienced necromancers. These are usually other nephwracks. The less experienced nephwracks indenture themselves to their more powerful cousins, who often use them harshly. Therefore, a nephwrack is more likely to seek out a Deathlord for spells. Deathlords often ask favors of nephwracks, but rarely anything worse than an Abyss-touched ghost would do on its own.

Some nephwrack necromancers learn how to derive the principles of new or traditional dark magics from the death-murmurs echoing in their heads. The echoes

released by the Black Nadir Concordat still ring through the halls of the Labyrinth and carry some vestige of their original power. In the last few years, a few nephwracks have sought training from the Deathlords' new favorite pupils. The Abyssal Exalted have not been around long enough for that option to become standard, but some nephwracks consider the deathknights allies and potential colleagues.

Nephwracks who explore the Underworld more deeply might find spells recorded in ancient tomes from the First Age. Mysteriously, some books of sorcery buried with their owners shift to become grimoires of necromantic spells when they appear as grave goods in the Underworld. Finally, the least common source of necromantic knowledge for nephwracks is from the few necromancers of Creation. Sidereal Exalted occasionally find it worth their while to trade a spell for a favor from the damned ghosts, and even the Lunar Exalted sometimes become so desperate.

Deathlords (and other powerful entities) occasionally experiment with ghosts learning necromancy. Some use lessons and tutors, others are more brutal. One researcher drove a ghost mad with the whispers of Oblivion and "saved" her from that madness five times before the subject shriveled inward on herself and disappeared into the Abyss. Still, if someone could learn how to teach necromancy to ghosts, he would have not only an enormous body of willing students, he would have a near-limitless army of volunteers for any ambition.

GHOST-BLOODED

The most numerous necromancers in Creation may be the Ghost-Blooded. Ghosts of both genders bear children to the living for many reasons, but sometimes, they want to command the occult might of necromancy, if only by proxy. Would-be sires of necromancer-kings must beware of the process backfiring, though. Most ghostly parents who conceive children for this purpose work tirelessly from a child's birth to instill unshakable loyalty in his heart. Pity the wraith who fails to retain control of her child, as she has little recourse and no shelter should her necromancer son tire of her.

Other Half-Dead are specifically kept away from all necromantic knowledge by parents who fear this outcome... a safeguard especially common among ghostly rulers who wish to raise blood-bound ambassadors to the world of the living.

The Deathlords employ many Ghost-Blooded necromancers. The Abyssal Exalted and their masters face less danger from necromantic spells, and a Half-Dead majordomo with a grasp of the Shadowlands Circle's dark

magic can help in many situations. The best bet for a Ghoul with necromantic aspirations and an uncooperative parent—outside of the Raiton Academy (see pp. 18-19)—is to align himself with the armies of Oblivion.



DEATHLORDS AND ABYSSALS

While Ghost-Bloods are perhaps the most common necromancers, the most potent are the Deathlords and their newest slaves. Only Deathlords and Abyssal Exalted can master necro-

mancy of the Void Circle. *Every* Deathlord has mastered Void Circle necromancy, and the deathknights are its most promising students of late.

At least one Deathlord subscribes to every school of necromancy, and few Deathlords withhold necromantic knowledge from their Abyssal disciples. Some fear that the enlightenment of the Void would bring knowledge enough for the Abyssal Exalted to free themselves from bondage, but they know the difficulty of impeding the Exalted. Even Deathlords who fear their servants typically resign themselves to portioning necromancy out carefully rather than trying to hide it away. A number of Deathlords make necromantic instruction mandatory. Slowly but surely, the Abyssals are becoming an army that can channel the energies of the Void directly into Creation's heart.

Rogue Abyssals have a more difficult time, but a few manage to steal necromantic instruction manuals before defecting. Most Deathlords take a wait-and-see approach with such renegades. As the Deathlords see it, mastering necromancy can only lead a rogue Abyssal back along the path to damnation and Oblivion. Some Deathlords, secretly and through third parties, provide necromantic secrets to the rogues whose Monstrances of Celestial Portion they possess, tempting their prodigal students back into the fold.

SOLARS

As the Solars return, they find their way back to the arts they discovered in the past, and necromancy is one such art. Solar necromancers are few thus far, but as time goes on, more will rediscover the black magic of the Underworld. And yet, necromancy is one of the few fields in which Solars are not the paragons of excellence. A Solar cannot learn Void Circle Necromancy, though she can master the Shadowlands and Labyrinth Circles.



A Solar could learn necromancy in any of the usual ways—anything from a copy of *The Book of Bone and Ebony* to enrollment in the Raiton Academy, from discovery of the Cenotaph of Urosh-Kar to theft of secrets from a Deathlord. Solars are masters of unorthodox solutions to complex problems, and the quest for necromantic power is just such a challenge.



LUNARS

Necromancy is the birthright of the Lunar Exalted as much as anyone else. The Black Nadir Concordat boasted two Lunar Exalts among its members. Brigid made her journey alone, but necromancy came from cooperation between the Chosen of the Sun and the Moon. And yet, the Silver Pact is harshly divided on the subject of teaching necromancy to young Lunars now.

“The Honest” and the nameless Half Moon were equal to their Solar compatriots on the quest to unearth necromancy’s secrets, but after the discovery, they were relegated to secondary positions in the Black Nadir Concordat, because they could not learn necromancy

past the Iron Circle. Yet, such a legacy does not explain the controversy among the Silver Pact. Lunars are survivors and pragmatists, and necromancy can be a useful tool.

Many Lunar Exalted devote their lives to ensuring the survival of Creation, of humanity or of something else they hold dear. If the Maw whispered the truth and every necromantic casting erodes the barriers between Creation and Oblivion, then necromancy simply isn’t safe no matter how or why it’s used. Centuries later, when spies brought reports of the Deathlords actually casting spells of the previously hypothetical Obsidian Circle, many Silver Pact elders were convinced and swore they’d purge necromancy from Creation.

Other Lunar elders disagree. Lunars, they point out, were integral to necromancy’s discovery. A Lunar, they insist, was the first to truly master necromancy, as evidenced by *The Skull Diary*. Since necromancy’s Underworld-derived power opposes the energies of the Wyld, it’s an invaluable tool in patrolling Creation’s borders. They insist necromancy is part of the Lunar heritage and refuse to stop teaching it. Nor do they tolerate without challenge attempts by their ideologi-



cal rivals to block young Lunars from learning the art if they wish to do so.

Creation being so huge, and Silver Pact elders being so rare, a Lunar who wishes to practice necromancy might need to travel far to find a mentor who promotes necromantic practice among the Chosen of Luna, but the task of finding such a mentor is never impossible.

Most Lunar necromancers follow the Ajaian school, though a few adhere to the traditions first set forth by Yi Shizu and use their necromancy to bolster their savage armies. If any Lunars follow the Maw, they keep either their beliefs or their existence hidden from Lunar society as a whole.



SIDEREALS

In contrast with the Lunars, Sidereals really do take an entirely pragmatic approach to necromantic study. Sidereals study necromancy when they receive positions that take them into the Underworld, or to better qualify for such positions should a Sidereal actively seek one. The Five-Score Fellowship knows the dangers inherent in the Underworld's magic but feels confident it can keep any damage contained. With their view of Fate, the Sidereals can see how necromancy affects Creation and make sure such damage is repaired quickly. Additionally, their own Fate-weaving Charms show little power over the Underworld and its denizens, and the Sidereals hate seeing anyone beyond their power. Some Sidereals argue that necromancy's principles aren't sufficiently understood, and the Chosen of the Maidens should play it safe and leave the uncertain alone, but other Sidereals most often veto this argument in committee.

Sidereals cannot learn any necromancy beyond the Circle of Iron, and attempts to master Labyrinth Circle Necromancy always result in messy and painful failure. A young Sidereal necromancer typically learns the Ajaian tradition from his mentor or sifu and receives limited access to necromantic spells based on what his superiors believe he needs to fulfill his duties. A Sidereal necromancer usually tries to seem unaffected by the Trials of the Void, in order to preserve the illusion that necromancy is simply one tool available to him. This seldom works. The capable Sidereal necromancer can look forward to a future of Underworld-related assignments as his colleagues in Yu-Shan seek to keep him away from them. Sidereal necromancers face as much distrust from their peers as any other practitioners of the black art do.



DRAGONS OF A DIFFERENT COLOR

Dragon-Blooded cannot learn necromancy—usually. The savants of the Heptagram and other repositories of mystical knowledge recognize a very rare trait that occasionally surfaces in the bloodlines of the Terrestrial Exalted. It might have been bred into Terrestrial families through Old Realm experiments, or it could be the result of mingling a Terrestrial bloodline with that of the Ghost-Blooded. This rare “defect” produces Dragon-Blooded with unusually pale skin, and whose elemental aspects and manifestations appear wan, though they aren't actually weaker than that of any other Terrestrial Exalt. Attuned to death, these rare Exalted cannot master Terrestrial Circle Sorcery. Instead, Shadowlands Circle Necromancy is their birthright, if they can pass the initiation and find a tutor.

No more than one Dragon-Blood in a thousand shows this recessive trait. In the Threshold, death-attuned outcastes find their own way. Occasionally, one wrests knowledge of the necromantic arts from a cowed nephwrack or submits to tutelage by the Deathlords, but most remain forever unaware of the truth behind their pale skin and fragile health. Among the Dynasts, such individuals would bring shame on their Houses and families for tainted blood—if they were ever found out. Dynasts who evince this capability are hidden away by their Houses, both to avoid the dishonor of having an impure bloodline and to conceal the existence of what almost every House leader considers a secret weapon.

Luckily, only the sharpest graduates of the Heptagram are likely to recognize the taint and what it means. A character's player must succeed at an (Intelligence + Occult) roll at difficulty 3 or (Intelligence + Lore) at difficulty 4 to grasp the basics of the blood. Higher thresholds on the rolls reveal more information about (and uses for) such Dragon-Blooded.

The animas of these Dragon-Blooded, after they learn the Shadowlands Circle Necromancy Charm, grow tainted with the elements of the Underworld. Aspects of Air are surrounded by prayers whispered on conjured breath. Aspects of Earth glow with the dark-hued energies of Underworld jade. Aspects of Fire summon pale or discolored ghost-flame. Aspects of Water are spattered with blood. Aspects of Wood cultivate dry and fragile growths of bone from their skin.





GODS, DEMONS AND OTHER QUESTIONABLES

Few spirits use necromancy, or would want to. Most are too strongly tied to Creation to shift even a moth's breath of necromantic Essence. They use sorcery or their own idiosyncratic Charms for their world-shaking effects. Yet some few do gain the power. Gods whose influence relates to death, decay, emptiness or similar themes might wield necromancy instead. Whether any gods at all possessed this ability before the Exalted discovered necromancy is questionable: Did their nature change after that discovery, or did their strange powers inspire the Exalted to seek it in the first place?

Gods who have the ambition, or simply the nature, might corrupt themselves or allow an Abyssal to corrupt them to the aspect of death. Such gods abdicate their offices and responsibilities in the Celestial or Terrestrial Bureaucracies (though all known "resignations" thus far have been by lesser gods) and become gods of the Underworld with similar influence and tainted powers. Since the Underworld has no natural gods, defectors find free reign there, though ghosts are a little better armed against gods than mortals are. Gods who desert Creation in this fashion almost invariably use necromancy rather than sorcery, if they are puissant enough to wield either—though they avoid challenging the mighty Deathlords.

Elementals, as literal aspects of Creation rather than bureaucratic guardians or overseers, can never learn necromancy in any form—as far as anyone knows. If they, like gods, can be corrupted into the Underworld, the more powerful elementals might acquire that ability. What such elementals would become remains a matter of pure speculation, for no encounters with fallen elementals have been recorded.

Demons, like gods, are too fundamentally bound to their masters' natures to use necromancy. The Yozis are not of Creation, for they hate it and it hates them, but the Essence of a world created by their siblings' deaths—that is even more discordant with their wills. Still, that does not mean no demon ever learns necromancy. Demonkind varies widely, and even in ruin, the Primordials can give their spawn almost any aptitude they desire. Iminios, Last of What Crawls Beneath, and Wrent, the Centurion of Loss, Messenger Soul of the Last of What Crawls Beneath, both wield necromancy, and potently.

Other and stranger things can also wield necromancy. Such things include horrors of the Underworld—entities fouler than ghosts and nephwracks

that lurk in the darkness of the Labyrinth. Some of them come in groups. Ghosts or the most daring living explorer-scholars have classified some of these creatures. The mightiest, called hekatonkhire, can be almost anything; each of these horrors commands powers as unique as their appearances. As creatures of death, many hekatonkhire can use necromancy. (For a sample hekatonkhire, see p. 58.)

Other potential necromancers include the strange progeny that might come from a living creature's or spirit's union with a hekatonkhire or other Underworld beast. Each unique entity (or race, if the world is unlucky) could have the inborn potential for necromancy.

ACADEMIES OF NECROMANCY


Each Deathlord's force could be considered a necromantic academy. Every Deathlord mastered the Obsidian Circle long ago, and most of them either teach their servants directly or assign them nephwrack or Ghost-Blooded tutors. Yet, the forces of the Deathlords are not the only sources of necromantic knowledge in the Age of Sorrows.

THE RAITON ACADEMY

For centuries, Nightfall Island in the Southwest forbade its Ghost-Bloods from learning necromantic secrets. The living and half-living served the dead, and necromancy upset the rightful order set forth by the ancestor cult. Then, the Deathlords rose to power and overthrew Stygia's government.

An ambitious Ghoul called Seven Whips made a persuasive argument to Nightfall's rulers: As long as necromancy was forbidden, those half-living with necromantic aspirations would feel the siren call of the Deathlord's armies. He asked his lords which would be worse, Ghost-Blooded necromancers in service to the state, or Ghost-Blooded necromancers in service to its enemies? Seven Whips was at that time the general of Nightfall's armies and well liked by the nation's living population. The veiled threat behind his reasoned argument was not lost on Nightfall's rulers. Though they feared to give the living power over the dead, Nightfall's rulers ultimately feared losing their independence more.

Seven Whips proposed a grand college of necromancy. He personally would depart and seek tutors while the premises were under construction. He returned within a year, having learned the black art himself in parts unknown. The speed at which he'd developed his talents led some to whisper he'd been a necromancer



all along—and perhaps his persuasive arguments alone hadn't swayed Nightfall's ruling council. These allegations were never proven. He also brought several other necromancers, however, and a copy of *The Book of Bone and Ebony*. The Raiton Academy had its faculty.

Today, the Raiton Academy is the largest independent school of necromancy in Creation. Admission fees for foreigners are high (a Resources •••• purchase every year for seven years; for Nightfall citizens, the cost is Resources •••). Yet the academy's official policy is to admit anyone—Ghost-Blood, enlightened mortal and even the Anathema, as long as they agree to come to Nightfall's defense for the duration of their stay and during an indentured period thereafter. Usually, the indenture serves as a way to purchase longer-term aid with kindness. Nightfall's rulers forgive graduates their indenture and allow them to go, earning more allies in the process. Only students judged to hold no goodwill for the Raiton Academy are actually forced to stay. It remains to be seen whether the Raiton Academy would admit the Abyssal Exalted, since the school was founded to counter the power of the Deathlords.

Seven Whips himself is long dead, and upon death traded his stewardship of the academy for a prominent seat in Nightfall's council chambers. His necromantic talents passed with his life, but he still makes time for guest lectures and personally presides over graduation ceremonies. Over the centuries, rebellious students have bound him twice, but the harsh punishments handed down by Nightfall's courts have dissuaded any from trying again.

THE CENOTAPH OF UROSH-KAR

Within 50 miles of the Cenotaph of Urosh-Kar, there are no shadowlands. Nor are there any zones of Wyld influence. Nor are there any demesnes or manes or gateways to Yu-Shan. Nor are there even any settlements.

The Cenotaph is a standing stone of flat, rusting iron; smooth, polished onyx; and jagged, glittering obsidian. Interlocking circles of pitted, black basalt surround the central obelisk. Thin rings of soulsteel, like twisted, half-melted clockwork artifice, curve up from the ground, loop around the pillar and descend once more to bury themselves. Taken all at once, the Cenotaph of Urosh-Kar looks like a single huge machine, long broken and half buried. In recorded memory, no one has activated it. No animals approach it unless compelled by Charms, nor do birds fly overhead. It is

surrounded only by stillness and silence for as far as the eye can see and the ear can hear.

And yet, it moves. No one ever finds the Cenotaph of Urosh-Kar in the same place twice. The enigmatic ruin seems to favor the Northeast, and savants record it appearing there more often than any other direction. This pattern, however, could simply reflect the fact that the Northeast is the most populated area where it appears, which would make it more likely to be noticed.

The astrology of Creation cannot reveal the Cenotaph's current location, for the Cenotaph exists outside Fate. So does anyone standing within five miles of it. On the one occasion when a Sidereal Exalt could inspect the mechanism in person while remaining in contact with the Bureau of Destiny, observing its location astrologically revealed only featureless, unremarkable forest. Some Sidereals suggest the Cenotaph was an attempt to create a second Loom of Fate, or perhaps a gambit to bring both the Loom of Fate and its Underworld counterpart, the Calendar of Setesh, under the control of a single device. For whatever reason it was built, the endeavor failed so badly that it erased its creator from existence and unhinged itself from any set location. What's known is the creator's name—Urosh-Kar built the device, and his name floats into the mind of anyone who sees it.

While the Cenotaph's position cannot be found through the astrology of Creation alone, it can sometimes be deduced by cross-referencing the stars of both Creation and the Underworld. The Deathlords send servants to examine Creation's stars from time to time, and they send their Abyssals to visit it. Although no shadowlands exist in the direct vicinity of the Cenotaph, the whispers of the Neverborn can be heard as clearly as if one stood on a platform suspended directly above the Mouth of Oblivion, equidistant from all the temple-tombs of the fallen Primordials.

An Essence channeler who meditates at the complex of stones and monoliths and obelisks can self-initiate into any one circle of necromancy. Furthermore, seekers who find the Cenotaph sometimes leave with a new necromancy spell, previously unknown, despite engaging in no research time at all. It is almost as if the dead machinery of the complex freely gifts pilgrims with secrets.

Were the Cenotaph or Urosh-Kar stationary, a Deathlord would undoubtedly have claimed it by now, but it moves, and no seeker ever finds it twice. At least, no one admits to having done so.





NECROMANTIC TOMES

Necromancy has fewer tomes dedicated to its practice than sorcery does. The wide dissemination of necromantic knowledge goes against the interests of the art's most potent practitioners, so extant books of necromancy remain securely hidden from the uninitiated.

THE BOOK OF BONE AND EBONY

Brigid wrote two books, *The White Treatise* and *The Black Treatise*, to explain the principles of sorcery and teach the first five spells ever created. In the years after necromancy's invention, the five discoverers sought to spread their knowledge slowly, amongst those whom they wished to place in their debt. They collaborated to pen the first treatise of necromancy and named it simply *The Black Treatise*. Students of necromancy knew from context which so-named treatise a speaker referred to, and the deception slowed the spread of the news. The guide's name symbolized the difference between the two schools of magic. Necromancy is purer in intent than sorcery, but also narrower—it did not need a *White Treatise*.

