Savant & Sorcerer™

By Rebecca Borgstrom, Gareth Hanrahan,
Brian Nisbet, Scott Taylor, Adam Tinworth,
W. Van Meter and William Wulf

Credits

Authors: Rebecca Borgstrom, Gareth Hanrahan, Brian Nisbet, Scott Taylor, Adam Tinworth, W. Van Meter, William Wulf
Storyteller Game System Design: Mark Rein•Hagen
Developer: Geoffrey C. Grabowski
Editor: John Chambers
Art Direction: Brian Glass
Artists: Shane Coppage, Susan Lao , Stuart Ng, Raimundo Pousada and UDON featuring Attila Adorjany, Greg Brown, Eric Kim and Jim Zubkavich
Cover Art: Hyung-Tae Kim
Cover Design: Brian Glass
Layout and Typesetting: Brian Glass

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1554 Litton Dr
Stone Mountain, GA
30083
USA

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Table of Contents

Introduction	4
Chapter One: Magical Theory	8
Chapter Two: Artifice and Enchantment	20
Chapter Three: Demesne and Manse	44
Chapter Four: Practical Summonings	70
Chapter Five: Spells	100
Appendix: Warstriders	144

INTRODUCTION

At one time, a thousand or more runes, spells, curses, incantations and sorceries had been known.... Now at this dim time, with the sun dark, the wilderness obscuring Ascolais and the white city of Kaiin half in ruins, only a few more than a hundred spells remained to the knowledge of Man.

—Jack Vance, "Maziran the Magician"

The Second Age of Man is a time of dark ignorance, and those who dwell there are well aware of it. Every day, they make their way through the ruins of the sorcerous paradises of the Old Realm and the Shogunate, and they are well-informed of their ignorance.

Among these people, few words carry so many connotations as "savant." The savant is both professor and sorcerer, a scholar and a miracle worker. Few speak the word without meaningful inflection, but the value assigned varies from individual to individual and place to place.

No place are savants more honored than the Scavenger Lands. With a great concentration of wonders and the constant influence from the sorcerously adept forces of the Seventh Legion, the people of the Scavenger Lands have never lost their love for the wonders of the First Age. It is in the Scavenger Lands that savantry is the most advanced of arts, and there, savants are honored as much as astronomers among the people of the South. Savants — often outcastes, thaumaturges or God-Blooded gifted with preternatural insight or intelligence — are consulted as oracles on most major undertakings and are often employed as viziers and advisors by governments and business organizations seeking the edge offered by concentrated wisdom. Just as most families hope that one of their children will grow up to be a scavenger lord, they likewise dream that one of their children will grow up to be a savant, spoken of with reverence for her erudition.

Among the people of the Realm, savants are somewhat less honored. The Realm is a culture of tradition, of genteel living snatched from the jaws of the Anathema and the Contagion. Savants remember the devilish mechanisms of the Solars and the deadly wonders of the Shogunate. These are considered by most to be forces of slavery and social disorder in the pastoral landscape of the Blessed Isle.

This is not to say that most Dragon-Blooded idolize ignorance, but they are as much participants in the

Immaculate Philosophy as the peasants they rule. The Immaculate Texts contain the methods for correcting the calendar, for irrigation and surveying and for building and doing. This, for many, defines a simplistic ideal of life. Spirituality is mastery of Essence, and undue temporal enlightenment intrudes on and disrupts the sort of focus one would expect from an Immaculate monk or a similarly wise individual.

The understanding of wonders is primarily left to well-trained technicians, educated at the Heptagram and in patrician savant mills. They are considered a somewhat distasteful legacy of the First Age and are paid handsomely to run their miraculous weather-control towers out of sight of the peasants, who are taught to fear the miraculous.

Attitudes throughout the rest of Creation vary. In those areas where the Immaculate Philosophy is strong, savants are treated much like they are in the Realm, as disruptive but necessary tinkerers with the hazards of the time before the Contagion. In those areas that hold the Scavenger Lands in high esteem or that have commerce with the Guild, savants are not seen so negatively. Those outside the Realm do not have the ready source of miracles or defense against supernatural menaces that the Scarlet Dynasty provides. They are more likely to see a miracle as a wonder to be exploited than as a threat to their simple existence.

If this is the attitude toward savants of any type, then toward genuine Exalted sorcerers, it is multiplied tenfold. In the Threshold, the local sorcerer is an epic figure, who eclipses the district warlord or local brigand-lord in the popular imagination as the source of all possible cruelty and miraculous benevolence. Frequently, these fears are true, and the sorcerers are outcastes from the Realm in the truest sense: criminals who have been ejected from the Scarlet Dynasty's ranks for their vile misbehavior. Others are merely bumpkin Exalts who have some learning but little civility.

Many such Exalted sorcerers dwell in the Threshold in Manses heavily fortified against Lunar Anathema and garrisoned by companies of demons. With a wave of his hand and an incantation, such a sorcerer can slay a battalion or remake a village, and this says nothing of their ability. Many — even the most criminal — do this to sate their egos and to curry the favor of the local rulers. Princes and peasants alike thus approach these beings with trepidation and hope.

And it is this tiny fraternity of misfits and innovators, of cruel exiles and country scholars, who keep the embers of ancient glory of the First Age and Shogunate alight. It may be that a handful of individuals from that era survive with their knowledge intact, but they are merely a handful, and Creation is vast. It is in the books and the minds of those who have learned from the ashes of glory that is the measure of the Second Age's understanding.

This book details the secrets of this august and mysterious profession. Starting with the theory of magic, it details the creation of artifacts, outlines geomancy and geomantic architecture, expounds upon the dangers and secrets of demonology and elemental summoning, reveals the catalog of spells in common circulation in the Second Age and, finally, discusses warstriders, suits of mobile armor used for siegework and engineering during the First Age.

This is a weighty book, and it discusses its topic at length, detailing both the mechanics for all of these sources of sorcerous power and also the setting material and lore that accompany them. **Savant and Sorcerer** details what its title says: the life of a scholar in the Second Age and the powers a learned Exalt can enjoy, provided he can rise to the challenge of mastering his Essence.

What About The Book of Three Circles?