Since those bygone days, the existence of the magic of the Underworld has become more common knowledge. Now, to distinguish the founding text from Brigid's original *Black Treatise* of sorcery, this book is most commonly called *The Book of Bone and Ebony*, or, occasionally, *The Black Treatise of Necromancy* or *The Second Black Treatise*. Scholars point to the inversion of black and white, bone and ebony, as representing opposition between the two sorts of magic.

The Book of Bone and Ebony is more efficiently written than the first guidebooks for sorcery. The bulk of it—the “*Book of Bone*”—is a guide to self-initiation in the necromantic arts. The last 20 pages—the so-called “*Book of Ebony*”—use a variant of Silur's notation techniques to lay out the first five necromancy spells ripped from the dead brains of the Neverborn: Iron Countermagic, Piercing the Shroud, Raise the Skeletal Horde, Rune of Sweet Passing and Summon Ghost.

The instructions in *The Second Black Treatise* are not entirely safe. The book advocates using the purest font of necromantic knowledge of which its authors were aware: the whispers of the Neverborn. Disciples of *The Second Black Treatise* must travel into the Labyrinth and strain to hear the dead Primordials' babblings to complete their lessons—a dangerous task for the living and especially for the Neverborn's enemies.

Traditionally, would-be necromancers dress in nondescript funerary garb and travel into the Un-

derworld disguised as ghosts, seeking a Labyrinth entrance relatively free of nephwracks and plasmic horrors and meditating just inside it until they glean the proper insights. They then depart to fulfill the Trials of the Void. Such entrances are rare, and the living have much difficulty disguising themselves as the dead, so the journey is often perilous. Today, there are safer tutors.

Availability and Cost: *The Book of Bone and Ebony* is forbidden in most civilized nations, and the others haven't heard of it. Anyone who seeks a copy must expect to find it a Resources •••• purchase, involving dangerous and untrustworthy people.

Artifact Level: •

THE SKULL DIARY

When first discovered, this tome, which gives itself no title, was not written in ink on paper. It was inscribed in a complex Old Realm cipher burned into the crania of 1,000 human skulls ranging from infants to old men. A few were the skulls of mutants, displaying properties common to the Wyld-addicted from all four corners of Creation. The skulls were piled in a disorganized heap at the steps of the Senate Chamber of the Solar Deliberative, five years before the Usurpation. Not a single witness saw who scattered them, nor were any signs of the stranger's identity found afterward.

Once organized, partially deciphered and scribed in a more readable format, *The Skull Diary* was found to be the personal research journal of a necromancer of some skill. This necromancer had deduced the existence of the Obsidian Circle and laid out just how one could self-initiate in its secrets—theoretically, if one possessed the potential to master such a Charm. By the time of *The Skull Diary's* appearance, the small necromancer population already suspected the existence of the Void Circle, but *The Skull Diary's* arguments stood out for two reasons.

First, no one then had actually achieved the Circle of Obsidian or made any solid suggestions how to reach that necromantic pinnacle. Second and more importantly, the arguments and deductive paths taken by *The Skull Diary's* author were unlike the lines of investigation pursued by any other necromancer. Whoever the work's author was, he or she had clearly done the research alone. The nameless necromantic savant had made brilliant deductive leaps while also completely missing other common components of advanced necromantic metaphysics, almost as if blind to their very possibility.



Some Lunars claimed the author as the nameless Half Moon, formerly of the Black Nadir Concordat, but how could she have deduced the Circle of Obsidian when no Lunar had ever successfully initiated even into the Circle of Onyx? And why did she not come forward publicly, as she had vowed to do when she passed from society and disappeared? These questions were still under investigation when the Dragon-Blooded and Sidereals murdered the Solar Deliberative and drove the Lunars to the edges of Creation. After that, the whole matter became moot.

Today, a few incomplete transcripts of *The Skull Diary* survive in the libraries of Yu-Shan. The original *Skull Diary* is divided among any number of owners. Since many necromancers consider it a most prized possession and have it buried with them upon death, the Underworld harbors grave good copies (often multiples) of more than a few skulls. If assembled

and deciphered properly, *The Skull Diary* could help a rogue Abyssal self-initiate into the Void Circle. *The Skull Diary's* theoretical underpinnings of necromancy would certainly assist a necromancer who sought to advance knowledge of death magic in general, perhaps in an attempt to create new necromantic spells or even unique Charms to enhance one's affinity for the black art.

Availability and Cost: Copies of parts of *The Skull Diary* cost at least Resources ••• to obtain. Complete copies are not available at any price, and no extant transcript covers more than a tenth of the grisly text. An Abyssal would need to collect them all to self-initiate into the Circle of Obsidian.

Artifact Level: • for any single volume, •• for a set of three, ••• for six, and •••• for a collection (comprising more than a dozen volumes with overlapping contents) that gives the complete text.



WAIT, PRINCE OF SHADOWS, I COME BEARING NEWS FROM OUR SHARED MISTRESS.

VERY WELL. SPEAK IT THEN, GHOST, AND BE GONE.



HRRK!

HEAR ME, PRINCE OF SHADOWS!

WHAT THE...



I HAVE NEED OF YOU, MY SWEET ONE.

AH, I UNDERSTAND...



YOUR CAMPAIGN GOES WELL, MISTRESS. WE'VE BEEN HUNTING THE BROKEN SURVIVORS WHO FLED THE WEeping HEATH ALL WEEK, AND—

SILENCE, PLEASE. YOU'VE DONE WELL, BUT WE HAVE A MORE SERIOUS PROBLEM NOW.



A FORMER SPY HAS INFORMED ME THAT A SORCERESS DISCOVERED IN HIS LIBRARY A PATH TO THE TEMPLE OF QING JAO.

THAT SORCERESS HAS ALREADY CROSSED THE WEeping HEATH AND WILL REACH THE TEMPLE IN TWO DAYS' TIME.



I... I DON'T UNDERSTAND, MISTRESS.

I'VE SUMMONED A GUARDIAN FOR THE TEMPLE'S GATES, BUT I WANT YOU THERE AS WELL.

PLEASE MAKE SURE THAT GUARDIAN DOES NOT DESTROY THE SORCERESS.



THIS DETERMINED SORCERESS INTRIGUES ME, YOU SEE. I WANT HER FOR MY OWN.

CHAPTER TWO

THE BLACK TREATISE OF NECROMANCY



The literature of necromantic spells is small, but not small enough for comfort. The deathly power a master necromancer wields in Creation inspires fear enough, but it pales in comparison to his power over the Underworld and the spirits of the dead.



THE SHADOWLANDS CIRCLE OF IRON

The Shadowlands Circle takes its name from the blighted lands where Creation and the Underworld merge. Most necromancers find this circle the only one they can learn. These spells are nevertheless mighty enough to inspire terror in the realms of both the living and the dead.

BANISH GHOST

Cost: 12+m

Target: One ghost

The ease of casting this spell displays the sheer power an experienced necromancer can wield over inhabitants of the Underworld. **Banish Ghost** has special timing rules. The character can cast it as a reflexive Shape Shadowlands Circle Necromancy action that takes 0 ticks. Once the spell is cast, the necromancer and targeted ghost enter a battle of wills. Their players each roll (Essence + Willpower) as a

Speed 3, -1 DV action. This resisted roll must continue until one accumulates three more successes than the other. The ghost suffers a -1 internal penalty for every three additional motes the necromancer spends on the spell. If the ghost wins, she ignores the banishment and the necromancer may not try to banish her again for three days. Should the necromancer win, he may inflict one of the following penalties:

- Banish the ghost from Creation to the analogous point in the Underworld. The ghost may not return to Creation for three days.
- Banish the ghost into her tomb, corpse or place of death for three days. She may not leave the confines of her tomb or stray farther than five yards from her body or place of death.
- Banish the ghost from the character's presence for three days. If the necromancer sees the ghost before the spell's effect ends, the ghost suffers one unsoakable level of bashing damage each action until she escapes his gaze.


Cruel necromantic masters banish a loyal servant from sight while still expecting flawless service.

BLACK CANDLE VISAGE

Cost: 18m

Target: One ghost

The character spills drops of blood from both hands, and her Essence spins it into a cat's cradle of



crimson strands. Pulling and tugging at any ghost in line of sight, the character shapes her target's corpus like an artist shapes wax. Alterations require a (Dexterity + Craft [Moliation]) roll. The necromancer can cause the following effects, which consume a number of successes as noted:

- **Superficial Change to Appearance:** One success. The ghost can look like a specific individual or just look different. Add a number of dice equal to the character's Craft (Moliation) score to the relevant disguise roll.

- **Terrifying:** Two successes. Players of any characters who see the ghost must attempt Valor rolls. Failure indicates that the character cannot face the ghost directly. Extras flee, and the ghost enjoys a +2 DV bonus against those who stay and fight.

- **Increased/Decreased Appearance:** One dot per success. The character cannot increase Appearance beyond his (Craft [Moliation] + 2) or reduce it below 0.

- **Disgustingly Hideous:** One success. The player of anyone who sees the ghost attempts a Willpower roll. Failure indicates that disgust overwhelms the character, placing a -1 external penalty to all physical actions.

- **Natural Weapons:** One success per weapon. The ghost inflicts lethal damage unarmed and gains either claws or fangs. *Claws:* Speed 5, Accuracy +1, Damage +2L, Defense +0, Rate 2. *Bite:* Speed 6, Accuracy +0, Damage +4L, Defense -2, Rate 2.

- **Thickened Skin:** +1L/2B soak per success. The character may also reverse this benefit, spending one success to reduce the ghost's soak due to Stamina to 0.

- **Ruined Form:** One success per dot lost. For each success spent thus, the necromancer reduces the ghost's Strength or Dexterity by one dot as she mangles its form.

The character's player makes a resisted roll of (Essence + Willpower) against the ghost's Conviction. For each net success, the necromancer binds the ghost into its altered form for as long as a week. Should the ghost's player win or tie the roll, the ghost snaps back into its normal form on its next action. Ghosts who choose not to resist or whose players botch the roll may be locked into the form for as long as the necromancer desires. The corpus of a ghost affected by this spell takes on the slick, glossy look of melted and remolded wax until it regains its normal form. Ghosts familiar with necromancy might recognize the effect.

BLESS THE RAPINE SOUL

Cost: 16m

Target: One living creature

Ghosts who enjoy possessing the bodies of the living love necromancers with this spell. Some even offer

favours or long-term service in exchange for a single casting. Bless the Rapine Soul scourges a living target's soul, making the victim more likely to submit to another will's driving his body. When a ghost targets the spell's victim for possession, the player's roll—generally (Dexterity + Compassion) at a difficulty of (target's Essence x 2)—gains a number of extra successes equal to the necromancer's Essence. Also, double the possession's duration. Gods and other spirits gain the same benefits.

After a full month without being possessed by any creature, the victim's spiritual resistance returns to normal.

By casting this spell as a one-hour ritual on a living creature that is already possessed by a ghost, the necromancer can instead create a link between the living and dead individuals. The spell costs only 10 motes, and the possessing ghost must commit three motes to the effect. Thereafter, without duration, that ghost alone gains the benefit of Bless the Rapine Soul. Breaking the bond, either through countermagic or the living target's death, shocks the ghost, who loses a dot of permanent Willpower. Using the spell in this way is often called *Consorting with Devils*, but it's the same spell.

BLESSED DEAD FOOLS

Cost: 13m

Target: Up to six ghosts

Spending 10 minutes, the caster sings a small pavilion and flag of pale blue flame into existence around her. Visible for leagues in the Underworld, it tugs at ghosts who see it. Any ghost who steps into the tent understands the bargain: The spell grants a willing ghost Performance 5 in exchange for the commitment to appear and perform at a certain place and time. Necromancers use this spell to "hire" trustworthy and skilled performers for their parties and banquets. Ghosts who accept are bound not to speak of the event or anything they learn there. When the sixth ghost agrees to the deal or the event begins, whichever comes first, the blue-flame pavilion gutters out.

Even with the bindings, the ghost gets a bargain. Master necromancers' parties are grandiose affairs, and a ghost can meet prominent mask-makers and dream-stone merchants. Additionally, the music a ghost plays at the party is as real and vivid as anything the ghost heard while alive—the dead could even find such a rare sensation addictive.

BLOOD MIRROR SPEECH

Cost: 10m, 1lhl

Target: One creature

Mirrors carry a great deal of metaphor that the Exalted can use in their powerful magic. The necro-

mancer cuts his hand and flings his blood (or plasm) at the mirror with a short message in mind. His efflux and Essence spell out the message for a moment before the mirror absorbs it.

The next time the spell's target glances in a mirror, the message forms there to be read. Once understood, the liquid words lose cohesion and flow down the mirror's surface. If the target desires, she may cut herself and use her own vital substance to write a response, which the caster will see when he next visits a mirror. Sadly, targets without some manner of inner vital fluid cannot take advantage of this aspect of the spell.

BONE PUPPET DANCE

Cost: 16m

Target: One skeleton

The necromancer utters a single syllable of deathly command, and a symbol representing the spell ripples toward its target and brands itself in the center of the skeleton's ribcage. The caster now commands that skeleton... not good if a person lives around it.

The skeleton moves as the caster wills, from dancing a jig to murdering a child, for a number of hours equal to the caster's (Charisma + Occult). The skeleton acts with either its normal dice pools or those of its normal, fleshly owner. Living targets suffer an internal penalty on these actions equal to their Essence. A living target may resist, using muscles to struggle against the deathly force that animates his bones. Each action in which he does so, he suffers one level of unsoakable lethal damage. Doing so also consumes much more of the spell's energy, reducing the duration by one hour. When the remaining duration reaches zero hours, the spell ends.

Skeletons that kill their contravening hosts claw their way free of the body and become permanent walking dead under the caster's control. Similarly, casting this spell on an existing skeleton raises it as a permanent zombie. Targeting a skeleton that is already an active walking dead rips its control from its current master.

BONFIRE VISIONS

Cost: 13m

Target: One bonfire

Bones of creatures that once lived are rare finds in the Underworld, but this spell requires one. The necromancer casts the bone on the ground and spits on it to evoke a large, blue bonfire that burns for three hours. The fire burns brightly for a thing of the dreary Underworld. It is visible for miles, and its vibrant glow attracts ghosts. Ghosts who peer into the fire can see their Fetters with perfect clarity. Ghosts are often will-

ing to pay a necromancer for such a chance to check on the status of their Fetters.

DEATH FLIES TWO SAILS

Cost: 14m (7m committed)

Target: One sailing vessel

Sailing on the Sea of Shadows, the Underworld equivalent to the Inland Sea, is a dangerous prospect. Spectres sail the black waves on ectoplasmic flotsam, the sea's black waters seep in with their nightmares and poisons, and hekatonkhire rise from the depths for food. As the waters of the Underworld lap at her feet, the caster sings a lullaby to the dead. After seven minutes of song, a sailing ship rises to the waters' surface. Its sail is patched with human skin, and its hull repaired with pale bone. Its figurehead is a spectre, bound there to sing for the ship's protection.

The craft comfortably fits two passengers, but five can crowd aboard. The ship won't move without the caster aboard. The spectre's dirge and the wake of bile-tainted blood the ship leaves temporarily quenches any hunger of the water's inhabitants. Characters sailing on this ship have less chance of dangerous encounters on the Sea of Shadows, and they add three dice to all social rolls required to negotiate with its native creatures.

The ship exists as long as the caster commits the Essence. Casting this spell in Creation doubles the Essence cost (though not the commitment) and may only be done at night. If true sunlight strikes the ship, the vessel boils away to nothing within one minute.

The ship has these traits:

SPECTRAL SHIP

Speed: 15/30mph

Maneuverability: +2S (Sail 2)

Endurance: Necromancer must maintain a seven-mote commitment and not allow sunlight to touch the vessel.

Crew: 2/2

Cargo: 3 more people or 600 lbs.

Armor: 10L/10B

Health Levels: Ux5/Mx10/Cx3/Ix2/D

Weapons: None

DEATH INVERSION LOOP

Cost: 18m

Target: One ghost

A ghost's death was usually horrible—otherwise, the ghost would not have passions left unfulfilled or Fetters





binding her to her unlife. Catching the gaze of a ghost, the caster can force her to experience that moment of death once more. The necromancer's player rolls (Willpower + Essence) against the ghost's Willpower. If the caster wins the contest, the ghost relives her death over and over again. Targets of this spell become Inactive immediately, but they may act normally on the next action. Each net success reduces the ghost's *permanent* Willpower by one. Lost Willpower returns at the rate of one dot per week. Ghosts reduced to 0 Willpower by this spell dissolve into permanent haunts of the site of their deaths.

If the ghost's player wins the resisted roll, the ghost forces the effect back on the caster. The necromancer suffers a -2 internal penalty on his next action as vague and disturbing visions of his own death beset him. Whether these visions are truly prophetic is subject to some debate.

DEATH MASK

Cost: 14m

Target: Caster

To cast this spell, the necromancer must first oversee the painful sacrifice of a living human. As life flees the body, the caster invokes Death Mask to capture

her victim's higher soul and wash away its sentience, leaving an empty shell of soul-stuff. (Victims of this spell never rise as normal ghosts, but their lower souls usually become hungry ghosts.) The spell then hides the cloak of ghostly plasm Elsewhere.

Later, the caster can invoke the spell again and spend 10 minutes easing the soul-shell from Elsewhere and donning it. Acting too quickly can tear the soul and render it useless. While wearing the soul-cloak, the necromancer appears to all eyes like a normal ghost. A successful (Perception + [Awareness or Occult]) roll at a difficulty equal to the caster's Essence allows an onlooker to recognize an impostor spirit. Living creatures cannot see the plasmic disguise at all without using techniques to see Essence.

Any lethal or aggravated damage the caster suffers while wearing the cloak also affects the disguise. Once it suffers four levels of damage, it falls off in tatters and reveals the necromancer. In order to use the spell again, the necromancer must prepare another soul. If the death mask is not destroyed, however, it recovers one health level per full week it remains Elsewhere. Worn in Creation, the cloak is intangible and takes damage only from attacks that harm dematerialized spirits.

DOOR OF THE DEAD

Cost: 18m

Target: One reflective surface

Reflections look alive but are not alive, and this property gives the surfaces that create them an affinity with the Underworld. Caressing a reflective surface as he casts this spell, the necromancer opens a quicksilver doorway between Creation and the analogous point in the Underworld—or vice versa. Travel between the two is instantaneous, and the passage remains open for the caster's next three actions. Things can come through the other way, too. Once the connection fades, the road closes viciously. Mirrors crack, water boils, and silver tarnishes.

DRAWING BLIND EDGE

Cost: 20m

Target: One ghost

On her Cast Necromancy action, the caster bites her lip and blows a frigid red mist, which pales into crystalline pink rime, onto her hand. On her next action, she then plunges her frost-covered hand into a ghost's corpus as a (Dexterity + Martial Arts) attack (which may target immaterial ghosts). On a successful strike, the caster draws from the ghost a transparent blade that dances with pale blue flame—this blade is Blind Edge. Failing to affect a ghost with the spell—i.e., failing the roll—inflicts one level of unsoakable bashing damage on the caster every minute, as the cold spreads throughout her body. This damage accumulates until the necromancer succeeds in drawing the blade from a ghost or until it freezes her to death.