While **The Book of Three Circles** was a great resource, the truth is that it was published very early in the life of the game and much of the mechanical content was weak, while other parts didn't match the overall feel of the game. As a result, we've decided to let **The Book of Three Circles** go out of print and have **Savant and Sorcerer** replace it as the "magic book" for **Exalted**. Wherever this material differs from **The Book of Three Circles**, this book's rules are to be considered the new "official" ones. Material that isn't in here but is in **The Book of Three Circles** (for example, the long roll of Hearthstones) aren't gone from the setting, but obviously, the mechanics may change if they appear again in the future. Using any of the mechanical material from **The Book of Three Circles** in a game without the Storyteller's explicit permission is probably not kosher, especially if you sort of forget to mention it's from an out-of-print book.

Vocabulary

Sorcerers use a great number of specialized terms in their work and research. The section that follows lists and defines those terms used in this book.

***Abscissic Guide, The*:** The first Exalted guide to demonology, written anonymously by a member of the College Silurian.

***Abscissic* plate:** One of the illustrations in *The Abscissic Guide*. There are nine major plates and 34 minor ones. Each details a way by which the soul of a demon might be enslaved.

arcane link: a magical connection to an individual. Often a personal possession or a physical connection like

blood or hair, an arcane link also results from certain forms of especially powerful sorcery.

Brigid: The legendary first sorceress. In Dragon-Blooded mythology, Mela is the first sorcerer, but most of Brigid's traits are transferred directly to the Dragon of Air. Brigid's robes were said to enhance the initiation of any who possessed them, but whether they were with her when she disappeared or remain among her unlooted personal possessions is unknown.

capstone: A series of anchors made from the Magical Materials and used to cap Demesnes when a Manse is under construction or being torn down and reerected.

circle (of sorcery)**:** Sorcery is divided into three distinct practices, which are increasingly difficult to master. Any Exalt can complete the Emerald initiation, while only Celestial Exalted can complete the Sapphire initiation, and only the mighty Solar Exalted can master the Adamant initiation, which allows access to sorcery's uttermost secrets and most terrible powers.

College Devonian: An early school of sorcery that focused on the perfect understanding of a limited range of enchantment. It is from this school that sorcery gained its formalism and its emphasis on artifice.

College Salinan: A college of magic that emphasized the study of magic as an organic whole and as a part of Creation. The greatest accomplishment of this college, *the Salinan Working*, embedded sorcery into the very fabric of Creation so that the Exalted might never lose the understanding.

College Silurian: An early school of magic that focused on the development of standardized formats for the representation of various magical wonders. It is from this school that sorcery gained the ability to represent magic abstractly, in a form that could easily be communicated from one practitioner to another without a demonstration.

five unavoidable challenges, the: The five challenges that a sorcerer must confront on the road to initiation. To some degree, they are a part of sorcery's root nature, while, to some degree, they are part of *the Salinan Working*, but it is impossible to discern to what degree each part contributes, as the Working conceals this.

Salinan Working, the: The Salinan Working, apparently performed in anticipation a great crisis among the Exalted that might leave Creation ignorant or perhaps in anticipation of a Lunar rebellion, is perhaps the Exalted's greatest work of magic. In the Salinan Working, the sorcerers of the *College Salinan* performed rituals of the Adamant Circle and embedded the three sorcerous initiations into the fabric of Creation. Through these rituals, they enslaved many gods to their purpose, making them the secret guardians of caches of sorcerous lore.

warstrider: A great suit of armor used in fighting behemoths, Primordials and other vast threats. Also used for siege work and battlefield engineering. Warstriders were never common and are exceedingly rare in the modern era. Only the Realm and the Seven Legion field military units of warstriders in the Second Age.

How to Use This Book

Savant and Sorcerer is a guide for both Storytellers and players whose characters are sorcerers. Broken down chapter by chapter, it details the powers and abilities of Exalted magic wielders. Storytellers and players of sorcerers should probably read the chapters several times and then go over the results of any sorcerous process together before it is ever attempted. Many sorcerous exercises, such as Manse construction and artifice, are immensely expensive ventures. Make sure that all parties understand the rolls involved before people's Resources go down, not afterward when it will take Storyteller meddling to work it out.

Chapter One: Magical Theory discusses the magical theory and histories of the Exalted and the methods by which they initiate themselves into the practice of sorcery. From the legendary first sorcerer Brigid to the colleges of the First Age to the fallen and bastard systems of instruction used today in the Age of Sorrows, this chapter describes sorcery and initiation as an abstract process.

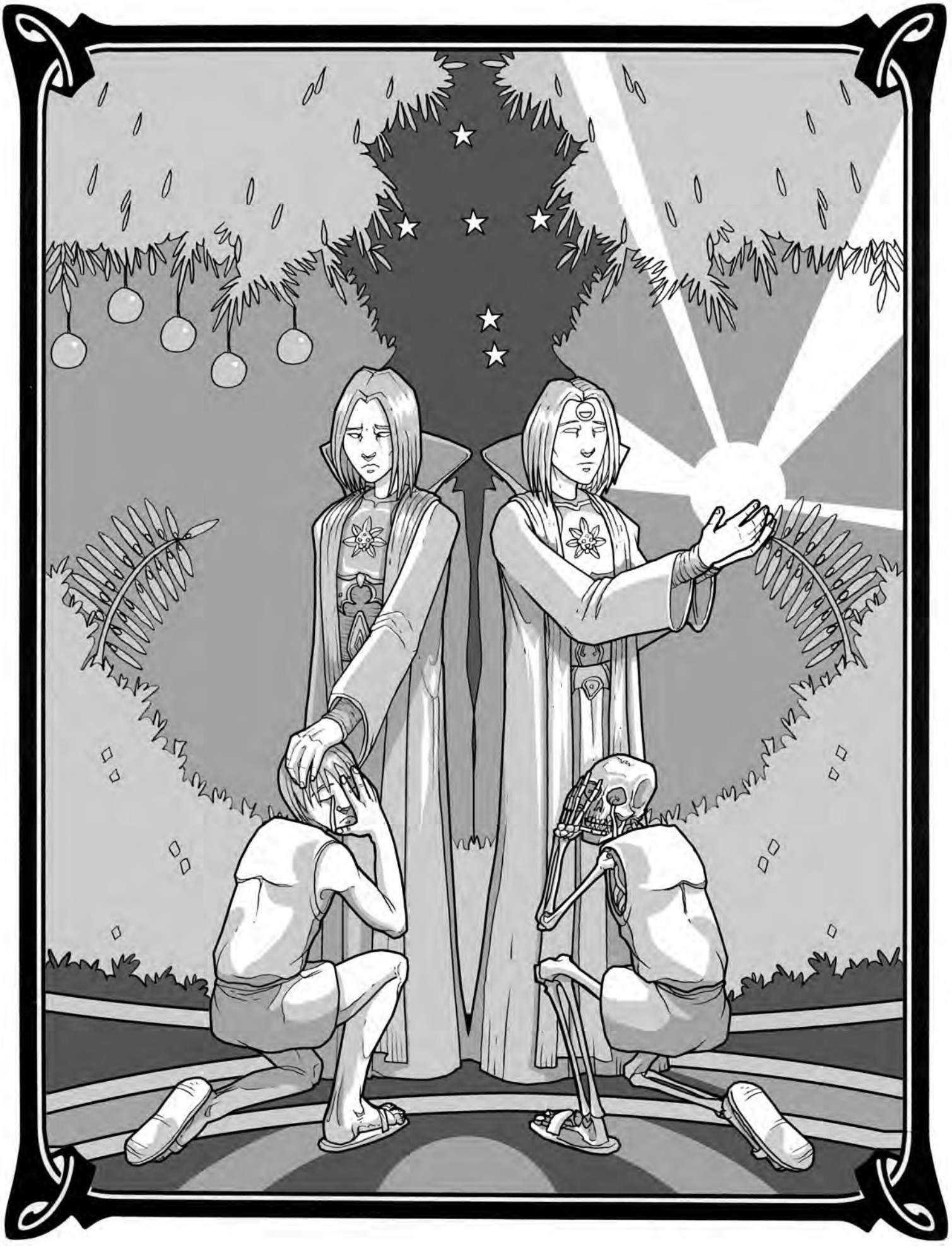
Chapter Two: Artifice and Enchantment discusses the creation of wonders and artifacts by the Exalted. From the great factory-cathedrals of the First Age to the workshops and ruined manufactories of the modern era, all the details of enchantment are described.