The weapon's base traits are those of a reaver daiklave (see *Exalted* p. 385). Each dot of her target's Essence lets the caster add one point to the weapon's Accuracy, Damage, Defense or Rate, but no individual trait may be raised above the necromancer's (Essence + Occult). This weapon inflicts half damage, calculated before soak, against living targets. Against the dead, it deals aggravated damage and can strike even immaterial ghosts.

Any ghost slain by the blade is sucked into it with a shriek and a burst of blue flame. Spirits consumed in this manner are doomed. For each ghost the blade devours, the caster may add to the blade's traits a number of additional points equal to the victim's Essence. The blade can destroy any number of ghosts, but the limit of (Essence + Occult) remains for each trait. Blind Edge remains until someone uses countermagic against it or until the caster stops using it, at which point the bluish-white blade turns deepest black and its captives are drawn, howling, into the Void.

DUSK EYES

Cost: 10m

Target: Caster

Anointing his eyes with blood from a pricked finger, the caster uses it to see around the borders between life and death. While this spell is active, the character may see from the Underworld into the analogous part of Creation, or vice versa. He can see only one world at a time, however. If he peers into one world while doing something in the other world that requires attention, such as combat, he suffers the typical penalties for blindness (*Exalted*, p. 152).

Wards and spells against scrying can defeat this spell. Dusk Eyes lasts for one hour, during which time the caster may walk through a shadowland's border into either Creation or the Underworld without expending a mote. This spell has no real effect in shadowlands, where the two worlds are one.

EASING THE FORSAKEN MEMORY

Cost: 12m

Target: One haunt


Violent or emotional deaths can leave haunts, locations where the event's imagery replays itself over and again, often timed to a phase of the moon or other celestial event. In Creation, haunts fade over time or wise men can exorcise them. In the Underworld, haunts are nigh permanent and difficult to remove. A fastidious necromancer, however, might not want the echoing cries of a pitiful spirit's death to contaminate her décor or motifs. Casting this spell erases a single haunt or relocates it to any place within (Essence x 5) miles.

If she wishes, a necromancer can also use this spell to turn a cooperating ghost's memory into a haunt or create one from her own imagination. Creating a haunt requires a successful ([Intelligence or Manipulation] + Performance) roll from the ghost's or necromancer's player, depending on who designs the haunt. These rolls can be considered social attacks that inspire various emotions in beings that watch the haunt, or they can convince people that the haunt is evidence of a murder or a clue to a treasure. (The latter use would be a Manipulation-based roll.) In Creation, created haunts last for a number of months equal to the necromancer's Essence. In the Underworld, they are permanent. This use of the spell is often called Congealing the Last Thought, but it's the same spell.

EMPEROR'S CHAINS

Cost: 16m

Target: One ghost or multiple ghosts



The necromancer claps his hands, and his Essence rings like a dull but very loud gong. When the sound strikes a ghost, the ghost becomes sluggish and has difficulty moving. All ghosts within 50 yards of the caster move at half speed (minimum one yard per tick) and double the Essence costs of all movement-related Arcanoi. Creation mutes the sound of the gong, reducing the range to 25 yards.

The caster may instead focus the spell on a single ghost in range. That ghost becomes unable to move at all, and the Essence costs of movement-related Arcanoi triple.

FACES OF THE DEAD

Cost: 16m

Target: Caster

Pulling his fingers as if drawing thread, the necromancer spins a shimmering silver line of Essence. It thickens into wire, then rotates into the third dimension to become a silver mace with a perfect, 12-faced head. The weapon is treated as an exceptional mace. Against ghosts and other spirits of the dead, the weapon adds a value equal to the necromancer's Essence to its base damage. Also, when a single blow with the mace inflicts levels of damage equal to or greater than a target's permanent Essence, the mace captures the ghost in one of its faces with a steely blue flash. The ghost then looks out from the face that captured it.

Either after one hour or when the necromancer commands it (whichever comes first), the mace's shaft dissolves into dust and disappears. The silver mace head transmutes into rock crystal, holding all the ghosts absorbed by the mace. It has 12L/12B soak and requires 20 levels of damage to break. Countermagic shatters the crystal. Otherwise, only the caster can release the ghosts without violent means. Ghosts freed from the crystal have empty Essence pools.

Faces of the Dead was once a tool of the Celestial Exalted in the First Age, as they first sought to explore and exploit the Underworld. Abyssal Exalted and nephwracks use it today to collect ghosts for various purposes, including raw material for soulsteel.

FIELD OF FELL DREAMS

Cost: 16m

Target: Area

Laying his palm on the ground at the spell's climax, the caster scorches the earth with a black brand in the shape of his hand. Immediately afterward, hundreds of skeletal hands burst upward through the earth, stone or flooring to grab anyone present (except the caster), holding them with the strength of the dead.

Everyone within 50 yards of the palm-shaped brand suffers a -1 internal penalty to all Dexterity-based actions as they are forced to dance away from the clutching hands. People also suffer a two-yard penalty to movement. Each tick on which someone takes a Move or Dash action, that person suffers a clinch attack from the hands, made with an attack pool of (caster's Essence + 5). Anyone who falls or is knocked down is automatically grabbed, then the clinch proceeds normally. The hands use the same pool to maintain clinches, and they attempt only to restrain their victims without doing damage. They are easy to destroy—they never defend and they have only one health level—but they are replaced within moments.

The hands can capture immaterial beings as easily as any other target, and ghosts caught by the hands become visible. The hands release their grip and vanish at midnight (as measured in the Underworld), but the destruction they have caused remains.

FIVE GIFTS

Cost: 12m

Target: One ghost

Strong passions and Fetters enable the dead to resist the sweet call of Lethe, but the Underworld is a dull place. Its winds and parties are tepid, food tastes like dust, and habits are carved into stone. By anointing a willing ghost with five drops of blood, the caster lets a ghost experience the world as he did while alive. Blood is bright instead of faded pink, and the sobs of the enslaved dead sound joyfully abominable. Foods of the Underworld actually *taste* of something, and sacrificed foods from the living world are as sweet or savory as if they were fresh from the oven.

Ghostly targets of this spell gain a number of Willpower points equal to the caster's Essence from the experience of the world to which they cling. This boon can take a ghost above his maximum Willpower. Both the enhanced senses and any Willpower above the maximum fade after one day.

Ghosts of moderate means might beggar themselves to purchase an invocation of this spell, and necromancers who know it have a powerful bargaining chip. Using this spell on ghosts makes them thankful... and pliable. Targets of this spell cut their MDVs in half with regard to the caster for a full week unless they spend two points of Willpower to resist the inclination the first time the caster makes a social attack. For ghosts who have experienced this spell in the past, holding Five Gifts over their heads during negotiation results in the same sway, unless they pay the same two Willpower points to clear their heads.

FLESH AND BONE WINDS

Cost: 18m

Target: Caster

Gesturing at the ground around her, the necromancer makes it glow a faint ivory. One moment later, sharp knives of shattered bone and long, pink-and-red ribbons of flesh rupture the earth, rising to spin around the caster in a column one yard in radius. They obscure him and move with him, picking up the flesh and bone of the dead near him and shredding them to absorb them into the charnel whirlwind.

This spell adds a -1 external penalty to all close-combat attacks made against the caster and a -3 external penalty to all ranged attacks into or out of the maelstrom. Additionally, anyone caught in the death-storm suffers three dice of lethal damage each action she is exposed to it. Anyone the winds kill gets torn apart and added to the storm. Each body added to the storm thus increases the storm's radius by one yard. Every two bodies added to the winds increase both external penalties and the dice of damage by one. A maximum of (caster's Essence x 2) bodies can be added to the storm before it stabilizes and grows no larger.

FLESH-SLOUGHING WAVE

Cost: 16m

Target: Area

Although Flesh-Sloughing Wave was designed as a utility spell for cleaning the rotted meat from bones for constructing temples or war machines for the Deathlords, the spell can be lethal in the world of the living. The caster shapes an ivory ball of Essence in her hands, then hurls it to the ground. It shatters there and releases a translucent ivory wave out to a range of (Essence x 5) yards. As the dome expands, it washes flesh away from the bones it passes. Flesh from any corpse is torn away, as is any dead flesh on a living creature. The living suffer a brief moment of pain as the wave tries to peel away their skin, muscle and fat from the bones beneath.

Living creatures caught in the radius of the spell, excepting the caster, suffer $(\text{Essence} + \text{Occult}) \times 2$ dice of lethal damage. This effect can be dodged, but not parried. Fair Folk caught within this blast suffer double damage before soak, and those killed by the spell die in a rainbow flash as their thin veneer of order is torn away.

GATHERING A GHOST'S STRINGS

Cost: 10m or 20m

Target: One ghost

The caster's eyes become black pits as they gather in all the information they need about one ghost within his sight. He conjures visions of the ghost's Fetters and Motivation, which come one for each inactive action the necromancer takes after his Cast Necromancy action. This knowledge does not grant any inherent power over the ghost, but the knowledge is an advantage with regard to social and political leverage. This effect costs 10 motes.

By spending an additional 10 motes, the necromancer may replace a target's Fetters and Motivation. Each one he wishes to change requires an inactive action after the Cast Necromancy action. To resist the necromancer's attempt to alter a Motivation the target's player rolls (Willpower) against a difficulty equal to the caster's Essence. The ghost's altered ties feel (and are) equally strong, but the ghost always knows they are of necromantic origin. Changes fade after a number of months equal to the caster's Essence.

GENTLE CALL OF LETHE

Cost: 13m

Target: One living creature

The necromancer marks a person's forehead with a stylized cicada, symbol of eternal life and says the Five Words of Release. He thus binds the creature into the cycle of reincarnation. The cicada-glyph shines for a moment before disappearing, after which it is visible only to Essence sight. Many of those who associate themselves with death understand the rune's power. When the person dies, the glyph shines again. She does not become a ghost. Her spirit enters Lethe at once, unless some extraordinary magic or effort of will hurls her into Oblivion.

Gentle Call of Lethe and Rune of Sweet Passing (see p. 32) are incompatible spells. Unless the spell first cast is broken by countermagic, the other enchantment cannot be laid on an individual.

HUNGRY CREEPING SHADOW

Cost: 15m

Target: One creature

Dragging from herself the worst of her inner darkness, the necromancer vomits a sticky, black ooze, which flows from her to attack an indicated visible enemy within 100 yards. The shadow has Physical Attribute and Martial Arts scores equal to the caster's Essence, health levels equal to her (Stamina + Essence) and can move at a dash. The viscous thing can be hurt only by magical attacks (against which it has no soak) or fire. The merest brush with an open flame will burn it up in seconds, leaving a tacky, noisome residue on everything





it touched. A character clinched by the shadow while it burns takes six levels of lethal damage.

The ooze always seeks to immobilize a foe and creep down his throat. It only makes grapple attacks, electing to do damage when in control of the clinch. If its target flees, the shadow pursues unerringly, no matter where he goes. Once it kills its target, the shadow falls quiescent within him, leaving no trace but the residue on his body and utter, unreflecting blackness in his eyes. If a victim can evade it for an hour, however, the shadow evaporates.

IRON COUNTERMAGIC

Cost: 10m or 20m

Target: Caster, or nearby Shadowlands Circle necromancy spell

The necromancer's quick gesture trails blackness behind it like a shredded banner and wraps her in its darkness. The chill upon her flesh lasts until her next action. Until then, Shadowlands Circle spells targeted against her freeze and crack, falling in bleeding pieces at her feet—but the cold penetrates to her core, imposing a -2 internal penalty upon all physical actions until the countermagic fades on her next action. Alternatively,

the necromancer may project the darkness outward, using the spell to disrupt any Shadowlands Circle spell that is currently in progress within a number of feet equal to (her Essence x 50).

This spell has special timing rules. The character can cast it as a reflexive Shape Shadowlands Circle Necromancy action that takes 0 ticks. It follows all of the other rules for necromancy actions, and the character must take a Cast Necromancy action as her next normal action. Countermagic cannot banish ghosts, though it can destroy other current necromantic effects. Some spells can be countered after casting, if so noted in a spell's description.

MASTER PUPPETEER'S KNIFE

Cost: 14m

Target: Area

Spreading her fingers wide and slashing a sharp object beneath it, the caster cuts the threads that bind a necrotic semblance of life into a lifeless corpse. **This spell has special timing rules. The character can cast it as a reflexive Shape Shadowlands Circle Necromancy action that takes 0 ticks.** Her next action must be a Cast Necromancy action. All animate

dead within 15 yards and a 90-degree arc (in a direction of the caster's choice) collapse, fully dead once more. Zombies affected must be extras, like those created with Raise the Skeletal Horde (see below) and Arisen Legion (seep. 36), among others. Necromancers can use Master Puppeteer's Knife to destroy animated corpses of greater power or intellect, such as those created by Exquisite Undead Aide (see p. 40), by focusing the spell's power on one zombie at a time. The spell does not affect undead war machines.

MIDNIGHT SHADOW SUN

Cost: 8m

Target: Shadowland border

Though deathknights and most denizens of the Underworld can force the border of a shadowland to obey their will, some necromancers need to move greater numbers of beings between realms. Channeling Essence through the Door-Opening Mudra forces the shadowland to deposit everyone who leaves in either Creation or the Underworld, as the caster chooses. The time of day or the individual's nature no longer matter. Midnight Shadow Sun affects 40 yards of border and ends once the caster is no longer within 100 yards of the spell or after (Essence x 5) minutes.

MOTHER DARKNESS

Cost: 12m

Target: Area

Snapping her fingers and scuffing a Neverborn's sigil in the ground with her sandal, the necromancer changes her environs to better suit her temperament. Over the next minute, the sky clouds over and blocks out the sun. Flora grays and fauna leave or become sickly and surly. Dull white bones of dubious origin emerge from the ground, and stone becomes flaking obsidian. Mother Darkness affects an area with a radius equal to (caster's Essence x 50) yards, occasionally more or less due to natural boundaries.

Dead creatures are more comfortable in the area than they usually are in Creation. They recover one mote of Essence per full day spent in the area, and the Abyssal Exalted count the area as "trappings of the dead." The region returns to normal overnight after one week, unless the necromancer casts the spell in the Wyld. There, the Underworld's Essence deadens the region, reducing the Wyld's strength by one and remaining deathly until the Wyld reinfects it.

Demesnes are not valid targets for this spell. The expected Essence already flowing through the environment is too strong for Mother Darkness to overwhelm.

PIERCING THE HEEL

Cost: 15m

Target: One ghost

To cast this spell on a ghost, the necromancer first requires his victim's body—actually just the feet. The caster speaks the ghost's name, then ritually pierces the tendons above the heel of each foot with iron as he invokes the spell. From that point on, the ghost cannot harm the necromancer. If the ghost tries, either directly or indirectly, she immediately falls to the ground. Her legs do not support her, and she cannot move, even to speak, until she abandons the intention.

Countermagic breaks this binding, as will removing the iron from the feet of the ghost's corpse—though the ghost is bound not to do so herself. If the body decays to the point where the nails fall from the body naturally, only countermagic can end the spell. Similarly, when the body is too decayed for the nails to fit snugly through the tendons, it is too late for this spell to be laid. Luckily for necromancers, some First Age ghosts' bodies are *very* well preserved.

PIERCING THE SHROUD

Cost: 25m

Target: Labyrinth

This spell can be cast only at night. A shimmering, faint shadow manifests in the air at waist height, like the reverse of light on water. As the necromancer chants for 10 minutes, the liquid shadow darkens, the earth trembles, and every animal nearby panics and tries to flee. At last, the necromancer slashes a blade into the inky surface, which falls and drains away. A rough-hewn onyx staircase now yawns at her feet.

The staircase remains open for 30 seconds (or ticks) before closing with a horrible, sucking sound. It leads to the Labyrinth, whence there is no easy escape. Even the portal created by this spell will not allow a person to return, once she has placed her foot upon the first step.


RAISE THE SKELETAL HORDE

Cost: 10m + 1m per zombie

Target: Corpses

As lightning flickers from a roiling, black ball of Essence in her hand, the necromancer calls fallen bodies to serve her as zombies (see **Exalted**, p. 315), using any corpses within 100 yards. She can animate up to as many zombies as she has dots of (Intelligence + Occult + Essence), per casting. The corpses burst from their coffins, claw their way from the earth or simply lurch to their feet on her next action. Mausoleum doors, being buried six feet under and so on cannot impede the undead in their rush





to serve their new master, but a significant force could do so—such as a dramatic character personally restraining them or a spell designed for this purpose.

Zombies stay animate for one scene if animated in daylight or until the next dawn. The necromancer can keep a permanent staff of zombies, but doing so requires committing one point of Willpower for every five zombies. If the necromancer spends those Willpower points, the zombies collapse, inanimate.

RINGING REBUKE

Cost: 19m

Target: Caster

Looking much like a common charlatan magician, the caster pulls two iron rings from thin air. Struck against each other, both ring with a slightly different tone. Even though the caster makes them “disappear” again, the ringing sounds persist for the next hour.

Ghosts find the combined tones abhorrent and have difficulty approaching the caster. To come within five yards, a ghost must expend two points of Willpower. Even then, it has trouble attacking the necromancer. The caster adds an effective +2L/+3B soak against all attacks from ghosts that come from within the five-yard radius. When the character walks into a crowd of ghosts, they part for him unless any decided to spend the Willpower to endure the constant ringing.

RUNE OF SWEET PASSING

Cost: 15m

Target: One living creature

With a mixture of honey, blood and graveyard earth, the necromancer spends an hour painting dozens of bees on her victim’s flesh along with the Fettering Sign. These symbols soak in with an insistent drone. Once the painted insects penetrate his skin, the target’s spirit is bound to them. They will pull it from him at his death to become a ghost, buzzing in a cloud from his mouth and eyes. Several bees will then fly with supernatural speed to the necromancer, instantly telling her of the subject’s passing.

While the victim lives, countermagic can free his soul. Once he dies, nothing—not even the Zenith Caste anima power—can prevent his shade from rising. This spell does not otherwise bind or compel the new ghost. Rune of Sweet Passing and Gentle Call of Lethe (see p. 29) are incompatible. A person bound by one spell cannot be bound—or liberated—by the other.

SEAT OF DEADLY SPLENDORS

Cost: 15m

Target: Caster

The necromancer lets a drop of Essence-charged blood fall from her finger to the ground while she speaks the secret names of Stygia’s monarchs. The ground shakes, and an enormous, skeletal fist bursts forth. Fingers uncurl to reveal jagged claws and the palm reclines until it is supine—the caster may then take her seat in the hand of a long-dead giant, beneath its niter-stained talons.

While sitting there, the character’s player adds two dice to all rolls involving intimidation, persuasion or perceiving true motives or lies. She can also see dematerialized ghosts as though they were material. Increase the spell’s bonuses to three dice when directed at ghosts.