Chapter Three: Demesne and Manse describes Demesnes, the holy places of Creation, where natural Essence flows gather together to form nodes of great potential. It also details Manses, the architectural structures the Exalted build to harness and regulate the energy of these nexus points.

Chapter Four: Practical Summonings details the particulars of that most complicated and legalistic of magical arts, the summoning and binding of Essence beings such as elementals and demons to the sorcerer's will. This chapter details both mass summonings and individual enslavements of these beings and the intricacies of each.

Chapter Five: Spells details spells of the three circles — Emerald, Sapphire and Adamant. Spanning the gamut of power from the most utilitarian of Terrestrial ensorcelments to the most grandiose follies of the Solar Exalted, the spells within represent the great majority of the sorcery still known in the present Age.

Appendix: Warstriders details the optional rules for the great man-shaped war machines of the First Age, the warstriders. While not appropriate to every game, warstriders are an element of the **Exalted** continuity that many people enjoy. They are presented here as an optional element that Storytellers can use in their games or not, as they choose.



Chapter One
Magical Theory

Everything is Essence. Stones, wind, love, men, cities and even the greatest Charms of the Exalted are composed of and fueled by this most fundamental energy of Creation. It is the basic force that is in and around all things, meek and mighty alike. Sorcery, unlike the power of muscle or natural forces or even Charms, is the art of direct manipulation of this foundational stuff, Essence. Through force of will and skillful application of hard-learned lore, those among the Exalted with the desire may open their perceptions to whole new worlds of awareness of the flows and effects of Essence. These sorcerers are capable of feats far beyond those of Charms, their abilities akin to those of the world-shaping gods they emulate. The changes wrought by sorcery are not merely ones worked on the world around the sorcerer, but also ones worked on the sorcerer herself. In learning to elevate one's awareness of and control over the very fabric of Creation itself, it is impossible not to become something new in the process.

The Beginning

Every student at the Realm's Heptagram secondary school can recite from memory the story of Mela and the genesis of sorcery, though opinions as to its literal or allegorical nature are somewhat less unanimous. Mela, eventually to become one of the Five Immaculate Dragons, quested to find a weapon that the Dragon-Blooded could use in their war against the Anathema. In the deepest East, among the peerless vaults of wood, she was visited by the Elemental Dragon of Wood, who informed Mela of her destiny as the Mother of All Spells and initiated her quest with a gift. North and South and West, Mela's quest took her, to the very poles of the elements of each direction. At each station of her circuit of Creation, she was visited by an Elemental Dragon who told her more of her fate and favored her with a gift, culminating with a visitation by Gaia on the slopes of the Imperial Mountain itself. Gaia illuminates Mela fully about her coming role and her new knowledge, sorcery, and admonishes her to use this potent semidivine ability always in the name of honor and humility.

The tale of Mela is an unambiguous and concise summation of an initiatory quest and has been the core of Terrestrial thinking on the subject of initiation since the days of the Shogunate at least. It is, however, a corruption of a still older version told by the Celestial Exalted of the First Age.

Originally, the protagonist was Brigid, weakest among the Solar Exalted. Brigid's quest was one of redemption, as she had achieved no mastery over the Charms of her peers and could not stand with them against the enemies of Creation. She was visited by spirits in each of the four directions, gifted with a red robe, an ice sword, an amber jewel and a diamond girdle. Finally, the Unconquered Sun himself appeared to her on the slopes of the Imperial Mountain. His warning to her was to beware of pride and hubris in the use of her new power, his gift, as they are the sins at the core of all wickedness.

In both cases, the hero of the story was not given a gift solely for her own use. It was made explicit by the messengers in both versions that the chosen Exalt was merely the vehicle by which this sorcery would be given to the wise among the Exalted. Both Brigid and Mela returned from their magical quests and immediately set about the work of disseminating their new knowledge to their peers.

It is commonly agreed on, as it was in the days of the Old Realm, that this is not a literal telling of the origins of sorcery among the Exalted. Certainly, there are those who adhere to it as pure fact and those who seek to reenact the First Quest. There is even a reasonable amount of archeological evidence that supports certain aspects of the quest, in the form of massive places of monumental architecture in what is now the outermost rim of Creation. The Standing Stones of Cinnabar in the South, the Pyramid of the Sun in the West and the Plain of Pictures in the North could just as easily be monuments to the story of the first initiation as they could be proof of it, however. It is presumed that there was, or was meant to be, an Eastern companion to these three, but no such site has been discovered, and it may have been swallowed by the Wyld, if it ever existed at all. Veracity aside, Mela and Brigid's quests are very concise (if oversimplified) allegories about the nature of sorcerous initiation. Elemental correlations, divine visitations, sacrifice and warnings of hubris are as much a part of the life of a sorcerer in the Age of Sorrows as they are of these famous parables.

Initiation and Sacrifice

An initiation is a beginning, in common terms. Among sorcerers, it is used to describe the moment of understanding of a circle of sorcery — the beginning of life as a sorcerer of a particular circle. A beginning implies that something else has ended as well, and this is also true in the case of sorcerers. Initiation into the arts of direct manipulation of Essence through will means the end of a life of taking Creation at face value. Once on the path of sorcery, there is no return to previous modes of perception and the assumptions those modes permitted.

Regardless of school or mentor, it is fundamental to Terrestrial Circle initiation that the student learns that all is Essence. Creation itself and all its contents and residents and motions and events are created from and governed by the interactions and dynamics of this essential energy. How could someone go back to seeing clouds or fistfights or themselves in the same light once they have truly internalized that lesson? At best, it can be accepted and dealt with wisely. At worst, it can rob the sorcerer of emotion, humanity and a humble perspective.

Initiation into further circles of sorcery magnifies this happening to an even greater degree. This is, at root, the sacrifice that sorcerers make. Some are unaware of it, while others are as acutely conscious of it as they are of making a transaction of silver for silk — and budget themselves accordingly.

The Black and White Treatises

The first books ever written on the subject of sorcery, according to popular legend, are *The Black Treatise* and *The White Treatise*. The author is credited as Mela by Terrestrial society at large, and as Brigid by those working under pre-Usurpation assumptions. *The White Treatise* is a preternaturally clear and concise primer on the very basics of Terrestrial Circle Sorcery, encapsulating the process of initiation using the five-station model described in the popular tale of the origin of magic. It is so well written that it is possible to self-initiate as a sorcerer using only that text, without tutelage or other information. The initiation is of the most minimal sort, however, teaching the student the barest amount of technique and theory needed for the process.

The companion volume, *The Black Treatise*, contains what are considered to be the five oldest and most common spells of sorcery. They are Death of Obsidian Butterflies, Demon of the First Circle, Emerald Countermagic, Invulnerable Skin of Bronze and Stormwind Rider. The two volumes are the most common texts on sorcery. A civilized sorcerer who does not have copies of both is a rare thing. Students at both the Heptagram and the Academy of Sorcery are issued editions of at least *The White Treatise* early in their education. Consequently, such volumes are comparatively easy to come by throughout the civilized world. It requires a Wits + Bureaucracy roll, difficulty 4, to find both volumes in the Threshold, and the books cost Resources •••• each. Decrease the Resources cost to •• each and do not require a Bureaucracy roll if the character is in the good graces of a sorcerous academy.

Even if the consequences are unanticipated, initiation into any circle of sorcery is never accidental. It is not something that anyone does in anything but the most deliberate of fashions. This is not to say that every savant who scans a scroll on the subject of sorcery won't learn a thing or two without initiating herself. Complete initiation for most Exalted (those without Occult as a Favored Ability) is a process of years of study and cognition and growth, however, and not something anyone slips and falls into on the way to the bath.

For those whose very Exaltation predisposes them toward the study of sorcery (Aspects of Air, Twilight Castes, No Moon Castes, Dusk Castes, Chosen of Jupiter and so forth), there is some potential for misstep. While the majority of such beings walk in the same steps as others of their kind in regards to education and initiation, such is not always possible or desirable. An Air-aspected Terrestrial can, for example, self-initiate into the Terrestrial Circle of sorcery as part of a week-long intellectual bender

The Limits of Sorcery

Sorcery is many things, but it is not all things. Even this most puissant of Exalted arts has its limitations. Despite sorcery having the ability to directly tamper with the Essence of Creation, the underpinnings of Creation still assert themselves on practitioners of all circles.

• **Time is immutable.** While divination and retrocognitive techniques are possible, there is no traveling through time aside from the inexorable march of seconds that all things experience. Divination using sorcery is hardly more effective than mortal astrology, although it is often quicker and more reliable in the limited information it produces.

• **Celestial events are outside the realm of sorcery.** The sun, moon, planets, stars, comets and other skyward bodies are the purview of greater powers than mute Essence. This is not to say that sorcery cannot affect events of the stars and sky and planets, merely that it does so only at the discretion of the Maidens and other Celestial officials. In practice, this means that it is so improbable that sorcery should alter celestial bodies as to be effectively impossible.

• **Death is irrevocable.** Ghosts may be summoned and bound, and travel to and from the Underworld is quite possible. However, there is no return to life from death. Sorcery is especially ill-suited to works of necromancy, and sorcerers will always be at a marked disadvantage in comparison to students of the three circles of necromancy. Summoning ghosts and creating zombies are undertakings of at least the Celestial Circle, and such efforts are made easier at the Solar Circle.

• **Geomancy cannot be altered directly with sorcery.** This is more of a technicality than a pragmatic and general statement of truth, however. Sorcery cannot conjure a Demesne directly, for example, but it can raise a Manse or enable the widespread landscaping necessary for geomantic manipulation. Costly and difficult spells of the Celestial Circle can raise a Manse, but the caster must be familiar with Manse architecture and geomantic principle to direct the spell.

with only something to take notes on, some light to read by and a copy of *The White Treatise* or some other suitable key to the mysteries of magic. This ease of learning is thought by many to be much more of a curse than a blessing, akin to building a tower before the foundation mortar is set. Most savants agree that just because self-initiation is possible, doesn't mean it is advisable.

A practitioner of any trade or art can tell you that young prodigies, while possessed of an innate gift, lack the carefully accrued collection of rules of thumb and the instincts and intuition of experience. Sorcery, in the hands of someone who only decided to learn the art a few weeks before, is quite possibly the most dangerous tool conceivable. It can permit the entrance of demons into Creation, and that fact alone accounts for a great deal of the concern over self-initiated prodigies. Another case: Sorcery can affect wide swaths of the landscape and, thus, cause havoc to an area's geomancy, leading to dangerous changes in Essence venting or outright explosions at Manses. It is simply too powerful a tool to trust to the hands of a come-lately adept, and members of established Exalted societies or cultures are trained or strongly encouraged toward solid education, regardless of innate gifts. It is those with no social and educational safety net, such as the newly emergent Solars and the lost-egg outcaste Dragon-Blooded, who cause trained sorcerers to worry.