These magical effects last one hour, but the skeletal throne remains until someone cuts it down (treat as a stone statue, per the table on p. 154 of *Exalted*) and removes it. If the throne should be destroyed before the hour is up, the magic ends. Finally, the bone fist can be summoned only from the earth. A building’s second story, a ship’s deck and other such locales are exempt.

SHADE PRISON AMULET

Cost: 10m

Target: Bone

Hungry ghosts can be trapped, but only once-living bone can hold them. The necromancer cuts a rune into a piece of bone while infusing it with Essence. Thereafter, if it ever touches a hungry ghost, that ghost is sucked in and caught. Only if the trinket breaks will the ghost be released.

This spell may enchant a living creature’s bone if the necromancer slices through its flesh to reach it, in which case the creature itself becomes a vessel for the next ghost it touches. This is not a comfortable experience for either the live victim or the hungry ghost. Although it feels fine during the day, the holding creature suffers anxiety, vicious urges and nightmares when the sun is down, and it will be rid of its captive only if the etched bone breaks.

SHATTERING VOID MIRROR

Cost: 20m

Target: One living creature

Throwing his arm out toward his victim in an imperious gesture, the caster speaks words of dark power. Onlookers often see the image of a great, black-robed necromancer with violet-hued eyes towering behind him in the same posture. The target’s colors appear to invert for a moment as her Essence is juxtaposed with an exact opposite drawn from the Void.

The spell is devastating to its victims’ spiritual and physical well-being. Her bones shiver with the force

brought against them, and her heart flutters with the cold of Oblivion. She suffers dice of raw lethal damage equal to twice her current remaining health levels, which ignores armor, and she loses motes of Essence equal to twice her permanent Essence (Peripheral before Personal).

If this spell kills its target, the inverted-color image shatters into a thousand slivers and flies away on the winds of the Underworld. The victim falls to the ground, drained of all color. This spell instantly kills extras.

SILENT MASTER'S POLLEN

Cost: 18m

Target: One ghost or two ghosts

The necromancer creates a pinprick-small hole in the world, leading directly into Lethe and the cycle of reincarnation. As the shining point of gray-white light hovers before her eyes, she may either take it in her hands or cast it toward a target within (Essence x 10) yards.

Touching it, the necromancer's hands begin to glow. The next two times she touches a ghost, the ghost's player must roll (Willpower) at difficulty 3. Failure or a botch indicates that the call was too strong, and the ghost has moved on to Lethe. Touching a ghost might require a (Dexterity + Martial Arts) attack. Alternatively, the necromancer may launch the passage to Lethe at a single ghost within range. This (Wits + Occult) attack may not be parried except by a perfect defense (if a ghost can have such a thing).

Whether or not a target of this spell succumbs to Lethe, the spell breaks certain necromantic bindings on a ghost. It counters ghost-binding spells of the Iron Circle as well as Charms of Essence 3 or less.

SMOOTHING THE CREASE-WORN MIND

Cost: 20m

Target: One creature

Nephwracks and other mad servants of the Void hear the whispers of Oblivion in their minds. It drives them beyond sanity and inspires their horrifying schemes. With a soft caress of silver-bright Essence, the necromancer can protect a ghost from this torment. The creature affected by this spell can no longer hear the maddening murmurs, and most targets even revert to the sanity they knew before. The silence lasts for a number of days equal to the caster's Essence. A successful Willpower roll enables affected nephwracks and other spectres to act for a while like the ghosts they once were. They cannot fail this roll on purpose. Spectres so affected do not forget what they learned while mad, though, which makes this spell a potential source of guides through the Labyrinth. Spirits who never knew sanity simply become quiescent.

CHARM CONCEPT: WHISPERS

The Neverborn are restless in their sleep of death. Their dreams echo throughout the Labyrinth that rests under the skin of the Underworld but above the lip of Oblivion. Inchoate whispers ripple across the skein of the world, and those who know how to listen can hear them.

Whispers Background: Characters with the Whispers Background can hear the murdered gods murmuring at all times. With an effort, one could silence it, but it is easier to let it guide you. Once per scene, characters can use Whispers in place of Abilities they do not have, and the Background can convey other benefits as well.

Whispers of Oblivion: The whispers of Oblivion are most often heard emanating from the Mouth of the Void within Stygia, chanting from a distance in the Labyrinth or, rarely, from beneath the floor of an ancient crypt in Creation. When ghosts encounter this sound, their players must roll (Integrity + Willpower) at difficulty 5. Failure indicates that the ghost has been corrupted by the chthonic entities' madness.

Each day thereafter, the whispers command and tempt the ghost to destroy something, to prostrate herself before the Void or otherwise to serve the Neverborn. The character's player must continue to roll (Integrity + Willpower) at difficulty 5 to ignore this unnatural mental influence. Failure indicates that the character must spend a point of Willpower or spend the day performing unspeakable atrocities against all that exists. Doing the latter rewards the character by replenishing one point of Willpower, not to exceed her maximum. Once the character has thus regained a number of Willpower points equal to her permanent Willpower, she irrevocably becomes a spectre and joins the ranks of the nephwracks.

Whispers and the whispers of Oblivion will be referenced by various spells in this book. Further details appear in **The Manual of Exalted Power—The Abyssals** and **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**.

Humans and other living creatures can also occasionally attune themselves to the unvoiced thoughts of the Neverborn. This spell temporarily silences the babbling voices that comfort and guide them or drive



them mad. Used on Abyssal Exalted or other characters with the Whispers Background, Smoothing the Crease-Worn Mind reduces the target's Whispers rating to 0 for its duration. Targets may reduce the duration of this effect by one day per point of Willpower spent for that purpose.

This spell cannot be part of a Martial Arts attack. If the spell's target resists or is not bound, levy a -1 external penalty to the spell attack.

SOUL BRAND

Cost: 15m

Target: One living creature

The necromancer shrouds a creature in death-aspected Essence and anchors it to him with a mystic brand on his palm or forehead. Near-mindless undead horrors such as zombies or hungry ghosts will not attack the Soul Brand's bearer unless they are specifically compelled to do so by necromancy or other magic.

The Soul Brand lasts indefinitely. It may be removed by countermagic or its creator's whim, in which case it inflicts a number of dice of lethal damage equal to the caster's Essence as it burns away. If a branded mortal Exalts, the sigil vanishes painlessly.

STONES WORN SMOOTH

Cost: 18m

Target: One ghost

His hand a rigid claw, the necromancer gestures toward a ghost within 15 yards. Unless the ghost's player succeeds in a Willpower roll with a difficulty equal to the caster's Essence, the spirit flies through the air to the caster, where his grasping hand impales her. (Success on the roll ends the spell.) The ghost, now robbed of all vitality, slides from the necromancer's hand, leaving a pale pink heart behind. Turning his claw into a fist, the caster crushes the heart into a black diamond the size of a walnut. The rest of ghost's corpus boils away into a thin layer of dust.

The diamond lets the necromancer draw on the Essence of the ghost and the Underworld, acting as a hearthstone of a level equal to the ghost's Essence. It can only replenish Essence, offering no additional powers. After a number of weeks equal to the caster's Essence, the false hearthstone shatters and dissolves, at which time the ghost re-forms or passes on to Lethe or Oblivion as normal. If it is exposed to the light of the Unconquered Sun, the hearthstone breaks and the spell ends.

SUMMON GHOST

Cost: 15+m

Target: One ghost

Late at night, deep within a shadowland or in the Underworld itself, the necromancer traces a circle upon the ground. After an hour-long ritual in which she pours blood upon the black earth and prays to the Neverborn, the caster may bring forth any ghost as long as she knows its name or has a piece of its corpse. Faint wisps of red-black smoke rise from the Essence-charged blood libation, and the ghost's form solidifies in the circle's center.

If the ghost fights to remain free of the necromancer's will, their players engage in an extended, resisted (Willpower + Essence) roll. Yet power tells, and the caster may remove one die from the ghost's pool for each additional five motes spent. The roll is made every five ticks until one side accumulates three more successes than the other. Should the necromancer win, the ghost is forced to appear and to serve her for either a year and a day, or the fulfillment of one task. Should the ghost win, it vanishes and may not be recalled for a year and a day. Neither side can engage in any other action, lest they forfeit the contest.

TROLLING THE DARK WATER

Cost: 10+m

Target: Area

The necromancer draws violet threads of Essence from the Underworld and weaves them into a net. As she completes the spell, the net expands to cover a large area. Any immaterial spirits of the dead caught within 25 yards of the caster become visible. The necromancer may give the net a tug and spend five extra motes to force all ghosts caught within it to materialize. Even ghosts who cannot normally materialize can be made tangible with this spell.

Ghosts who are already material are not affected by this spell. Similarly, this spell has little effect in the Underworld, as ghosts there are material already.

WALKING WAR MACHINE

Cost: Varies

Target: One undead creature or necromantic automaton

Uncanny as ghosts and zombies are, they do not inspire as much sheer terror as the undead siege engines employed by the Deathlords. A necromancer can create these horrors with this spell... and a suitable supply of corpses. Necromancers also call this spell Iron Reanimation.

The character must first construct (or oversee the construction of) the monstrosity, with an extended (Intelligence + Medicine) roll to represent the labor of cutting and stitching together the bodies. The Storyteller may also ask for suitable (Intelligence + Craft [Varies]) rolls if the construction involves wood or metal bracing, built-in

blades, alchemical treatments or other unusual construction techniques. The difficulty of the roll depends on the size and complexity of the weapon. For instance, a spine chain (see *Exalted*, p. 315) calls for one success per two segments of its body. Animating the monster then costs four motes per success required to create it. Walking war machines serve their creator to the best of their limited intelligence.

A skilled necromancer can craft a high-limitless range of war machines. Full descriptions of the options fall beyond the scope of *The Black Treatise*, but the spine chain is a good standard for their power. See *The Compass of Celestial Directions, Vol. IV—The Underworld* for descriptions of other horrors in the Deathlords' arsenals.

WITHOUT PITY, WITHOUT SCORN

Cost: 18m

Target: Fetters

Ghosts' Fetters provide them with some measure of strength. In addition to helping them resist the call of Lethe, they also give ghosts small amounts of Essence. In order to claim this Essence, a ghost must hold her Fetters close. As things of Creation, she keeps them close by wearing or bearing their tokens—copies of the objects themselves, or iconic representations of larger Fetters.

The caster channels the black Essence of Oblivion into a sphere of coruscating power. He then casts it to the ground at his feet, where it shatters and looses a wave of energy that stirs even the deadened dust of the Underworld as it rushes outward 25 yards. As the crest, crackling with purple lightning, passes a ghost, the tokens that ghost bears are rendered inert. They no longer provide her with Essence, and she can no longer feel a tie to her Fetters. Weakened thus, ghosts are more susceptible to the unequal pulls of Lethe and the Void. The tokens remain inert for a number of weeks equal to the caster's Essence.


Alternatively, the character may cast the sphere at a specific ghost within 15 yards as a (Dexterity + Occult) attack. If it hits, bands of glaring necrotic energy pulse around the victim. When the energy fades, it permanently severs the connection between the ghost and any Fetters it carries or whose token it carries. Fetters whose tokens the ghost had hidden elsewhere are safe.



THE LABYRINTH CIRCLE OF ONYX

An immense and ever-changing Labyrinth twists beneath the Underworld. Just as the Labyrinth approaches the ultimate source of death, so too does the magic named





for it. Spells of the Onyx Circle invoke the Neverborn and Oblivion itself to work dark and deadly miracles. A practitioner can no longer pretend her magic does not damage souls and Creation itself.

ARISEN LEGION

Cost: 30m

Target: Corpses

The necromancer's anima curdles into a pulsing black sphere that explodes to send black lightning crawling over and into the ground. The necromancer animates every corpse within 100 yards. The new zombies Join Battle along with the necromancer (if applicable). The unstoppable power of the necromancer's spell enables corpses to burst up from the earth or smash out of tombs to reach her side. In daylight, the horde is reanimated only until the scene's end; otherwise, they'll persist until dawn. (See *Exalted*, p. 315, for traits for zombies.)

BANEFUL SUN AND SHADOW

Cost: 22m

Target: One creature

A necromancer can taint a soul so it shrivels in the light of Creation. In the sunlit realm, the victim feels weak and vaguely ill, suffering a -1 internal penalty to all actions. If he spends too much time outside the Underworld or a shadowland, he slowly withers and dies—and if the spell kills him, he rises as a ghost. For each continuous month spent in Creation, the target suffers one unsoakable level of aggravated damage that neither time nor magic can heal in Creation. Returning to the Underworld allows the damage to heal naturally.

Cast upon a heroic character, the players of both the necromancer and the character make a resisted Essence roll. If the necromancer triumphs, the target is cursed until countermagic or the necromancer's whim ends the spell.

Baneful Sun and Shadow can apply the same unhealthy effects with respect to the Underworld, but one necromancer cannot place both versions of the spell on the same target. The mere attempt ends the previous casting. Gentle Call of Lethe (p. 29) protects against the curse.

In the Old Realm's decadence, sorcerer-kings used this spell to banish unloved subjects to the Underworld. Today, the Deathlords use it to force ghosts away from their worldly Fetters and passions or to curse them into Creation, where they cannot regain Essence.

BAUBLE OF THE CAPTIVE SOUL

Cost: 15m

Target: Bone

Just as Shade Prison Amulet (see p. 32) prepares a bone to trap a hungry ghost, so this spell prepares one to catch any sort of ghost. The more powerful the ghost, the more its presence may disturb a living host. Otherwise, this spell's effects are the same as those of its Iron Circle predecessor.

BLACK VIAL MEDICINE

Cost: 24m

Target: Area

This spell resembles Silent Master's Pollen (p. 33) but manifests instead as a crystal vial containing a starry blackness. When thrown with (Dexterity + [Thrown or Occult]), it bursts open and spills a cloud of stars on all ghosts within 10 yards of that point. The roll to resist Lethe is made at difficulty 2, but successful players then roll the character's Willpower again at difficulty 4 to resist entering Oblivion. Black Vial Medicine frees affected ghosts of bonds from the Iron and Onyx Circles and from Charms of Essence 4 or less. Each ghost that falls into the Void returns one mote to the necromancer as its agony feeds her power.

BONE LION

Cost: 30m

Target: One automaton

A human victim is hung, blinded, bled and eviscerated over a pit while the necromancer chants dreadful incantations for 30 minutes. At last, the necromancer casts a pair of diamonds carved to look like eyes (worth at least Resources 4) into the pit of viscera, and shapes white and crimson Essence with the Lion Mudra. The earth cracks open, and the bone lion leaps out through the draining blood. The skeletal lion stands the height of a man at its shoulders, with a mane of bone quills. The diamonds gleam in its deep black eye sockets. Its talons are the size of sickle blades, and its fangs are like daggers.

The necromancer holds out an item with the target's scent as an arcane link. The lion consumes this item, bows once to the sorcerer and then bounds off in pursuit of the target. The lion neither rests nor halts until the target is dead, for it knows that it has only 101 days in which to accomplish its task. The lion moves as the "horseback, tireless" entry under "Supernatural Travel" on the Average Travel Times table on p. 264 of *Exalted*, and it swims as fast as it runs.

The bone lion attacks when it finds its target. If it kills its target, it crumbles into a cairn of bone atop the target's corpse. If it is destroyed, it collapses into a pile of bone and diamonds. Unless every trace is burned, though, the bone lion springs back to life in a flash

of white and crimson Essence the next sunset, with full strength and an even greater lust to destroy the target. On the sunset of the 101st day of its existence, it crumbles into dust.

BONE LION

Motivation: To destroy its prey

Attributes: Strength 12, Dexterity 6, Stamina 10; Charisma 0, Manipulation 2, Appearance 1; Perception 4, Intelligence 1, Wits 6

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 4, Awareness 5 (Spot Target +3), Dodge 4, Martial Arts 4, Presence 5 (Intimidation +3), Stealth 4, Survival 5 (Stalk +3)

Join Battle: 11 (14 if prey is present)

Attacks:

Bite: Speed 4, Accuracy 12, Damage 14L, Parry DV —, Rate 2

Claw: Speed 4, Accuracy 11, Damage 16L, Parry DV 5, Rate 2

Soak: 10L/15B (Bony exterior, 5L/5B; Hardness: 5L/5B)

Health Levels: -0/-0/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 10

Essence: 1

Other Notes: The bone lion can run day and night without slowing, at the speed of a tireless horse (it can move 20 yards per tick, or 60 yards as a Dash action). It has no need of air, food or water, and it can swim across the surface of any body of water without needing to stop. The bone lion is a construct of Essence and is destroyed if its health levels are fully depleted by damage. It is a creature of low animal intelligence but tremendous cunning. If a frontal assault fails, it will stalk its prey and look for an opportune moment to strike.

BRICK-BY-BRICK SOLITUDE

Cost: 23m

Target: Area

Revealing an open palm to his “audience,” the necromancer flicks his hand to pull a fan of ghostly playing cards from his anima. He throws them with abandon, but each card floats to settle into a ring around him. With the last word of the spell, the cards dissolve, and the occult runes on them expand to a radius of (Essence x 10) yards around the caster. The glittering, violet

runes intangibly pass through walls and other mundane obstacles, but ghosts find their circle a barrier stronger than soulsteel. This ward moves with the caster and lasts for one scene—typically enough for one combat or one forced march through Stygia.

Any ghosts caught within the ward’s area when it is cast are shoved outward to the boundary. No ghostly powers can break it. Ghosts cannot make close combat attacks against the caster, and even their ranged attacks lose half their successes before reaching the necromancer. Likewise, the character can only attack ghosts at range.

Although the caster can use this spell to push through crowds of ghosts, the spell does not repel them outside its border or increase the character’s Strength. If he encounters a determined mob of ghosts—unlikely, considering his status as a powerful necromancer—he cannot push through more than (Strength x 3) ghosts.

This spell may be used in war. Casting it in long ticks, the necromancer may ward an entire unit of Magnitude (Essence + 2) or less. Any ghosts in that unit are forced out. Whether they then become an independent unit is up to the Storyteller.

CALL THE GREATER SERVITOR

Cost: 6m per zombie

Target: Corpses

Sometimes a necromancer needs zombie slaves that do more than blindly shamble and claw. Target corpses must be within 10 yards. This spell strengthens the traces left by a corpse’s higher soul to imbue a zombie with a bit of intelligence. The resultant zombies have Intelligence and Melee of 2 and can follow moderately complex instructions. Its other traits are identical to those of the common zombie on page 315 of *Exalted*. The zombies created by this spell remain animate until destroyed. A necromancer can command up to (Occult x 10) such zombies at a time, gained through multiple castings.


CLAMORING SHACKLES

Cost: 21m (+1 dot Willpower)

Target: Two creatures

The necromancer pulls apart her palms to reveal a thin, black shaft between them. The shaft grows a barbed point and black fletching and rotates to threaten any target within 200 yards. With a (Wits + Archery) attack roll, the caster’s dark thought launches the arrow. It inflicts a base damage of (Occult x 3) levels of lethal damage and ignores Arcanoi or ghostly artifacts that increase the target’s soak.