The Terrestrial Circle

Though it is the lowest circle of sorcery, initiation into the Terrestrial, or Emerald, Circle is often the most jarring in terms of coming to grips with newfound perceptions and changes therein. This is certainly not to say that Terrestrial initiation is the hardest or that the other initiations are more easily digested. That is far from true. The fact is that the first initiation is the clearest and most distinct break between the sorcerous life and what came before it. Schooling and preparation can do a great deal to soften this break. For example, at one end of the spectrum, the Colleges of Salina and Silur both employ teaching techniques (see below) that are specifically designed to make initiation as natural and smooth as possible. On the other pole, a Solar who self-initiates by following the five unavoidable challenges (see sidebar) will likely have a much more intense experience and require a serious period of adjustment afterward.

There are certain problems common to those who have undergone initiation, regardless of the circle. Most fall under the aegis of ennui, though some are simply a symptom of the unique lifestyle that accompanies the practice of sorcery. Magic requires study, no matter the school or methodological paradigm one is working within. More often than not, this study involves dangerous or otherwise bizarre substances, beings or places. It is simply a matter of fact that sorcerers traffic with demons and spirits, work with concoctions of unstable and unpleasant materials, struggle to master tongues never meant for the human throat or human cognition and bend their minds to plumb the inner workings of complex ancient devices. Even without the actual acts of casting spells, these sorts of undertakings set a person apart from her peers both socially and mentally. The most urbane and charismatic sorcerer alive, whoever that may be, is still understood to have

dedicated a substantive portion of her existence to tasks and studies that would, in some cases, shatter the sanity of the typical teamster or blacksmith.

The change of perception in the initiate is certainly a numinous and powerful thing. Many have described it as a renewed appreciation for the subtle colors and textures available to all the senses. Creation seems to simply make more sense, to be ordered more clearly. It is as if the hand of the Celestial gods is visible in the motions of everything. The impact of these changes can be as terrible as they are illuminating, leading to all manner of ennui and disconnection. Sorcery lifts veils from its practitioners, without regard for their seeing good or bad. It is all the more wearying to see the sorry state of the current Age with these fine senses and new awareness. Not every sorcerer can justify the euphoric feeling of knowledge with the harsh realities around them. It is as if they were elevated to a position of greatness, and that greatness only permitted them a better view of Creation's flaws and enemies.

For those who study the lore of the First Age, which is all but guaranteed for a sorcerer, there is the confrontation with the fact that the world has clearly fallen from its past state. Compared to the Age of Sorrows, even the Shogunate was a golden time. The evidence that all sorcerers must eventually encounter says that the First Age was a virtual paradise when seen in dim light of the current day. The magical writings of the past show it, the memories of the spirits and Exalted evince it, and even a Solar Exalted's own past life flashes demonstrate it. Plain fact aside, the study of an artifact of great age or the formula of a First Age spell will turn a sorcerer's mind to the thought that things were simply greater before. On the one hand, it is a fine thing to know that such greatness is possible. On the other hand, however, it is a bitter draught to swallow to know that the infrastructure and power that could empower such feats are centuries gone.

The critical eye that is the hallmark of sorcerous brilliance, or even basic competence, can be yet another tool that carries with it deleterious effects. In order to manipulate Creation, a sorcerer must learn a great deal of how Creation actually functions. Often, the assumptions of a savant of the occult are completely inobvious or counterintuitive to a non-sorcerer, who lacks the training to instinctively understand the behavior and properties of the Essence around them. Sorcerers see things differently and more truthfully. Many of them cannot help but make note of these different things they perceive, ascribing significance to the dance of rain splashing on a sill as readily as they would to shifts of Essence during a magical ritual. It can grow very difficult, once glimpsed, to stop seeing the subtle interplay of energies in all things. Such savants appear perpetually distracted or fascinated by the mundane, staring off into the middle ground in rapt wonder or neglecting to respond appropriately to stimuli in their surroundings.

The Five Stations

Modern Solar Exalted find themselves in something of a quandary. There is little in the way of established educational infrastructure for them to draw on, should they desire sorcerous initiation. There are epiphanies from previous incarnations from which some few may draw inspiration or direction. Mentors are available for those with contacts among the Gold Faction of the Sidereals. Ruins of mystical academies, sorcerers' dwellings or Solar graves are obvious options for those so inclined to mine their knowledge from such places in the form of worn tomes or cryptic art. Solars do learn sorcery using some or all of the above-mentioned paths, having few options otherwise. This is not just mundane circumstance. The ancient workings of the Salinan school linger still in the Second Age, guiding those Chosen who seek out the secrets of sorcery into the footsteps of Brigid, the Mother of All Spells.

The Five Unavoidable Challenges

Every Terrestrial Circle initiation features five quests roughly in accord with those of the tales of Brigid and Mela. Every method used by every academy, every cryptic scroll, every difficult-to-crack nut of wisdom from the lips of a mentor: they all eventually lead the student into an initiation wherein she is changed in her thinking and perception by five challenges. It is the core of initiation. The seemingly guided system of five stations that modern Solar Exalted experience is simply an unadorned, often free-form and experiential version of that same traditional kernel of initiatory method. It is pragmatic in that it does not provide any belief system to those who initiate by it, only giving them the experience they need to make the conceptual and spiritual leaps to the practice of magic and leaving them to insert whatever doctrine they desire.

The nature of the five challenges, and the initiate's awareness of them, varies according to the circumstances of the student. Some Solar Exalted realize they are on the path of the five stations almost as soon as they set foot on it, so to speak. Others may never realize it, unless it is pointed out to them in hindsight, while some recognize what is going on in the middle of things. The order of the quests seems to differ sometimes from person to person, as well as the significance and duration of the individual phases that compose the five quests. Every initiate needs specific lessons learned and the five quests would seem to take that into account. While each quest seems geared to teach a specific set of lessons or test for certain required behaviors, no two quests will ever be exactly the same. Each initiate must satisfy all five of the stations of the system. They are not flexible or optional. Those who know about the fivefold tests of initiation ahead of time (by

consulting *The White Treatise*, for example) can certainly just go through the motions and pass the stations. There is no active force that judges the degree that the test is internalized by the initiate. Someone who is proud, haughty, short-sighted, fearful and indecisive can suspend these traits just long enough to initiate. They will, with hindsight, learn that those tests were given to them for a reason.

• Humility is the name of the **Dawn station**. The student must learn to be like the water, flowing in the face of pressure where others would stand firm and shatter. The Exalted are mighty, but there is no choice but to be humble in the face of the might of Creation itself. To do otherwise is to invite destruction in the practice of sorcery, be it from mischanneled Essence or hubris. Initiates at this stage of the quests often find themselves called upon to carry out intense physical labor, to survive cataclysmic natural events or to perform acts of service with no acknowledgement. Those who respond to pressure with pressure of their own do not understand the test or are of a personality unwilling to bend to accommodate circumstances.

• The **Zenith station** is called tutelage and, as the name suggests, involves gaining wisdom from a mentor figure or other outside source. Rarely is the tutelage quest satisfied by actively searching for a mentor, though, as part of the lesson learned here is to recognize those in everyday life with wisdom to share and how to go about working with them. It is also common for the tutor not to be a sorcerer at all, but a spirit or mortal instead. Wisdom and learning are not solely found among Exalted sorcerers, this aspect of the quest teaches. Those who cannot abandon their preconceived notions as to where wisdom may be found will fail this test.

• The **Twilight station** is journey, and it is the most flexible or open of the quests. Pessimists might even call it vague, but therein lies part of the lesson of journey. It is a very old but often hard to learn lesson that the journey can be more important than the destination and that there is a world all around us even as our mind has turned ahead to our goals. Most often, this quest's lesson is learned when the neophyte's own reflection on the "pointless" trip shows him that it was not pointless at all. Journey is about immanence and the present and also about quests and travel in the more literal sense. Those on this leg of the five quests can expect to cover a great amount of ground on what seems like one wild goose chase after another. Sometimes, there is a concrete point at which a reward is made clear, such as discovering a lore-filed ruin in the wilderness. The journey undertaken by those on the Twilight quest always takes place predominantly in natural surroundings, often in completely wild and untamed places. Those who cannot take their eyes from a perceived future goal to see the importance of events in the here and now fail this test.

• The **Night station** is called fear. It is generally regarded as the most straightforward of the five quests, but it is certainly not the easiest to resolve. In it, the initiate must confront one of her darkest fears, mastering it. For some, this is

The Perils of Initiation

There is a reason that there are few inept sorcerers. The very nature of initiation weeds out those who are unsuited to the practice of magic. It is as simple as that. Though they are somewhat romantically described as "lessons" or "quests" in some texts and by some sorcerers, what they really are are tests. Only those who pass the tests initiate. Those who do not pass either drop out or keep trying until they learn and pass. The Salinan Working is at work here. In conspiracy with the occult laws of Creation, they enforce this fivefold system and ensure that initiates are capable of being sorcerers.

For players and Storytellers, this means careful consideration of what sort of story you want to tell with your game. Some players may resent these setting limitations on their desired purchase of sorcery. If the personal quest for magical power is something that you don't feel you want your game to focus on, then simply gloss over the particulars of initiation and treat sorcery and spells as you would any Charm. However, this approach means passing up an extremely valuable source of stories and an important part of the setting as well. Ultimately, the specifics of how the tests manifest for an Exalt are something only the players and the Storyteller can detail. The core idea of each stage, that there are five behaviors that all sorcerers must demonstrate, is all that the governing system of the stations mandates. Characters should get the distinct impression that forces beyond their ken are enforcing a strict state of affairs in regards to initiation and that this force has flexible but unassailable criteria for selection.

There is no additional mechanical limit to who can or cannot learn sorcery. That is something that players and Storytellers must discuss for themselves. Certain personality types simply will not work as sorcerers. A story in which a character tries and tries to initiate but is unable to pass one of the tests can be a very rewarding one to tell.

Initiation, as described here, should take a minimum amount of time equal to the training time required to learn sorcery.

a simple matter of learning to cope with spiders or heights. For those with more deeply ingrained or complex fears, this quest's resolution can be the work of years. The necessity of this lesson in regards to a life as a sorcerer is as straightforward as the quest itself. No sorcerer who cannot confront fearsome creatures or circumstances will make it very far with his occult career, and hopefuls who cannot do so fail this test.

• The name of the **Eclipse station** is choice. Sorcerers must have the skill to decide between two options in a split second, as during a summoning. They must also be ready and able to sacrifice one desired option when it serves another. The ability to weigh options and to make sacrifices of this magnitude, and with this ease, is the lesson of this quest. The initiate might have to choose for the survival of one group of innocents over another or to give up some dearly loved thing in favor of his sorcerous path. This test is a combination of the Salinan Working and occult principal, and it is an inescapable facet of initiation into magical practice in the Second Age. It occurs unavoidably to the initiate that she *must* make a very real sacrifice in order to pass the test, be it friends or ideals or a limb. Something valuable must be given up to cross this final threshold, or those who cannot do so fail this test.

The Celestial and Solar Circles

The Celestial, or Sapphire, Circle and the Solar, or Adamant, Circle of sorcery bring with them their own specifics and pitfalls of initiation, many simply because of the general changes in circumstance of those who would be initiates. The crucial difference is that initiates of the Terrestrial Circle are not sorcerers, while initiates of the two inner circles already are. This same hard-won skill often becomes an obstacle to further learning, as assumptions and pride cloud the studies of the student. The fact of the matter is that there is no longer a rote course of training for the Celestial Circle for anyone not a No Moon Lunar or a Sidereal Exalt — and certainly not for the Solar Circle. Too much knowledge was lost and destroyed during the Solar Purge and the centuries after.

Even during the First Age, initiation into the inner circles relied less on material in written or easily communicated form than it did on hard-won experience. The scope of the changes in perception and thought that are required to learn them is simply too great for the process to be anything but a predominantly organic one. Celestial and Solar magics are very nearly divine power, and the sorcerers who use them must be like unto gods in many ways in order to enact these sorts of fundamental and widespread changes on the Essence of Creation through will and technique alone. It is just of a very different sort than the comparatively rote systems of education available to initiates of the Terrestrial Circle.

Koans, quests, experience and experimentation replace tomes and charts, as these subtle means of education are those which teach the highly personal lessons of inner change that practice of the inner circles demands. For Solars and others with not even this vague wisdom to draw on, Celestial and Solar initiation can be summarized by a saying from the First Age: The inner circles are not taught, but rediscovered by every initiate.

Celestial Circle and Solar Circle initiation require a sacrifice, exactly the same as the fifth station of the Terrestrial initiation. The thing that the initiate must give up increases in value in direct proportion to the power of

the circle being initiated into. A finger is a decent example of a Terrestrial sacrifice, as is beauty or a cherished cultural identity or vice. Beginning with the Celestial sacrifice, things such as love and friendship are more appropriate as demonstrative examples of what must be given up as a sign that one is committed to the path of magic. This is, like the fivefold stations, an external demand placed upon the sorcerer in the final stage of his attempted initiation. It is akin to a toll that all sorcerers must pay to prove their will.