If the attack reduces the target to or below Incapacitated, the ghost’s body blackens and warps hideously,



shrinking and screaming until all that remains is a set of soulsteel shackles. On the necromancer's next action, these ebon gyves lash out at the nearest ghost to lock around its wrists, ankles and neck. A key to the chains appears in the necromancer's hand. Living targets halve the spell's raw damage and cannot become ghost-chains.

Clamoring Shackles reduce a victim's movement to one yard per tick, they prevent the Dash action, and they reduce all physical dice pools by three dice. They also prevent the ghost from spending Essence for any purpose, and a ghost that is destroyed while wearing them is automatically sucked into Oblivion.

Clamoring Shackles normally exist for one week, but if the caster spends a dot of permanent Willpower when he casts the spell, they become permanent and proof against all but Obsidian Countermagic. Treat them as a two-dot artifact.

CRYSTAL GHOST SHARD

Cost: 15m (committed)

Target: Caster

The necromancer steps up off the ground as he ends the spell, whose final word crystallizes the air around him. His encasement becomes a smoky, opaque crystal that closes around him and supports him in midair. Once the cocoon is complete, it frees the caster's higher soul from his body. On the character's Cast Necromancy action, he appears before his crystal-wrapped body as a simple, unremarkable ghost.

The necromancer's ghost has Appearance 2 and is not recognizable as the character. His other Attributes and Abilities stay the same. He cannot use his natural Charms, sorcery, necromancy or Martial Arts Charms beyond the Form-type Charm. The character may remain a ghost indefinitely, and his Essence remains committed until the necromancer-ghost returns and climbs back into his body. Until then, the caster recovers Essence as a ghost does and may practice to learn a ghost's Arcanoi at the normal experience point costs. (This includes Moonshadow or Eclipse Caste Exalted.) The character may use them at the normal mote cost as long as Crystal Ghost Shard projects him as a ghost. When he returns to his mortal body, the necromancer cannot access the Arcanoi unless he is of the Moonshadow or Eclipse Castes, and he pays the extra experience cost to learn them as an Exalt instead of a ghost.

While the necromancer is outside his body, the Crystal Ghost Shard lightly sheds a dark mist and protects his body. No Shadowlands or Terrestrial Circle spell may penetrate the shell, and the caster's mind is completely unassailable. The shell has 30L/30B soak.

It cracks when it has suffered 20 levels of damage and splits open when it suffers 50. Breaking the cocoon jerks the caster's consciousness back to his body and causes him two levels of aggravated damage.

Killing the caster in ghost-form causes the spell to pull the soul back to the body with terrible speed, so fast that bits of his awareness and memory tear off. The cocoon shatters as he starts awake, bleeding through his thoughts, and the event is so damaging to his psyche that the character loses one dot of permanent Willpower.

DEAD MAN'S VOICE

Cost: 18m

Target: One creature

Through an arcane link—a piece of flesh or blood, or something important to the target—the necromancer can use another person as a conduit for his own awareness. Invoking the spell and closing his eyes, the caster sees the area around the person whose arcane link he holds. There, he may invest his consciousness into that person, overwhelming the victim's mind to use her as a mouthpiece. Necromancers use this method of casting when they send emissaries to a foreign court but wish to speak to the local potentates in person. They often keep tokens from their emissaries for just this purpose. Alternatively, the necromancer can possess a nearby mortal or ghost. This latter method is useful when the caster has an arcane link to a person, but wards against scrying or mental intrusion make direct possession impossible. Living creatures with Essence 1 and ghosts with Essence 2 or less have absolutely no defense against Dead Man's Voice. Other targets use their Dodge MDV to resist the caster's (Essence + Presence) attack.

Once the necromancer possesses a victim, he sees and hears with her senses, and his own voice speaks through her mouth. He prevents his victim from taking actions of her own, but he cannot do much more himself than turn his borrowed body and incline the head to face different people. He cannot walk, run, fight or anything else that requires significant control. The caster can use Awareness Charms and Charms that affect social combat through his puppet, however.

This spell is harsh on possessed bodies. The victim's eyes burn black with the magic of the Labyrinth and drip blood (or ghostly plasm). After a short time, a mortal's skin pales, then whitens completely. Her body shakes with chills that the caster never notices. She sweats blood. Her hair grows brittle and her fingernails yellow and crack. The deadly Essence consumes her from within. After half an hour of possession, a victim looks like someone minutes from the grave. And she is.



Most mortal victims of this spell die before the spell's one-hour duration ends, but the caster's will keeps the body standing and speaking. Ghostly victims don't get off any easier. As the spell wears on, a ghost's form flows apart, melting like hot wax before the plasmic corpus boils away into nothing at the spell's end. Victims of Dead Man's Voice suffer one unsoakable level of lethal damage every 10 minutes (or two actions in social combat) until either the necromancer releases them or the hour ends. The caster does not suffer any penalties for wounds suffered by the host body.

DEMON OF THE FIRST CIRCLE

This spell is identical to the spell of the same name described on pages 252–253 of *Exalted*.

DENYING THE CALL

Cost: 24m


Target: Creature, recently dead

As a puppeteer controls dolls of wood and cloth, so does the necromancer pull the strings of life and death. Balling her hands into fists, the caster forces a soul recently dead to reanimate its body and ties it there.

The threads of black Essence that bind the soul to its dead flesh quickly wear out, however, and no force is mighty enough to keep fate at bay forever.

The target must have died no more than one minute before the spell was cast. He rises again with only a single health level above Incapacitated (usually -4), but that health level can only be lost to a level of aggravated damage. For the spell's duration, the target individual is considered a creature of darkness; in all other ways, the spell's subject is *not* one of the undead. For just a short time, Denying the Call returns a target to his original life, where he remains for a number of actions equal to the caster's Essence or until he's destroyed, whichever comes first.

A dead soul wants nothing more than to lie down, to sleep restfully for the three days before it can release its po and fly toward reincarnation or an unlife in the Underworld. Targets are very much aware that they were briefly dead, though they are fuzzy on what killed them. They do *not* know they are doomed to collapse again shortly (though some people might guess). Animals and the very stupid generally return to whatever they were doing before being slain, while the canny or



loyal recognize the opportunity for revenge or a short period of continued service.

Denying the Call works only once on a given target. If a target's hungry ghost later rises in the night, it will be at half its normal health levels, as will the higher soul if it appears in the Underworld. The damage heals at the normal rate for ghosts.

EXQUISITE UNDEAD AIDE

Cost: 20m

Target: One corpse

The necromancer spends a scene mixing wax with blood, shaping it into a tiny figurine and imagining a personality to go with it. She rubs the waxen figure over a corpse of her choice, channeling the figurine's spirit into the body with a surge of bone-hued Essence.

The resulting zombie has a mind, a mixture of the artificial psyche the necromancer imagined and the person it used to be. It looks and sounds like it did in life, though its flesh is cool, pale and slick. It reeks slightly of decay, and it has trouble speaking loudly. The exquisite undead aide starts with the traits of a common zombie, having lost most of its memories. Necromancy grants it Attributes at a rating of 2 or higher (except Appearance, which stays at 1) plus the caster's (Intelligence + Occult) in extra Ability dots, though none of those dots can raise the creature's Abilities above the necromancer's own. Lastly, the thing takes a new Motivation—to serve, love and worship the necromancer above all things.

At the Storyteller's discretion, the aide might eventually regain the memories—and Intimacies—of its former life, though its Motivation stays the same. It might even regain trait scores it had in life, though it can never have access to Essence, Charms or other magics it used while living.

FOLDING MIDNIGHT

Cost: 46m

Target: One shadowland

After casting the spell, the necromancer must walk all the way around a shadowland. He travel only at night or only during the day, but the actual trip may take as long as necessary. Once the circuit is complete, the caster has bound the shadowland into Creation, if he traveled by day, or the Underworld, if he traveled at night. For the next year and a day, leaving the shadowland returns a traveler *only* to the designated world. Mortals who wander in accidentally might never return to Creation, or an unlucky ghost might be stuck away from the Underworld and its palatable death-Essence.

Should the shadowland shrink or expand, the curse remains, but completely healing this wound in Creation ends the effect.

FUNERARY MISTED VESSEL

Cost: 22m (11 committed)

Target: One sailing vessel

This spell summons a sailing ship from the depths, much like *Death Flies Two Sails* (p. 25), but this larger vessel can comfortably carry 20 able bodies, uncomfortably fit 50, and could contain 80 of the walking dead, if they were carefully packed. In addition to the effects of the lesser spell, an unnatural fog bank obscures the ship from the sun and foes. Under Creation's sun, the ship only loses half its soak. The fog is transparent to those on the ship but nearly opaque to anyone else, and it spreads five miles from the ship in all directions. Casting the spell in Creation doubles the Essence cost, but not the commitment. The necromancer who summons the *Funerary Misted Vessel* does not need to be on board for it to operate. In fact, the Silver Prince has three such ships patrolling his waters, and they are well known and rightly feared.

FUNERARY MISTED VESSEL

Speed: 20/40mph

Maneuverability: -1S (Sail 3)

Endurance: Necromancer must maintain an eleven-mote commitment.

Crew: 15/4 (or 1/1, if the necromancer is on board)

Cargo: See above

Armor: 20L/20B

Health Levels: Ux20/Mx15/Cx6/Ix2/D

Weapons: Only those added after the craft's creation

GOLDEN SHADOWS CAST IN FRIEZE

Cost: 30+m

Target: One spectre

First Age Solars invented this spell to wrest further knowledge from the slumbering minds of the Neverborn. They used it on captive spectres in the laboratory. The spell works just as well in the field, however.

The necromancer gathers shadows in his palms and squeezes them into a loose ball of golden mist. When the casting is complete, he blows upon it and splays his fingers wide to shine a bright golden light at his target spectre. Scenes from the spectre's existence before and after becoming tainted play out in the shadow of

the golden light. Meanwhile, the target's player rolls (Willpower + Essence) at difficulty 7. The caster may purchase additional successes for this roll at three motes per success, up to his permanent Essence. A successful roll means separates the spectre from Oblivion's whispers (see p. 33), cleansing her mind of her obsession with the Void. If she wanted, she could return to her previous existence as a ghostly citizen of the Underworld. If the spell is cast on a ghost tainted by the whispers of Oblivion but not "converted" to a spectre, the spell works perfectly without the need for a roll.

Former spectres retain all memories and skills from their time as servants of the Neverborn. They retain a frightening insight into the minds and actions of the old, dead gods. Their corpus remains twisted and malformed, and they usually need serious reconstructive moliation before any other ghosts accept them.

Golden Shadows Cast in Frieze still serves its old purposes of inquiry and, occasionally, mercy. Deathlords send ghostly agents into the Labyrinth to become infected and changed, knowing that they can change them back to learn what their agents learned while mad. They also use it to "cure" nephwracks who lead dangerously pervasive or effective Oblivion cults. Deathlords use this tactic sparingly, however, because some theories suggest their Neverborn masters *know* when magic wrenches a spectre from their grasp.

GRAY EYES SHIELD AND SHELL

Cost: 25m

Target: Caster or one ghost

The necromancer's death-tainted anima turns a handful of dirt into the gray dust of the Underworld. Spitting a bit of saliva and blood into her hands and mixing them, she dabs the resulting concoction on her eyes. When the necromancer next opens her eyes, they are gray and... completely unremarkable. Her entire body follows suit, appearing almost colorless, and certainly not worth anyone's notice.

This shield of gray eyes prevents any ghost from affecting the character with any Arcanoi. Ghosts cannot taste her senses, ride in her skin or steal control of her body. They cannot steal her Essence, and the petty illusions they create appear transparent, unreal and not at all frightening. Only a ghost's self-moliation can affect the necromancer, and that only by shaping more effective claws or a thicker hide. The caster's aura appears gray and featureless.

The spell normally lasts for one hour. If the necromancer wishes, she may wrap a ghost in the power of her shield. The character fixes one ghost with her

newly grayed gaze, and her player rolls (Wits + Occult) in an attack roll with three added successes. This attack is unblockable. If the target ghost fails to dodge, he cannot use any Arcanoi for one hour per net success in the caster's favor. Any effects the ghost currently has active cease.

HUNDRED SHADE BREATH

Cost: 20m + (1m per hungry ghost)

Target: Caster

The necromancer bites her own cheek or tongue and allows blood to pool in her mouth, summoning the worst of her po. The breath she next exhales spins itself into the dark forms of many hungry ghosts that sweep forward to attack her enemies. The ghosts' violence cannot be controlled beyond aiming them at the character's foes; they spare designated allies. At the end of the scene, the ghosts are drawn infallibly back into the necromancer's mouth and vanish. (See *Exalted*, pp. 317–318, for traits for hungry ghosts.)

INFINITE FOOTSTEPS

Cost: 26m


Target: One journey

The Labyrinth is a shifting, dangerous place constructed from the Neverborns' quicksilver dreams and nightmares. Travelers can use the Labyrinth to cross the Underworld in days, but they are likely to become lost and devoured—or worse. Masters of the Onyx Circle, however, may dare the Labyrinth with this spell.

Standing just within the Labyrinth, the caster throws a token of her destination into the mad realm before her. It may be a bit of dust from the ground there or the plasm from a creature or ghost who dwells in the area. Whatever it is, the Essence-charged token warps the fluid region into a long, curving hallway of the Labyrinth's black stone with supports made from the white ribcages of lost giants. It is broad enough for seven zombies to stagger abreast.

This necromantic passage forces a direct connection between the necromancer's destination and the entrance to the Labyrinth where he now stands. No matter how close or far the two locations may be in the Underworld above, walking the infinite hallway takes one full day of travel. No other magic or means of transportation can speed this journey. The tunnel remains coherent for a number of days equal to the caster's Essence, after which it becomes as susceptible to change as any other portion of the Labyrinth. It might endure for a century, or it might dissolve into a spectre battlefield after mere seconds.





Even though Infinite Footsteps does not pass through locations owned by nephwracks or stranger inhabitants of the Labyrinth, it may come very close to them. Entities who call the Labyrinth home occasionally take offense, invade the corridor, and try to make passage difficult. For some reason, this seems to happen most often when the caster is in haste or otherwise concerned about traveling quickly.

IVORY RAZOR FOREST

Cost: 25m

Target: Area

The necromancer's bones glow through her flesh as darkling Essence builds around her. She stabs her skeletal-seeming hands into the earth, and a shockwave of Essence travels along the ground. Hundreds of ivory spikes, each four yards long, shoot up from the quaking earth to destroy large structures and slice apart everything in their path. The total area equals (the necromancer's [Charisma + Occult] x 10) square yards. The necromancer can shape the spell's area however she wants, from long, yard-wide palisades to break up troop formations to broad killing fields—even cages. The bone blades are as sturdy as a brick wall (see *Exalted*, p. 154) and are placed so densely that nothing larger than a rabbit can wriggle between them. The bone thickets and palisades shatter to dust four days later.

Anyone caught within the thickets of bone blades takes 8L damage. Parrying is impossible, but a character can dodge out of the way if he is within a Move action of the bone-field's edge. Being thrown against the blades inflicts the same damage. A person caught within the Ivory Razor Forest takes no further damage if he stays completely still. Climbing out (or through, for whatever reason) calls for a (Dexterity + Athletics) roll, difficulty 3, with another 8L attack as the cost of failure (and this time, it cannot be dodged).

This spell can be cast in long ticks for use in war. For this purpose, the necromancer's unit takes no penalties due to having a lower Magnitude than her opponent, if applicable. The spell targets a single unit as a ranged attack and inflicts 10L piercing damage, plus successes. Ivory Razor Forest can also chop a target unit into anywhere from two to four smaller units, at the necromancer's whim. As a persistent effect, the spell continues to inflict damage on the target's subsequent actions—but since the Ivory Razor Forest is immobile, the target unit can easily disengage, leaving the bony spikes as a static barrier on the battlefield.

JOYLESS SPIRIT'S CORRUPTION

Cost: 30m

Target: One god or elemental

This ritual is the most effective method to turn a god or elemental of Creation into a spirit with power and responsibility in the Underworld. Usually, only the most corrupt gods of waste, ruin and decay conceive of advancing themselves by joining the Underworld, a realm without gods of its own, but a few exceptions occur. (For instance, Fou Tung, Annalist of Brigands' Murders and Deaths, believed he could better perform his function in the Underworld than in his palace in Yu-Shan.) The ritual works only on a willing god who knows full well that it renounces the Celestial Bureaucracy and Creation completely.

The spell's six-hour ritual involves anointing the god with funerary oils and foul potions that represent the transition from life to death. It must take place in a shadowland and end as the sun sets. Among other tainting portions of the ritual, the necromancer sacrifices a mortal ridden by a ghost, and both god and necromancer sip its blood. After the ritual, consider the god "dead" for purposes of where it regains Essence and at what rate (see *Exalted*, p. 313). The god is also considered a creature of darkness, and it now bears responsibilities in the Underworld, resembling those it had in Creation. Elementals become tied to the dead and silent elements of the Underworld. The Underworld has no Celestial or Terrestrial Bureaucracy, however, and no censors, so most spirits who tie themselves to the Underworld are free to do as they please.

Once per year, the necromancer who uses this spell to corrupt a god may demand one favor from it. The fallen god must grant the request unless its performance would take more than a month or endanger its existence.

LINKS BORN OF TUMULT

Cost: 22m, 1lh

Target: Caster

The necromancer must temper a silver wire hook in a funeral pyre and quench it first in mortal blood and then in ghostly plasm. The result looks more like blood-smeared black iron than silver. When she casts the spell, the necromancer lowers the hook into her mouth. She catches her po on the end of the wire and, though the act is excruciating, pulls it out through her mouth. Her lower soul flows into her Essence-suffused shadow. The caster has effectively created a hungry ghost from her own soul.

Her shadow has traits equal to the hungry ghost found in **Exalted** on p. 318, with the following adjustments (dependent on the caster's Essence):

- It has any Abilities the character has.
- Add (Essence x 3) to its base claw damage.
- Add (Essence) to its Strength and Stamina, its number of -2 health levels and its lethal and bashing soak.
- Add (Essence/2, round down) to its Dexterity and Wits and to its number of -1 health levels.
- Add (Essence/3, round down) to its Intelligence and Essence and to its number of -0 health levels.

The shadow obeys the character's commands but does not have much ability to improvise. Its Motivation is "Obey my higher soul" and it has an Intimacy to "Murder," which it commits when convenient and is not constrained against doing so. The necromancer may send her consciousness to inhabit and control her shadow at any time. While doing this, she may use Charms and Combos through it without any complication, but her body is helpless until she returns to it.

The caster can keep her lower soul separate from her body as long as she wishes. Links Born of Tumult ends when the character decides to devour her shadow and lower soul to put both back in their rightful places, or until her shadow is destroyed. In the latter case, the necromancer's lower soul returns to her ripped and torn, and it burns her mind. She loses a dot of permanent Willpower, and the event stuns her for an hour before she can act again.

ONYX COUNTERMAGIC

Cost: 15m or 20m

Target: Caster, or nearby Terrestrial Circle sorcery spell, or nearby Shadowlands or Labyrinth Circle necromancy spell

This spell functions just like Iron Countermagic (see p. 30), but it also affects Labyrinth Circle necromancy and Terrestrial Circle sorcery.