The Great Curse does not interact well with sorcery, in regards to Lunar and Solar Exalted especially. The various effects of the death curse of the slain Primordials are heinous on their own, turning the Exalted into brooding tyrants, bloodthirsty monsters and worse. By the time an Exalt has achieved the level of skill and Essence necessary to initiate into the Celestial Circle or higher, the Great Curse has often taken firm root in his personality and begun to work on him a more frequent manifestation of it's taint. Given that hubris and paranoia are common to both Exalts in general and sorcerers in particular, there is no small amount of synergy that can occur. An Exalt who is prone to supernatural egomaniacal episodes *and* who can also summon demons of the Second Circle, for example, is exactly the sort of thing that eventually gave rise to the Solar Purge and the branding of the Celestial Exalted as Anathema. Those unkind Solars at the close of the First Age counted among their number Solar Circle master sorcerers who had had the Great Curse gnawing at their sanity for thousands of years.

No Moons

No Moons are the heart of the Silver Pact and represent the living continuity of the Pact's beliefs and programs. Their initiations are largely practical, combinations of all sorcerous styles, rewoven into a litany of wisdom-sayings and practical lectures, often supplemented with Salinan lore conveyed to young No Moons as "vision quests" until they are educated sufficiently to understand the true nature of the Salinan Working.

No Moons are unique in that each is expected to become a full Celestial Circle sorcerer as quickly as possible. Combined with the inherent Lunar talent for combat sorcery, this makes the Lunar Exalted a mighty force in battle.

However, it also creates deep divides in Lunar culture. While any worthy Lunar can plead with the No Moons for tutelage in Terrestrial Circle Sorcery, No Moons teach Celestial Circle magic only to other No Moons.

The caste's deliberately pursued policy of monopoly on powerful magic has bred some ill feeling and rather more subtle competition. While most young non-No Moon Lunars are ignorant of any sorcery whatsoever, magical knowledge becomes increasing common as an Exalt's age increased. Elder members of the Silver Pact, regardless of caste, feature a degree of Celestial initiation unseen save among the Sidereals. Of course, Full Moons and Changing Moons are expected to keep their initiation a secret, just as the No Moons are expected to overlook the occasional somewhat obvious magma kraken. It should be understood that this is far less petty than it might seem. It is not simply the shamans jealously guarding their secrets, but guarding the pillars of Silver Pact society as well. Just as a Full Moon would surely attempt to cow any shaman who challenged her physically, so the No Moons police the identity of their ritually defined caste. It is not so important that no other Lunar practices Celestial Circle Sorcery as it is that there are no non-No Moon Celestial sorcerers.

Sidereals

Siderals handle initiation as they do many other things — quickly and without much drama. Sidereals educate young sorcerers using a combination of Silurian teaching techniques combined with Salinan notation that parallels that used at the Heptagram.

Like that practiced at the Heptagram, Sidereal tutelage is equivalent to a sorcerer mill. Instruction in sorcery focuses on technical mastery, not personal growth or spiritual self-mastery. Almost every member of the Five-Score Fellowship undergoes initiation into at least the Terrestrial Circle because the power of sorcery is great and easily mastered. The human costs involved are just another sacrifice the Chosen of the Maidens make in their long existences. To most Exalted, the choice of sorcery over some loved thing is a heart-wrenching memory. For the Sidereal Exalted, it is seen as a free early lesson in the hard truth of their place in Creation. The sacrifices required to practice sorcery pale beside those required to serve Fate, and the Sidereals are well-acquainted with a perspective that forever distances them from their fellow man.

That is not to say that these sacrifices are any more easily accepted. They are the first and often hardest sacrifices that a Sidereal makes, a love forgone even in the flower of the Exalt's youth. However, while they are painful, sacrifices of their character are foreordained. Elder Sidereals do little to blunt their impact and, instead, focus on helping the young Exalt to learn to cope with such events as a fact of life, rather than helping her cope with it as a single moment.

Most Sidereals master the Celestial Circle very early in their lives, usually before their first century elapses.

Schools of Thought

There are very few actual academies of sorcery in the modern day. In the First Age, they were common to all the large cities, with the Blessed Isle alone containing at least a dozen. There were rival philosophies, schisms of ideology and rhetorical battles of methodology between them all, and an aspiring student could find any number of styles and techniques in her pursuit of sorcery. Today, the only two academies with any right to be called such are the Realm's Heptagram secondary school to the north of the Blessed Isle and the Seventh Legion's Academy of Sorcery in Lookshy. What remains of the former great schools of sorcery are actually schools of thought, approaches to the study and practice of sorcery.

In the days before the Usurpation, there were three dominant schools of sorcery: the College Devonian, the College Silurian and the College Salinan. They were as much ideologies as they were organizations, all founded by students of the great sorcerer Hano in the days before the Usurpation. Sorcerers throughout Creation subscribed to the magical methodologies and educational techniques popularized by all three schools. In their heyday, they were very much like academic parties or camps among sorcerers. It is in this latter incarnation that they survive, the mentors having long since died and their gathering places fallen to time. The ideas survive, written and spoken, in the camps of Exalted who enjoy a continuity of initiation from the First Age.

Devonian

Devon was the last, and perhaps greatest, theoretician among sorcerers of the First Age. Before the founding of his college in the city of Sperimin, Devon was considered a nuisance by his peers for his vocal and constant questioning of established magical tradition and methods. The basis of his theories is that Essence, like any measurable quantity or force, is governed by certain rules. The basis of his reputation as a nuisance stems from his arguments that the lack of intense study toward the discovery and codification of those rules was a glaring oversight on the part of the occult community. When it became clear to him that he and his few adherents were destined to remain outcastes from the community of sorcerers, he formed the College Devonian and set about proving the skeptics wrong. By the time of the Usurpation, Devon's college and ideas had surpassed and assimilated the two powerhouse schools of his youth, becoming, for a short time, the premiere magical academy for serious practitioners.

The precepts of the Devonian method are centered on rigorous magical experimentation in a controlled or laboratory environment and codification of the commonality of all spells in order to ascertain the principles that underlie all of sorcery. Devon, and thus his school, always sought deeper reasons and laws under the traditions and techniques of spells, asking always "Why?" where other sorcerers were satisfied with their understanding. When a property of Essence was finally isolated and understood, after careful observation of engineered phenomena in a magical laboratory, there was always the question "Why?" without end, deeper and deeper. The ultimate aim of the College Devonian was no less than complete understanding of the core kernel of sorcery and Essence, the ur-law at the center of all magic.