PUZZLE BOX OF LOVE

Cost: 20m

Target: Ghost

A necromancer can use this spell against a ghost whose Fetters and Motivation she knows, probably from previous use of Gathering a Ghost's Strings (see p. 29). She may instantly overwrite all of the ghost's Fetters and his Motivation without any defense.

Once per year, the player of a heroic ghost bound by this spell can roll (Willpower) at a difficulty equal to the necromancer's Essence in order to return one of

the affected qualities (Motivation or one Fetter) to its old state. He may continue the attempt each year, on the day of his death, until he returns to normal.

RATTLED BONES OF WAR

Cost: 25m (committed)

Target: Summoned warstrider

Gesticulating like a mad conductor, the character draws forth long-buried bones from the earth around her. The rising bones grow pearlescent, then shine with a faintly greenish light. They lift from the ground and surround the caster in an osseous whirlwind. The winds lift the character from where she stands as the bones lock into place around her to form greaves and cuisse, gauntlet and vambrace, a helm with a visor and cuirass marked with the character's personal sigil, often a stylized version of an Exalt's icon. Finally, the spell forms a warstrider dire lance from the long thighbone of a dead giant or the stiffened spine and tailbone of an enormous creature.

When casting the spell, the character gets to choose between either a common or scout warstrider, as defined by the appendix of **Wonders of the Lost Age**. Cured ligaments serve as her interface with the giant suit of bone armor that surrounds her, and she is attuned and ready to fight as soon as the spell is complete. The warstrider remains for one full hour; the bone-forged siege weapon then loses cohesion and falls apart. The caster may reflexively spend another 12 motes to purchase another hour. Otherwise, she lands safely on the ground surrounded by discarded bones. If the character casts the spell while wearing an attuned hearthstone rated 3 or more, the warstrider can run for a full day without any additional Essence before it falls apart. Hearthstones used in this way no longer provide the character with Essence or other powers for the spell's duration. Note that the fatigue a necromancer almost definitely accrues while piloting the warstrider does *not* magically dissipate.

The character may ease the spell's casting by sacrificing sentient beings in the minutes before shaping the spell. Each sacrifice must be performed with an obsidian knife sanctified to the Abyss. For each point of the victims' permanent Essence, the spell's cost (and commitment) drops by one mote, to a maximum of (caster's Essence x 2). Each purposeful murder adds layers of scarlet, mingled with the darker red of congealed blood, to the warstrider's appearance. It drips bile and bloodied phlegm everywhere it goes. Beyond the disgusting appearance the warstrider derives from the caster's victims, this weapon is identical to the spell when cast without sacrifices. The version of this spell





cast using more than two or three sacrifices is often referred to as Walking Gore Titan.

REAPING THE FALLEN

Cost: 25m

Target: Caster

The character's anima leaps into its iconic form, while sparks of black lightning flicker around its edges. For the rest of the scene, the necromancer recovers one mote of Essence every time someone dies within a league of her. A glowing spark of soul-stuff rises from the body, races to her and dissolves in her anima. In settings of ongoing mass carnage, such as a battle, the Storyteller assigns how many motes the necromancer collects per action. The Magnitude of the smallest unit involved in mass combat is reasonable. (So, for instance, in a battle between two armies of Magnitude 7 and Magnitude 8, the character would gain 7 motes per action).

REBIRTH INTO DARKNESS

Cost: 22+m

Target: One ghost

The necromancer points a prepared ceramic collar at any ghost he can see clearly and snaps it. At that

moment, the ghost feels an invisible collar tighten around her neck. The players of the necromancer and the ghost make a resisted (Essence + Willpower) roll. The caster may reduce the ghost's dice pool by one per additional five motes spent. Ghosts who win escape the spell. Those who lose feel the phantom collar close and lock with a snap before that sensation fades.

When a ghost affected by this spell "dies," she has no opportunity to enter the cycle of reincarnation or fall to Oblivion. Instead, she re-forms before the caster after the normal time span (usually one or two days). She cannot completely die as long as this spell remains active. Powerful necromancers use this spell to torture ghosts to "death" without fear that the ghost will escape them into Lethe or re-form somewhere out of reach. After a number of weeks equal to the caster's Essence, the ghost feels the collar crack and fall off as the spell ends.

SEVEN VISIONS WISDOM

Cost: 34m

Target: One ghost

The necromancer holds her hand before her and squints so she sees a ghost as standing or resting in her palm. Closing her hand into a fist, she captures the ghost

and compresses his Essence into a small medallion of soulsteel etched with the ghost's name. This medallion qualifies as a two-dot artifact and requires two motes of commitment for use. Any person using it can substitute one of the captured ghost's Ability ratings for one of her own. Additionally, when using Lore to determine if the character knows something, her player may roll twice, using the ghost's Lore rating the second time. Charms may apply to this roll.

Seven Visions Wisdom can capture only those ghosts with permanent Essence less than or equal to the caster's. After a number of months equal to the caster's Essence, or when it is struck by appropriate countermagic, the medallion unfolds into the original ghost, again whole and in command of his own faculties. He remembers what his Abilities were used for and the memories that were accessed (through Lore), but otherwise knows nothing about his time within the amulet.

When casting the spell, the character may choose to sacrifice one dot of permanent Willpower, making the medallion permanent and proofing it against all but Obsidian Countermagic. Only one such amulet can assist a character at once. Attuning to more than one introduces conflicts when the character draws on Abilities, applying a -2 internal penalty when using the ghosts' Abilities.

SHADOW STONES TRAVEL

Cost: 26m

Target: Area

When the character takes the Cast Necromancy action, he cuts his palm. Uncannily red, Essence-charged blood spills and stains the ground. Five ticks later, a breeze blows outward from the vivid bloodstain. After 10 ticks, the gusting wind reeks of grave rot. On the 15th tick, a veil of shadow ripples outward from the center of the spell. Where it passes, grasses brown and wither, the earth becomes sterile and gray, and the sky grows dark. The area within 50 yards of the stain becomes a temporary shadowland.

A number of ticks later (equal to the caster's Essence x 5), the forced blending of the worlds ends. Creation reasserts itself and shoves the Underworld away, but all creatures that were inside the spell's boundaries go with it. They are now in the Underworld, in a place analogous to their former spot in Creation. The caster may let the shadowland effect end earlier—as early as her very next action after it opens.

When cast in the Underworld, this spell has similar but reversed effects. The wind that blows between the worlds smells sweet, and when the shadowland fades, everyone within it ends up in Creation.

SHIELD OF SHATTERING BONES

Cost: 18m

Target: Caster

Crimson Essence flows from the caster's heart to her outstretched hand, where it coalesces into a phantasmal red fire. She crushes it, and a blood-red halo bursts outward from her across the battlefield. Before it fades away at 25 yards, any skeleton or zombie the expanding ring touches glows for a moment with a faint red fire. Thereafter, until the next sunrise, the necromancer may reflexively spend three motes before damage against her is rolled in combat Step 10 to shunt all remaining dice onto one of the affected undead. Damage is then rolled as normal, but the result is applied to the affected zombie.

Only a number of the nearest walking dead equal to (caster's Essence x 5) are bound to the caster's life, and they must stay within 50 yards to be valid targets for the redirected damage. On a successful (Perception + [Awareness or a relevant combat skill]) roll, any onlooker can notice that attacks don't hurt the caster. The caster gets struck with a goremaul (for instance), but a nearby skeleton shatters; the wavecleaver that just kissed the caster's chest leaves her unharmed, but a grinning gray wound opens on a zombie.

Once the last zombie affected by the original burst falls, the necromancer must cast the spell again if she wants its protection. Shield of Shattering Bones cannot affect ghosts or other intelligent undead, only the near-mindless walking dead.

SILENCED WHISPERED PRAYERS

Cost: 25m


Target: One creature or area

As he shapes this spell, the necromancer hears the whispered prayers snaking through the air around him—prayers for clemency, for honor, for luck, love, money or vengeance. He whispers too, and more voices flow from his mouth than possible for a single person. Once the spell is cast, his whispers become the perfect opposites of those he heard, canceling out the prayers' power.

Targeting an individual ghost severs that spirit from prayers given to her. She gains no benefit from any Cult rating or other prayers until the Underworld's sun has risen seven times. If a living creature is the spell's target, she treats her Cult rating as half normal (round down) for the duration.

Laying this curse on an area dampens the prayers received by all ghosts within 45 yards of the caster by one dot and does not affect living creatures at all. This version of the spell has the same duration. In either case, the people who do the praying notice no change.





SPITEFUL PASSING

Cost: 1m

Target: Area

This spell has special timing rules. The character can cast it as a reflexive Shape Labyrinth Circle Necromancy action that takes 0 ticks. After that, the Cast Necromancy action takes just a single tick. It is the last action the character ever takes.

When a necromancer with this spell knows he's about to die anyway, he can invoke the Void and turn his Essence against itself. His body implodes into a vortex of darkness that swiftly expands again into a sucking whirlpool. Everyone and everything caught within a number of yards equal to the suicidal necromancer's Essence is swept into the black vortex and disappears. One can escape this fate with a perfect dodge. The whirlpool cannot be parried or soaked, however, even by other perfect effects. After three ticks, the vortex drains away, leaving nothing behind.

The caster's body and spirit are utterly consumed, leaving behind neither corpse nor ghost, though if he is Exalted, his Exaltation endures for eventual reassignment. No memories of that Exalt's incarnation remain for future hosts. The spell wipes all traces of the necromancer's existence from the Exaltation.

Onlookers might think that people caught by the whirlpool are dead, but technically, that is not so. They are actually transported to the heart of the Labyrinth, near the Well of the Void. Survival after that is their own problem.

SPURRING THE BEAST OF WAR

Cost: Varies

Target: War machine

This spell is a heightened version of Walking War Machine (p. 35). Necromancers also call it Onyx Reanimation. Spurring the Beast of War animates an undead war machine. Most of the rules for Walking War Machine apply, but a necromancer needs both Medicine and Craft (Fire) at 4 or higher even to attempt such fantastic creations. Each roll in the construction attempt represents two full days of work, and the spell costs four motes for each success on the construction roll.

Deathlords use this spell to create their "bonestridders," casting it in such a way that the completed mechanism does not take on its own life but responds perfectly to an attuned rider. Nor have the shrewd Deathlords ignored the possibilities of other undead weapons to be "worn" or piloted by their Abyssal and ghostly servants. See the boxed text for traits of a typical necromantic war machine; add the attacks you consider appropriate.

ONYX ANIMATION HORROR

Motivation: Destroy!

Attributes: Strength 6, Dexterity 2, Stamina 5; Charisma 0, Manipulation, 0, Appearance 1; Perception 3, Intelligence 1, Wits 4

Virtues: Automaton: never fails Valor checks, never makes others

Abilities: Athletics 3, Awareness 2, Dodge 4, Martial Arts 4, Melee 3, Resistance 3, Stealth 1

Join Battle: 6

Dodge DV: 3

Soak: Variable, but at least 4L/8B

Health Levels: Each success on the preliminary Craft roll provides two -0, two -1 and three -2 health levels; also, one -4 and one Incapacitated health level, as normal.

STEALING THE GATHERED BREATH

Cost: 15m

Target: Area

The unfortunates within (Essence x 5) yards of the necromancer gasp, lungs clenching as bits of their souls trail from their lips in bright wisps. Each takes a die of lethal damage, soakable only with Stamina. For every health level thus inflicted, the necromancer gains one mote.

STRIKING SPECTRE LASH

Cost: 15m + (2m per attack)

Target: Caster

The necromancer slashes open her skin and the black skeleton of a serpent lunges from the wound to strike enemies within (Essence x 4) yards. The lash acts on the same tick as the necromancer, but independently of her, using a dice pool equal to her (Wits + Occult + Essence) to attack. It cannot parry, but it can lash like a whip or attempt to twine its body around a foe, grappling him. The lash inflicts raw bashing damage equal to the caster's (Strength + Essence). More importantly, the player of anyone struck by the spectre lash must roll her character's Essence. Failure means the spectral serpent lodges its fangs in the target and drains away his life. Such a victim falls with his skin tight as a drum against his bones and a look of horror frozen on his face. Extras die outright. Other characters are merely knocked straight to their last Incapacitated health level with bashing damage.

At the end of the scene, the skeletal snake struggles from the necromancer's flesh to land on the ground, where the fallen bones calcify into unmoving onyx.

SWEET VOICE FAMILIAR

Cost: 32m

Target: Area

This spell gives a mouth to the inchoate ramblings of the Neverborn. The caster surrenders her body to Oblivion's whispers. Her legs bend, she balances impossibly on the balls of her feet, and her body seems suspended by invisible puppeteer's strings. Her head lolls to one side and her jaw opens, and the never-spoken mad words of the dead Primordials issue from her unmoving mouth, magnified by the spell's power.

Any ghost within a number of miles equal to the caster's Essence hears these whispers, and their players must roll (Integrity + Willpower) at a difficulty equal to (caster's Whispers + 5) to resist the taint. Any who fail have been poisoned, mind and soul, as if they had been exposed to the whispers of Oblivion. They soon become spectres and belong to the Abyss. Success means the ghost merely loses one point of Willpower.

Mortals who hear the untranslatable, corrupted words resist in the same way, but at half the difficulty. For every success by which a character fails, he loses a point of temporary Willpower. Those who hear this spell multiple times before their death are more likely to become ghosts—and they often rise as spectral mortwights. Casting the spell in the echoing Labyrinth doubles its range. Creation, on the other hand, is not hospitable to the Neverborn and reduces the range to a flat 250 yards.

WHITE SHARD FUNERAL

Cost: 28m

Target: Mirror

A drop of blood and an imperious gesture links a convenient mirror to any other mirror in the world

(Creation or the Underworld, but not crossing between worlds). The caster looks into her mirror, sees out the other as if through a window and hears what's happening at the other location. Anyone at the targeted mirror can see and hear the caster, too.

The only limit is that the caster must have some idea of the target mirror's location: Trying to look through the mirror in the Tri-Khan of Chiaroscuro's council chamber doesn't work if you don't know where that chamber is in the *palace*. If you don't know where the palace is, the best you can do is a mirror somewhere in Chiaroscuro. Arcane links to a location (such as dust from the palace, or a thread pulled from an arras in the council chamber) enable accurate targeting.

The mirror-link lasts (Essence x 10) minutes, during which time the necromancer may converse with people at the other mirror. For every additional five motes, the caster may contact an additional mirror. Each targeted mirror displays what all mirrors in the loop see, giving precedence to the scene before a mirror where somebody speaks.

When the spell ends, all the mirrors shatter. Mirrors or areas warded against magical intrusion may be proof

against this spell.

WILLFUL FLESH COMMANDS

Cost: 18m

Target: Ghost

A necromancer using this spell can perform all of the effects afforded by Black Candle Visage (see pp. 23-24). He may also do the following:

- **Reduce Attributes:** One success per dot. By twisting the ghost's flesh and her nature, the caster may reduce any of his victim's Attributes.
- **Increase Attributes:** One success and three additional motes per dot. Tightening the ephemeral cords

of corpus or her processes of thought, the necromancer can increase any of the target's Attributes.

This spell produces permanent effects and does not depend on physical shaping. The caster's player rolls ([Dexterity or Intelligence] + Craft [Moliation])). A willing target adds three successes to that roll. Only countermagic or another use of this spell can change the target back, and the ghost is immune to other sources of corpus shaping as long as she remains under this spell.



THE VOID CIRCLE OF OBSIDIAN

The highest—or lowest—circle of necromancy takes its name from the ultimate force of death and annihilation. Few of these spells cause obvious, massive destruction. Rather, they poison Creation itself with the Void's power. Fortunately, even the mighty Deathlords lack the reserves of Essence to cast Obsidian Circle spells very often.

ABYSSAL AEGIS

Cost: 20m

Target: Caster

The necromancer's aura seems to catch the light and shine... before she peels off that light, wads it into a ball, and consigns it to Oblivion with the Three Unspeakable Words. Until the next sunrise, a halo of shadow and emptiness hangs about the necromancer.

The Abyssal Aegis adds the necromancer's permanent Essence to her bashing and lethal soak. More importantly, she becomes immune to magic designed to hurt her specifically because she is aspected with death. Therefore, although a Zenith Caste can still attack her with a blade, his anima power cannot raise his minimum damage. A Blazing Solar Bolt vanishes in a swirl of shadow. Not even Solar Circle sorcery designed to harm creatures of darkness will have the desired effect against the necromancer.

ANGUISHED SHADE HARVEST

Cost: 60m

Target: Area

As the sun sets, the necromancer races to journey around an area that may be as big as he wishes as long as he surrounds it by midnight. The character can ride, but not use any sort of magic to speed his passage. Once he connects his path's end with its beginning, the stars within the circle fade, and clouds smother the heavens. Until the next dusk, the area remains heavily overcast and every person who dies a violent or painful death rises as a hungry ghost—even in daytime. The ghosts are not slaves to the necromancer, but they won't attack her.

THE BARLESS GATE

Cost: 42m

Target: Mirror

The necromancer touches a mirror as his anima flashes silver. The mirror ripples, sucks him in and bursts into slivers as soon as the caster is gone from sight. Another mirror of the caster's choice immediately turns black and shatters outward, expelling the character—though the necromancer simply floats to the ground with quiet dignity. He may step out of any mirror in the same world. If he doesn't know of a particular mirror, he may aim for a location and steps from the nearest mirror. Spells that block teleportation such as Private Plaza of Downcast Eyes (see *The White Treatise*, p. 55) shunt the necromancer to the mirror nearest the warded location.

BARRED TOMB

Cost: 40m

Target: Recently dead creature

Barred Tomb functions like Denying the Call (see pp. 39-40), except that its binding is stronger. Souls are bound back to life for up to one hour (or until slain again). They also possess a number of unwounded health levels equal to the caster's Essence, each of which is vulnerable only to aggravated damage. Barred Tomb cannot be cast on someone who was previously revived by this spell or Denying the Call. Likewise, Denying the Call doesn't work on someone who was once revived by Barred Tomb. Ghosts that rise after being targeted by this spell have only a single health level.

Barred Tomb is the utmost limit to necromantic attempts to deny death. Even the Obsidian Circle cannot truly return the dead to life.

BIRTH OF SANITY'S SORROW

Cost: 10m, 1 permanent wp

Target: Caster

Only the Neverborn themselves can tutor a necromancer in this spell. All other attempts to teach it result in failure, and committing it to paper results in gibberish. The character must have the insanity, influence and raw power to approach the tombs of the Neverborn that drift within the Mouth of the Void in Stygia, constantly devoured by the Abyss but never diminishing. There, the necromancer communes with one of the chthonic entities, and together, they devise her personal expression of this spell. The result comes from the terrifying imagination of a brilliant necromancer and the unknown, potentially limitless powers of an insanely malefic dead god.

Birth of Sanity's Sorrow has special timing rules. The character can cast it as three reflexive Shape Void

Circle Necromancy actions that take 0 ticks, regardless of previous actions or Charms used. She may do so, however, *only* when she is reduced to the Incapacitated health level—not before. When she does, her body swells and becomes the monster she and her Neverborn master devised. That creature has these qualities:

- Attributes as determined in the spell Links Born of Tumult (see pp. 42-43), adding (Essence) again to Strength and Stamina.

- (Essence x 6) -0 health levels and a single Incapacitated level.

- The cost of any Charm she knows becomes 1m; she may also substitute 1m for 1wp when invoking Charms or Combos.

- Three great powers. These should cost between 5m and 10m and be vastly impressive. Imitating existing Labyrinth Circle and Void Circle spells are possibilities, as are unique powers devised between a player and Storyteller.

A necromancer destroyed while wearing her Birth of Sanity's Sorrow form dies in a remarkable explosion (or series of explosions) of Essence and gore. Oblivion swallows her soul irrevocably and without exception. Should the character survive the battle, she returns to her original shape at the end of the scene, and the spell burns itself from her memory. She can never cast it again.

BLACK FAITH

Cost: 30m, 1lh

Target: Caster

A necromancer who casts this spell places all his trust in the Neverborn. He must believe they value him and his dedicated service. The character carves his prayer to dead gods into the corpus of a ghost, hurls this sacrifice into the Mouth of the Void, then spills his own blood into the vast emptiness.

And after the paired sacrifices of death and life, he leaps in himself!

The necromancer hopes that the Neverborn notice his sacrifice and crystallize their dreaming power around him before the end of his descent. As he nears the Void, his clothes, his tools and artifacts, his body itself dissolves to less than dust. Only the corpus of his soul remains as it plummets past the floating tombs of the Neverborn, and it boils excruciatingly away until the necromancer becomes nothing.

One moment stands between the necromancer's loss of spirit and his final dissolution, and it serves as judgment. If he has somewhat roused and greatly pleased the mighty Neverborn, one of them hurls the meager concept of the caster's death into the Void before him. Never having died, the necromancer appears at whatever location he desired

to appear. Occasionally, he comes to a place that his unknowable masters consider more appropriate. Regardless, he can appear *anywhere* that exists, from the Labyrinth to Yu-Shan to a lost realm in Elsewhere or the best-protected spirit sanctum. His method of appearance—literally not-existing and then existing—allows him to completely ignore all wards or safeguards against such travel.

Few necromancers master the Void Circle without the layered blessings of the Neverborn, but some madman might try to use Black Faith while in bad odor with the Underworld's dead gods. In such a case, the necromancer's Exaltation flees him as his consciousness is obliterated at the end of an inspired and very complete suicide. This spell is a Storyteller device, and players should discuss it with their Storyteller before actually using it.

BLACKSTORM COFFLE

Cost: 48m

Target: Area

This spell summons a rain of arrows like that created by Clamoring Shackles (see pp. 37-38). On his Cast Necromancy action, the caster's player makes a single (Perception + Archery) attack roll that applies to all targets within a 100-yard radius of a point the necromancer picks within 500 yards. Any arrow that misses dissolves into a foul black smoke. Each ghost slain by an arrow suffers the same effects as in Clamoring Shackles, and the chains thus created latch onto the nearest surviving ghost. Two sets of chains will not latch onto the same ghost; one instead finds a new target.

These chains cannot be made permanent, but they last for a number of months equal to the caster's Essence, at which point they dissolve into acrid smoke.


Used in war, the caster makes the attack against a unit and, if he's commanding another unit, adds its Ranged Combat rating as bonus successes. If the attack succeeds and reduces the target unit's Magnitude at all, it doubles that Magnitude reduction (reducing by one point of Magnitude becomes two, two becomes four, and so on) as the slain spirits imprison the surviving spirits. Against units that don't consist solely of ghosts (or in which ghosts are, at least, the vast majority), the attack inflicts only half raw damage and does not have any special effect.

BLOOD FROM THE SLAUGHTER

Cost: 35m

Target: Caster

As the necromancer's anima bursts into its full iconic form, insubstantial serpents of Essence erupt from its edges and vanish. For the remainder of the scene, a bloody haze and the sound of distant death agonies surround



the necromancer. Every time someone within a league of the sorcerer dies a violent death, a phantom snake appears coiled around the body as it falls, then withdraws to the caster in a dark blaze. Each death heals the necromancer of a health level of bashing or lethal damage, to a maximum of her Essence in health levels per action.

BLOOD MONSOON

Cost: 50m + 1hl

Target: Area

The necromancer cuts her own palm and cups the blood in her hand. She raises her hand, and her anima blasts the blood into the sky in a growing, rising fountain. At a mile's height, the blood-geyser spreads into a huge, disk-shaped cloud that is a number of miles wide equal to the necromancer's Essence. The necromancer can take other actions once she casts the spell, though the cloud takes an hour to reach its full extent. And then it rains blood.

The sun is blotted out. For a number of hours equal to the caster's Stamina, the sanguine rain falls and the affected area is considered part of the Underworld. Ghosts, for example, are material. Abyssal Exalted also respire Essence naturally, while spirits and other Exalted do not. In addition, even the most peaceful or inoffensive animals kill each other and cannibalize the remains—or commit suicide in any way they can. The stench of gore makes people sick. Every character's player rolls (Stamina + Resistance) for each hour of action, to resist a -1 external penalty to all actions while the rain lasts. For a year and a day afterward, outbreaks of every possible disease haunt the area, impregnated in the water and crops that grow there, while the stench of rotting blood attracts all the undead for miles.

THE CLAY OF WARPED DREAMS

Cost: 60m (committed)

Target: Area

As she stands in the damned grandeur of the Labyrinth, with not a living thing around her, the caster utters a 10-minute prayer to the black will of the Neverborn. As she finishes, the whitest Essence seeps from the walls and floors around the three sacrificial ghosts she brought with her. They fade from existence and become nothing, swallowed by white Oblivion to appease the fickle dreaming of the Neverborn that is the Labyrinth.

Once cast, the character gains complete control over (Essence x 10) cubic miles of the Labyrinth, in any configuration she desires. Landscapes appear as she imagines them, becoming her playground instead of the expression of the Neverborn's nightmares.

Controlling the area's shape gives the caster the following abilities:

- Her player can make a (Perception + Occult) roll for the caster to notice any space within the affected area than she cannot normally see. Using this ability adds to her attempts to detect concealed entities a number of automatic successes equal to her Essence.

- She can manifest physical attacks on creatures within the Labyrinth, such as scythes of sharpened bone or needles of crystallized bile. Her player rolls (Wits + [appropriate combat Ability]) for the attack, which has Rate 1, and adds a number of automatic successes equal to her Occult rating.

- She always has 90% hard cover as sheathes of petrified flesh slide between her and her foes and ropes of wire-strong intestines interfere with their attacks.

- She can create poisonous gases using (Intelligence + Craft [Water]) and introduce dangerous creatures into her section of the Labyrinth at will. Creating an original, dangerous creature this way requires an (Intelligence + relevant Craft) roll, and doing so is time-consuming.

- Trapping others in her creation, such as in a featureless room of impenetrable teeth or a vast maze of slivering tongues, is possible without too much difficulty. It is hard to contain the Exalted, however.

The caster retains her control as long as she commits the Essence or until a Neverborn stirs enough to reclaim it. Neverborn rarely care enough to do so, and never sooner than a day after the spell has been cast. Once the spell has been relinquished, whether the area changes rapidly or slowly depends entirely on the flows of the Labyrinth. Deathlords use this spell to provide a suitably grandiose location for their rare convocations. Only the wariness they feel about their peers and the spell's Essence cost prevent hosts from abusing their powers.

DEMON OF THE SECOND CIRCLE

This spell is identical to the spell of the same name described on page 255 of **Exalted**.

EMPTY NIGHT FUTURE

Cost: 32m

Target: Area

The pure and foreboding black of a starless, moonless night flows outward from the caster's eyes over her entire body. As she speaks the forbidden words of the spell, waves of darkness wash from her into the surroundings, highlighting all ghosts less than (Essence x 10) yards away in clotted shadow. For each ghost affected,

people nearby hear the faint sound of glass breaking or tears shattering on a hard, unforgiving ground. Ghosts touched by the spell immediately lose all necromantic bonds and any other bindings produced by Charms whose minimum Essence does not exceed the caster's own. Players of affected ghosts must roll their Willpower at difficulty 5, however, to keep the ghosts from being sucked into Oblivion. For each ghost the necromancer consigns to the Void, she regains one mote.

FORSAKEN LIFE ENGINE

Cost: 50+m

Target: Area and conjured automaton

To cast this spell, a necromancer first constructs a scale model of a necromantic mechanism, from components all derived from a single human body. Doing so requires an (Intelligence + Craft [lesser of Fire or Water]) roll at difficulty 5. The caster holds his palm-size invention level with his eyes and pours his Essence into it. When he drops his hand, the forsaken life engine becomes a colossal reality, sitting hundreds of yards away where his perspective put it.

The forsaken life engine's cogs are carved from slices of thigh- and arm-bones and reinforced with iron. Its cables are woven from sinew and spinal cords. None of

it would run without bile-tainted blood as lubrication. Twenty feet wide and almost as tall, heavy iron beams raise it even higher so a yeddim could walk beneath it. Its bottom features a gaping black hole ringed with teeth. Smoke trickles upward from the engine's pipes like blood trickling from a dead man's mouth. It is an automaton with the power to make shadowlands.

Putting a living creature beneath the engine brings it to life. Four bone-and-iron claws extrude from the engine's sides and shovel the victim into the hole, where mechanisms hidden within the apparatus devour the sacrifice and its Essence. The smokestacks belch goutts of black steam and crematory ash into the air, forming a spreading cloud. For each point of permanent Essence the engine consumes from its victims, the infernal machine darkens the earth and sky in a wider area, merging Creation with the Underworld. Many deaths are needed to complete the breakthrough and create a shadowland. The engine must consume a number of points of permanent Essence equal to (10 x the number of motes spent on the spell) in order to finish its work. If the engine should be destroyed before the job is done, the region snaps back into Creation.

For 50 motes, the forsaken life engine creates a shadowland 50 miles in radius. For every additional 10



FORSAKEN LIFE ENGINE

Motivation: Feed on life and rend Creation

Attributes: Strength 8, Dexterity 4, Stamina 6; Charisma 0, Manipulation 0, Appearance 0; Perception 3, Intelligence 2, Wits 4

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 2 (Lifting +3), Awareness 3, Martial Arts 6, Resistance 5 (Versus Knockdown and Knockback +3)

Join Battle: 7

Attacks:

Claw: Speed 5, Accuracy 10, Damage 16L, Parry DV 6, Rate 2

Clinch: Speed 6, Accuracy 12, Damage 16B, Parry DV —, Rate 1

Soak: 22L/30B (Hardness: 22L/30B)

Health Levels: -0x60/I

Dodge DV: — **Willpower:** 10

Essence: 1

Other Notes: In combat, each of the engine's claws acts independently. Each may flurry on its own, and its Rate only limits the number of times an individual claw may perform a given attack. Each claw could clinch once on the engine's action, for example. When a claw breaks a hold, it usually throws its victim as far as (Strength x 10) yards away, thanks to its great leverage. Alternatively, it can hurl a victim upward into the engine's mouth, but only one claw can do so per action. A (Dexterity + [Dodge or Athletics]) roll at difficulty 3 enables such a victim to avoid the mouth (and subsequently fall to the ground). Otherwise, a devoured creature suffers three levels of lethal damage from chilling cold and crushing gears before he can try again to escape on his next action.

motes spent in the initial casting, the engine increases in size by about 10% and the completed shadowland increases in radius by another 50 miles, to a maximum of (caster's Essence x 50) miles. As the shadowland expands, the engine grows fainter, more transparent. When the shadowland reaches its full size, the engine disappears as if it had never been. Until then, it can be destroyed and the spell aborted.

Obsidian Countermagic ends Forsaken Life Engine instantly, while Adamant Countermagic inflicts 10 levels of damage to the engine with each casting. The

engine does not dodge, but it has a Parry DV of 7 that suffers only the lowest of all DV penalties incurred by the claws' actions.

At normal speeds, the creation processes five weak or unresisting creatures each minute (one every two actions or so). When the "herd" begins to fight back, this slows the project by an amount determined by the Storyteller. This spell has no effect when cast in the Underworld.

GRANDMOTHER VOID

Cost: 40+m, 1lhl

Target: Caster and spectres

The ground shakes with increasing violence as this spell nears its completion, then the caster speaks two words in a rare Old Realm dialect. Her image fades, until she looks like a two-dimensional hole in the universe, one that might lead directly into Oblivion. And out of that hole pour spectres.

Each spectre is uniquely (and horrifyingly) disfigured, but they share some qualities. Their skin looks like obsidian. Their claws and teeth drip blood and shed tatters of flesh and torn plasm when they move. Eminently prepared to kill for the necromancer and the Neverborn, they constantly whisper the insanities they hear from their slumbering masters' dreams.

For this spell, the Cast Necromancy action is Speed 5. Including the Cast Necromancy action, the character takes a number of consecutive Speed 5 actions equal to her Essence, in which time her being two-dimensional renders her an invalid target for all physical and mental attacks. On each action, including the first, she spawns two spectres. These dead creatures are fully material. They have full Essence pools and health levels, and they immediately act as the caster wills. Treat the spectres as nephwracks (see **Exalted**, pp. 319–320), but on each action that she extrudes a pair of spectres, the character may purchase bonus points (as per character creation) to improve both spectres at the rate of two bonus points per mote. (She may spend each bonus point on different things for each spectre.) After the last action, the character's player may roll Join Battle to refocus, as per a normal Cast Necromancy action.

In addition to the spectres' core traits, any ghost who comes within five yards of such a spectre hears the whispers of Oblivion (see p. 33). Ghosts whose players fail the roll for their characters to resist the whispers also begin the agonizing process of becoming nephwracks. Targeting the caster with Obsidian or Adamant Countermagic during her period of invulnerability returns her to her three-dimensional form. She immediately joins battle (as her player makes the roll) and creates

no more spectres. Once created, spectres are real and permanent and cannot be dispelled by countermagic.

INAUSPICIOUS CITADEL

Cost: 60m + 1hl

Target: Conjured citadel

In the gloom of a shadowland, the necromancer stands above a hole so deep that torches cannot light its depths. At his behest, 100 people have been sacrificed, their teeth and eyes lining the pit's edge. At last, he cuts the Last Sign of the Labyrinth over his own heart, spreads his arms and steps off the edge—and his foot comes down on the roof of an iron tower that surges up into the middle of the hole. It keeps rising until five minutes later, an entire fortress of black iron, basalt and obsidian blights the earth. Any onlooker who doesn't run for her life will be crushed as the citadel grows.

Each citadel is unique, but defensible and complete. Its walls bear the mazy marks of the Labyrinth. The eyes of the sacrifices line its halls, glowing brightly enough to illuminate them; mosaics of their teeth adorn the walls, and their skins upholster furniture carved from bone.

The tower has its own perverted geomancy, focused on the necromancer himself. It is like a manse for which he is the hearthstone, and whenever he's there, it behaves like one. Therefore, as long as he's within his inauspicious citadel, the character regains Essence as if he were within a level-3 manse to which he was attuned, and he may also choose a level-3 hearthstone power that he can use within its walls. The necromancer cannot, however, use the hearthstone power or regain Essence at an increased rate when he is not in residence.

The citadel's lowest chamber is a shrine to the Neverborn. Here, the necromancer's pit now leads to the Void, and anything that falls in will be sent there. If the pit is ever blocked off completely, the citadel collapses.

Even when he's not there, the necromancer's energies sustain the fortress, and he cannot support more than one. If the character dies or erects a second inauspicious citadel, then the first crumbles into Oblivion.

INCOMPARABLE DESTRUCTION ENGINE

Cost: Varies

Target: War machine

This spell is the ultimate version of Walking War Machine (see p. 35). Necromancers also call it Obsidian Reanimation. A necrosurgeon must have Medicine and Craft (Fire) both at five dots in order to construct a war machine for this spell to animate. Each roll in the construction attempt represents three full days of work, and the spell costs two motes per success on the extended roll.

War machines animated by this spell can vary greatly, but the box below gives basic traits for a typical example.

OBSIDIAN REANIMATION HORROR

Motivation: Destroy!

Attributes: Strength 8, Dexterity 3, Stamina 7; Charisma 0, Manipulation 0, Appearance 1; Perception 4, Intelligence 2, Wits 4

Virtues: Automaton: never fails Valor checks, never makes others.

Abilities: Athletics 4, Awareness 3, Martial Arts 6, Dodge 2, Resistance 5, Melee 4, Stealth 1

Join Battle: 7

Dodge DV: 2

Soak: Variable, but at least 6L/10B

Health Levels: Each success on the preliminary Craft roll provides three -0, three -1 and four -2 health levels; also, one -4 and one Incapacitated health level, as normal.

LORD OF THE DEAD

Cost: 25m

Target: Caster

The necromancer's caste mark burns a baleful red on her forehead. For the next 24 hours, she may command any creature of death with a lower Essence than her own as she wills, and such creatures will not attack her—even if they hate her. Only Abyssal Exalted, Deathlords and Neverborn can resist this perfect Servitude effect.


MOUTH OF THE VOID

Cost: 50m

Target: Area

The caster brandishes a specially prepared, bone-handled, obsidian knife in three occult patterns, then pricks himself at various point of the body where strong flows of Essence and blood coincide. What flows from the character's wounds is not blood, but cold black oil. Indeed, he feels no pain, just the numbness of Oblivion seeping from his veins. The black oil races outward from the necromancer, ignoring gravity, until it covers a 40-yard radius around him. Then, like water spilling over the edge of a birdbath, the inky Essence *falls up*, eliminating all light within its range.

Within the perfect darkness, obscene voices whisper about joyful torture and mutilations, chill hands with sharp claws caress the living and cold, lifeless teeth nibble at their flesh and their delicious souls. Mundane sounds are muffled, and screams occasionally rip through



the darkness. One frozen moment later, the perfect shadows seep away through the cracks in the world, taking with them people's life and Essence. Every living creature within the shadow except the caster (who might not qualify as a living creature anyway) suffers 30 levels of aggravated damage. Where the thick darkness lay, the ground now rots and dies, and it is strewn with pitted chunks of strangely shaped obsidian—the transformed remains of creatures the spell kills.

In war, this spell can be cast in long ticks. The black death moves to envelop any unit engaged with the caster's unit and inflicts 30 levels of damage on that unit. The spell inflicts the same damage on the caster's unit, however, unless the unit consists entirely of the dead or the caster is a solo unit.

OBLIVION'S AVATAR

Cost: Varies

Target: War machine

Animating an undead war machine is sometimes just the first step in making it more formidable. Oblivion's Avatar endows a walking war machine with the ability to carry the pure entropy of the Void into Creation, or wherever the device goes. For every 10 motes spent (and committed), the character can endow large necromantic weapons, such as enhanced spine chains or bonestriders, with any of the listed powers. Alternatively, the character can spend 40 motes and one *dot* of permanent Willpower per power to make them permanent.

- **Chill of the Abyss:** Rime forms on the weapon, which sucks warmth from the living. Victims feel their heat draining away into the Void. Treat the area within 10 yards of the war machine as a supernatural ice storm (see **Exalted**, p. 131) to determine its effects on all living creatures in that radius.

- **The Dread Black Beacon:** Absence of light radiates outward from the weapon. For all living creatures within 50 yards, visibility becomes like that of a foggy night (see **Exalted**, p. 135). Creatures associated with the Underworld, such as the dead and Abyssal Exalted, can see clearly in the area. They also add one die to all attacks and gain all the benefits of nighttime (e.g., hungry ghosts become naturally material).

- **Fortune's Inauspicious Nadir:** An enormous black pearl grows from the war machine. It produces a gray-green fog that spreads over a 100-yard radius on intangible winds. Living creatures that inhale the fog suffer bad luck for the rest of the day. Mechanically, anyone affected by this curse treats 8 as the target number on dice instead of 7, and 10s count as only a single success.

- **Infection-Carrying Redolence:** Vapors waft from the device, carrying across the battlefield. All living creatures within 100 yards are exposed to a specific disease, chosen when the spell is cast. See **Exalted**, pages 350–353, for example diseases. Success on a (Stamina + Resistance) roll prevents infection.

- **The Puissance-Arresting Eye:** The spell attaches a flexible, rotting tentacle or a thin bone-tower to the weapon. However it appears, it bears a pyre flame burning within a concave mirror of polished soulsteel at its apex and a lens to focus its light. In battle, the eye usually remains focused on the mightiest enemy. It shines its beam on a target as a 10-dice attack that cannot be dodged but can be parried by orichalcum weapons. When successful, the beam reduces the target's Strength to 1. One lost dot of Strength returns every two actions. Immunity to Everything Technique and other defenses against Poison or Sickness effects protect against this power.

- **Prescient Threnodies for the Gods:** Desecrated voices sing out from the weapon, drowning out nearby prayers and preventing them from reaching the gods' ears. Add three to the difficulty of any prayer rolls within half a mile. Additionally, the music wearies the gods of activity and life. All of Creation's gods and elementals in the area suffer a -5 internal penalty to all Perception dice pools.

- **The Rallying Cry of the Invincible Dead:** The war machine carries a cylindrical soulsteel bell. When the chime is struck (requiring a miscellaneous action), the sound-deadening tones of the Void wash outward from the war machine. All zombies, nemissary-inhabited corpses, materialized ghosts and Abyssal Exalted within 20 yards regain one lost health level. These bells are typically very well protected, often hidden behind layers of soulsteel-reinforced ribcages.

- **Revealing the Well-Hidden Devils:** Oil blacker than night drips from the war machine. It pools in the 30 yards around the weapon and follows it around. Ghosts who materialize within this radius find the Essence cost halved and any Willpower cost waived. Leaving the area forces the ghost to pay the rest of the Essence cost, but not the ignored Willpower cost.

- **Severing the Bond with Home:** A black-and-white aurora floats around the weapon, unsettling the local flows of Essence. Creation-based hearthstones that come within 10 yards of the weapon lose their connection to their manses. They regain their normal functions once removed from the area of effect.

- **The Softening Rains:** The spell creates an enormous puffball, constructed of lungs and mucus and rotting mushroom flesh. Once per day, it can eject spores into

the sky. The sickly gray cloud instantly rots or rusts the armor of all living targets within 100 yards. The magical materials are proof against this effect.

- **The Touch That Calls Them Home:** The war machine emits vibrations that weaken and subdue the living's responses to infection. The player of any character who comes within 100 yards rolls (Stamina + Resistance) against difficulty 5. Failure indicates that every wound the character suffers for the rest of the scene becomes infected. Players only need to roll against this power once per scene, regardless of whether their characters leave and reenter the area of effect.

- **The Wailing Engine of Fear:** From its depths, the weapon emanates a terrible cry. Often there are singing mouths somewhere within the war machine. The player of any character within 50 yards attempts Valor rolls at difficulty 2. Failure indicates that the character must flee until she leaves the effect's radius. Those who botch keep running for the rest of the scene.

Oblivion's Avatar may invoke other effects. Storytellers and players are encouraged to create their own.

Obsidian Countermagic

Cost: 20m or 25m

Target: Caster, or nearby Terrestrial or Celestial Circle sorcery spell, or nearby Shadowlands, Labyrinth or Void Circle necromancy spell

This spell functions just like Iron Countermagic (see page 30), except that it can affect all necromancy. Obsidian Countermagic also dispels sorcery of the Terrestrial or Celestial Circles.

Poisoning the Well

Cost: 50m (committed)

Target: Demesne

The necromancer meditates quietly at the geomantic center of a demesne for number of days equal to its power rating. Her anima smolders around her, seeping into the land. The caster must commit the full 50 motes when she begins the spell and maintain that commitment until its end, when she sacrifices them completely.

Her communion with the demesne infects that demesne with the deathly power of the Underworld. It dies slowly, losing one rating dot per month until it reaches level 0. The necromancy has then subverted the demesne. Its aspect changes to Abyssal, then regains one dot per month, until it reaches its original power. If a manse is currently capping the demesne, it changes aspect as well.

Before the change is complete, Obsidian Countermagic can disrupt this process. So can Adamant Countermagic, if the sorcerer spends double the normal

number of motes. In these cases, the poisoned land regains its original strength eventually, but slowly—at the rate of one dot per year.

Pyre Flame

The green-hued pyre flame of the Underworld combines aspects of liquid fire and burning acid. It's rare enough that it's not a constant danger, but it's common enough that only the newest ghosts do not know its properties.

Pyre flame burns through anything except for earth, stone, jade and soulsteel. Other magical materials are not proof against the flame, but they are resistant enough that they can serve as short-term protection. It burns as hot as normal flame but tenaciously clings like pitch to anything it touches. The green flame neither spreads nor permanently goes out. It burns brightly until it has consumed all of its available fuel, at which point it dims into embers and lies quiescent until fed more substances it can consume. Most Underworld inhabitants quell pyre flame by throwing dirt over the embers, which works well enough until one of them unwittingly shovels it up.

Contact with pyre flame inflicts the following environmental effect: Damage 2L/action, Trauma 4. The damage can be greater, depending on the volume of pyre flame—the listed value is for a hand-sized patch. Greater quantities inflict greater damage. Inanimate objects do not have (Stamina + Resistance) pools, so they suffer automatic levels of damage and are quickly consumed. Magical materials other than jade and soulsteel reduce the Damage to 2L/minute, increasing the time they take to burn away. Pyre flame will also consume armor and weapons, if it gets on them. The sticky substance can be removed with a miscellaneous action and an appropriate tool, though it consumes whatever tool is used for the purpose. Quantities of pyre flame that inflict greater damage require more effort to remove. For each additional die of pyre flame damage, scraping off the substance requires one additional miscellaneous action.

Sunlight evaporates pyre flame in minutes, leaving an acrid green haze and stain. Still, there is no true sun in the Underworld, and some of the Underworld's springs or geysers produce the stuff in seemingly unlimited quantity, so there is no danger of running out.



PYRE-FLAME GUARDIAN

Cost: 50m

Target: Caster

The caster must possess and swallow a soulsteel vial—one the size of a pinky finger joint—that contains pyre flame. Once she performs that action and finishes the spell's casting, the necromancer swells to twice her normal size. The screams of a dozen random and unlucky ghosts in the Underworld resound around her. Each shrieking ghost is instantly shaped into soulsteel that fuses to the caster's skin, face, hair and eyes. Once she is protected, the caster's skin bursts into a sickly green bonfire of pyre flame.

Her new skin gives the character +15L/+15B soak and 12 Hardness. She adds to her Strength rating a value equal to her Essence, and the corrosive flame that engulfs her inflicts three dice of aggravated damage on anyone foolish enough to attack her barehanded. Foes who strike her with a weapon not forged of a magical material end up with weapons burning in their hands, soon to be consumed. Even the mightiest artifact weapons of the Exalted become dangerous,

because even though they burn slowly, they can carry the flame to other targets. A character who continues to wield a weapon after it has been smeared with the sticky fire suffers its basic environmental damage unless he wears gauntlets of the magical materials or is otherwise immune to pyre flame, at least until he scrapes it off (see sidebar). Victims of the necromancer's barehanded attacks are likewise afflicted with the touch of the pyre flame.

As an attack action, the character can vomit a sticky wad of furiously burning pyre flame at her enemies, using a (Dexterity + Thrown) dice pool. This projectile inflicts six levels of aggravated damage, plus extra successes, and it cannot be parried. Where the green balls of flame land, they leave circles or streaks of green fire. These flames are likely to kill extras before they can hope to scrape off the flames.

The spell ends either when the caster chooses, when someone targets it with Obsidian Countermagic, or when one hour has passed in the Underworld. The spell's end causes the necromancer's soulsteel skin to explode off of her. Thousands of fragments

PYRE-FLAME GUARDIAN

Name	Speed	Accuracy	Damage	Rate	Range
Pyre Flame Ball	5	+(Essence)	+6A	2	20

of shrieking black shrapnel coated in green flame fill the area around her, inflicting five levels or lethal damage and two levels of aggravated damage to all viable targets within 30 yards. Only perfect defenses can block or evade this debris.

RISEN AND SCREAMING

Cost: 40m

Target: Area

After the Cast Necromancy action, the necromancer paces out a path in Creation, dropping a small dusting of salt crystals every 30 steps. The trail he walks blackens and dries out, as if it had been burned and salted by enemies. Once he rejoins his beginning, the spell's effects appear to end.

The area enclosed by his travel has been poisoned with a lasting curse of undeath. Roiling necromantic energy lies concealed just below the surface. Any time a living creature dies within its boundary, the ground softens and crumbles to absorb it. The corpse rises again a few minutes later, its skin years rotted but its bones strong and claws sharp.

Zombies created by this spell are under the caster's control. Any zombies left in the region without their master's attention burrow into the ground, which accepts them easily. A buried zombie knows when a living creature comes within 20 yards. It can rip its way out of the ground as part of its Move action before attacking. Noticing a hidden zombie requires a (Perception + Awareness) roll, difficulty 2.

These zombies scream loudly when they attack living creatures, and they move at twice the speed of normal zombies. Otherwise, they are identical to zombies on p. 314 of *Exalted*. Only Obsidian Countermagic, focused, long-term geomancy or repeated applications of Adamant Countermagic can remove this deadly curse.

SINS OF THE FATHER

Cost: 50m, 1 permanent wp

Target: One living person

Concluding the spell, the caster reaches out and lightly caresses the face of her victim. Her Essence-charged touch sears the person, leaving a scar that no magic or medicine can heal. A (Dexterity + Martial

Arts) roll is needed for the necromancer to touch her victim if that person tries to avoid her.

Over the next week, identical brands appear on all the target's children, and any of his later descendants are born displaying the mark. Otherwise, someone so marked suffers no other effects during his lifetime. After death, however, the character automatically rises as a ghost in the Underworld after the normal three days. As a ghost, his Motivation becomes "Serve She Who Cursed Me," he gains an Intimacy to "She Who Cursed Me," and the necromancer who cursed him becomes a mighty Fetter for him. Finally, he is compelled to seek out his new master after his death, and he must obey her commands. All his descendants suffer the same fate.

Even the caster's death does not free the accursed family. Instead, their loyalties transition seamlessly to the next incarnation of the necromancer's Essence. (For an Abyssal, this becomes the next person to receive her Exaltation.) If no such incarnation appears after a year and a day, the ghost-slaves are released from their eternal bondage. Obsidian Countermagic can free a single individual and all that person's offspring from the curse, but none of his siblings, cousins or other lateral relations. Adamant Countermagic can free a single victim of the curse, but it invariably kills the target unless a Zenith Caste priest holds the target in his anima. The Unconquered Sun himself can also lift the curse off a person and his descendants, if one can reach him and prove oneself worthy.

Exaltation protects an individual and his soul from this manner of enslavement, but a person who was cursed before his Exaltation can still pass the curse to his children. Creatures without souls or those whose souls never enter the Underworld are immune to the spell's effects.

SUMMON HEKATONKHIRE

Cost: 40+m

Target: Summoned hekatonkhire

Hekatonkhire is the general term for the largest and most powerful dead things that refuse to stop moving. They are behemoths, slain but too invested with meaning to fade away completely. They are the memories and nightmares that stir the Neverborn in their sleep,

LORAS, THE DEATH SUN (SAMPLE HEKATONKHIRE)

Loras is a man-shaped hekatonkhire that stands 30 feet tall. His too-long arms hang down to his calves, and each hand has six long fingers. He wears loose robes of cloth-of-obsidian, and the giant blade he wears on his back, called the Pit, is made of writhing gold that casts its own light and shadows. Loras wanders the Labyrinth steadily, stopping only to rest or devour as his whim dictates. Spectres keep away from his haunts, since he eats them as readily as anything else.

Loras knows he was made for *some* purpose—he can feel it flowing through his black blood—but he has no idea what it is. His many powerful Arcanoi make him a fearsome opponent. When he spends a great deal of Essence, he radiates waves of white and black so bright and dark that people must look away. When necromancers summon him, Loras performs whatever task they request. After all, he seeks his purpose, and a necromancer might know it.

Motivation: Find out what his Motivation is

Attributes: Strength 9, Dexterity 7, Stamina 10; Charisma 4, Manipulation 7, Appearance 5; Perception 6, Intelligence 5, Wits 7

Virtues: Compassion 1, Conviction 5, Temperance 1, Valor 5

Abilities: Athletics 6, Awareness 6, Dodge 6, Integrity 4, Investigation 3, Lore 2, Martial Arts 6, Medicine 2, Melee 6 (The Pit +3), Occult 5, Stealth 6, Survival 2 (Labyrinth +3)

Backgrounds: Allies 3 (Various hekatonkhire), Artifact 5, Contacts 3 (Labyrinth inhabitants)

Arcanoi: All Arcanoi listed in the **Exalted** Antagonists chapter and other, more exotic Arcanoi that allow him varying degrees of control over the Labyrinth and to regain Essence and eliminate fatigue by devouring ghosts.

Charms: Various Charms of the Solar and Abyssal Exalted, including all sorcery and necromancy Charms and several spells.

Eye of the Nightmare: Loras may reflexively spend 10m and 1wp when he observes any Arcanos, Solar Charm or Abyssal Charm activated. His player rolls (Perception + Awareness) at a difficulty of the power's minimum Essence requirement. On a success, Loras learns the Arcanos or Charm and may use it at its normal cost. He may not use any Arcanos or Charm for which he does not meet all the prerequisites.

Join Battle: 13

Attacks:

Punch: Speed 5, Accuracy 14, Damage 9B, Parry DV 8, Rate 3

Kick: Speed 5, Accuracy 13, Damage 12B, Parry DV 6, Rate 2

Clinch: Speed 6, Accuracy 13, Damage 9B, Parry DV —, Rate 1

The Pit: Speed 5, Accuracy 18, Damage 21L/4, Parry DV 8, Rate (infinite)

Soak: 20L/22B (Cloth-of-obsidian, 15L/12B; Hardness: 9L/9B)

Health Levels: -0x3/-1x6/-2x6/-4/Incap

Dodge DV: 10 **Willpower:** 10

Essence: 6

Essence Pool: 102 (110)

Other Notes: The Pit is Loras's golden grand daiklave. It can make any number of attacks in a flurry (though with normal penalties). The Pit probably has unique powers that are not noted here, ones that Loras himself might not even know. If uncovered, they may reveal something about his purpose.

shaking the Labyrinth enough to spawn a monster from their imaginations or, perhaps worse, their fears. And they are the residual remains of the Primordials' subsidiary souls as they were slain and fell through Creation into the new sunless realms—necromantic analogues of Second or Third Circle demons.

Casting this spell requires a six-hour ritual, in which the character sacrifices both a mortal and a ghost (or a single Ghost-Blood). The ritual involves a great deal of ritual paraphernalia, none necessary but all advantageous: Casting this spell without at least Resources 3 worth of prepared ingredients and

reusable tools worth at least Resources 4 levies a -1 external penalty on the caster's first roll to dominate the creature's will.

When the named hekatonkhire appears, it and the necromancer begin a contest of wills. Their players begin an extended, resisted roll of (Essence + Willpower) as a Speed 5, -1 DV action. The roll is reflexive, but neither party may engage in any non-reflexive action, or they forfeit the contest. The hekatonkhire takes a -1 internal penalty on the roll for every seven additional motes the caster spent with the initial shaping action. The contest continues until one side accumulates three net successes over the other. If the necromancer wins, the hekatonkhire serves him for a year and a day. Hekatonkhire who win usually consume their summoners then return to slumber or brood in their dark homes.

Although hekatonkhire resent bondage like any entity does, they enjoy spreading death and horror through Creation. Some feel animosity toward their captors after the year and a day, but others quickly forgive or forget. Hekatonkhire vary widely in raw power and particular abilities. Some can be easily defeated by a single experienced Solar or a Dragon-Blooded sworn brotherhood, but the most powerful could potentially stand against the Incarnae or the mightiest Demon Princes. Regardless, hekatonkhire never really die. When defeated, they re-form in the Underworld. Some become weaker for a time, but most of them lose none of their power.

VOID COCOON WARRIOR

Cost: 33+m (committed)

Target: Summoned warstrider

Like *Rattled Bones of War* (pp. 43-44), Void Cocoon Warrior creates a warstrider for the character to pilot in battle. The necromancer's words and mudras call a great black nothingness out of the world around her. Blobs of gray-black metal appear about her and lock into place,

lifting her into the air until she sits in the cockpit of a 20-foot tall noble warstrider, interfacing with it through tendrils of solidified Void that burrow into her brain and spine. She may choose to sacrifice a lethal health level in the casting, which causes her to cough up impossible volumes of blood into the gray-black Oblivion the spell sheathes around her. The spell-forged metal turns a red-stained black and swells, growing another five feet in height or thickening and becoming more squat—the character makes the warstrider into either a colossus or a royal. The sacrificed health level does not heal until after the spell ends.

The Void Cocoon Warrior appears with a grand daiklave, humming softly as it annihilates the air around it with the power of the Abyss. At the caster's option, she may adorn her construct with Void-crafted artifacts of war. She can summon into existence a black, Oblivion-twisted version of any ranged artifact or Essence weapon that can normally be mounted on warstriders. Doing so increases the spell's cost (and commitment) by the Essence required to attune a mounted version of that weapon.

Finally, the character may add an integrated flight system to the noble or royal warstriders for another eight motes added to the spell's cost and commitment. The warstrider also possesses one of the effects bestowed by Oblivion's Avatar (see pp. 54-55).

After two hours of operation, the Void-born warstrider begins to vibrate dangerously, then rocks the battlefield in a series of Abyssal explosions. Any creatures within 20 yards take twenty levels of lethal damage that cannot be dodged, and anyone between 20 and 50 yards suffers 10 levels of lethal damage. (The caster herself is unharmed.) The necromancer can extend the warstrider's period of operation for another hour by reflexively spending a number of motes equal to half its committed cost. See the appendix of **Wonders of the Lost Age** for detailed information about warstriders.