An illustrative and common training exercise in the Devonian mode involved gathering sorcerers from as many Exalt types as were available. Each would be asked to submit to a controlled diet and activities for the duration of the experiment. They would then be asked to cast a standardized spell once per day, while under observation by students using Charm-augmented perceptions to make note of Essence flows and the like. The series would continue, with differences in biology, diet, mood and activity engineered. Students would be expected to make careful notes of every casting in the series and, finally, to collate their observations and measurements. Their final report was expected to compare and contrast the subtle differences of all the Exalt types' castings under the variety of conditions and to draw conclusions based on that data.

Devonian purists were noted for the relatively small number of spells they had mastered. Conversely, their academics were vastly superior and their ability to channel Essence was generally much greater than that of their peers. This is because breadth of spell casting ability was, to their mode of thinking, secondary to complete mastery and understanding of each individual spell. To this end, the students of Devon applied themselves diligently to not only increasing their Essence and knowledge of magical prin-

The Old Schools

The College of Sonah is thought to have been the first formal college of sorcery, founded by a student of a Brigid's disciple Thesis. It had no unifying educational methodology or pet theory. It was essentially a sorcerer's union or club, a network by which they could share spells and lore. It was also an attempt to provide an organizing body to oversee the education of new initiates. Research was pursued individually by sorcerers and shared among peers, with no real effort to codify or organize research efforts. Prayer to the Celestial gods was a primary source of inspiration or revolutionary ideas for spells. Many centuries later, a sorcerer named Derja founded the second college of sorcery. It was the College of Derja that first treated magic as a field of science and art that could be standardized and examined. Derja's focus was on the formation of shared academies instead of lone practitioners. The College Derjan was the first organization to undertake large-scale reproduction and distribution of useful texts and artifact designs. Salina, Silur and Devon were all students of the Derjan College, under Hano.

ciple, but also to areas of study and training that would have a synergistic effect on their comprehension and implementation of a given spell. A Devonian seeking to reach full understanding of a spell that calls for a Wits + Thrown roll might, for example, undertake a study of thrown weapons and their use to better grasp and cast the spell in question.

The nature of their assumptions and studies of underlying patterns of spells made the Devonian adherents exceptional spell designers, as well. Their claim was that they were able to engineer new methods unclouded by the dogmatic formulae of traditional magic. Seeing not the ritual steps so often memorized rote and without full comprehension by other sorcerers, but instead the actual mechanics of Essence in a spell's back end, they claimed gave them a clearer picture of the requirements in engineering wholly new magics.

Artifice was also a strength of Devon's students, for reasons similar to those that made them excellent designers of new spells and with similar weak points. The stability of the workshop environment meshes well with the overall philosophy of the college's teachings. Geomancy and Manse construction, however, was the weakest of all fields of magical study for the Devonians. Their experimental and laboratory focus did not predispose them toward the sort of field work necessary for excellence in geomantic endeavor.

This very cloistered attitude is among the most common targets for critics of the College Devonian, who claim that sorcerers produced by this model were unsuited for or uninterested in anything but theoretical work. Devonians were dangerously lopsided in their studies, often ignoring practical sorcery. Additionally, the critics charged, Devonians all but ignored studies not related to their work in sorcery, making them socially and martially very vulnerable and ineffective.

Silurian

Silur was a very traditional sorcerer, nearly to the point of naïveté according to her detractors. She did not break away from the established schools because of any new theory or dangerous political ideals, just the opposite. The College Silurian opened its many Retreats specifically to escape the chaos caused by her peers' schisms and her elders' increasing focus on community politics over actual scholarship. None of this is to say that Silur was not a talented sorcerer. She just wasn't a very innovative one. She was, however, a superlative teacher, communicator and ritualist, and the policies of her school reflect that.

Silur maintained the traditional view that Essence was a raw energy, the stuff of pure possibility, and not governed by the hard and fast rules that Devon sought. Ritual, she taught, was a means of imposing order on this chaotic force and harnessing it in the shape of spells. The diagrams, gestures, components and words of ritual are a language for communicating with Creation, with Essence. As with a mundane language, it can be used to cajole, to command, to misdirect and more. The focus of the teachings of the College Silurian were couched in this linguistic conceit. Students were taught to break spells down into their separate ritual components and to assign meaning and importance to these parts, then to see how they combined into the desired effect.

Silur was the first to devise a concise, standardized system of notation for describing magical rituals, the better to facilitate her modular, linguistic style of analysis. Elemental aspects, celestial aspects, resonances of ritual components, quantities, mathematical formulae describing diagrams and wards — all these things and more were assigned symbols and simple descriptors. A spell, then, could be described with a one-page summary using this symbol set and easily understood by someone trained in this form of jargon, where before it would have required a whole chapter. Needless to say, even those who did not favor the Silurian model of sorcery were hard pressed to deny the usefulness of this method of shorthand, and it was quickly adopted throughout the sorcerous community. Standardization also brought its own benefits, aside from the efficiency of notation. When every student and teacher is using the same style of notes, a very high degree of communication between peers is possible. Those at the Retreats were able to easily digest not only their own work, but the work of those around them. This heightened level of congress allowed insights to rapidly make their way through classes, let students to catch each others' mistakes and, in general, empowered cooperation among groups.

The strength of the College Silurian is the ease with which sorcerers can be initiated, when compared to the other models. It takes, on average, one-quarter of the time to train and initiate a student using Silur's mode of instruction, making it a favorite among students who study sorcery as a secondary pursuit. Silurian sorcerers also tend to know many more spells and to learn existing spells more readily than students of other schools because of the efficiency of Silurian notation and thinking. Silurians are also quite adept at creating spells that hybridize or modify existing spells, simply by removing modular portions from the notation of two or more spells and recombining them.

The same mindset that enables hybridization of spells is also a stumbling block to the creation of new spells from whole cloth, in addition to the weakness of Silurian theoretical teaching. With the college's focus on ritual and practical spell casting, students are often left with a very poor grasp of the abstract theories that underlie sorcery itself, as well as of general occult knowledge. Innovation is not a strong trait among Silurians.

Salinan

The College of Salina was never a school in the physical sense. The campus of the Salinans is Creation itself, according to the college's doctrine, and the path to magical knowledge is one of observation and understanding of the patterns of Essence in natural environments. Salina believed that undertaking the study of Essence and magic in a classroom or laboratory was akin to trying

to read with a sack over your head. She also felt that experiential methods of learning were far preferable to traditional schooling and sent her students off into the wilderness instead of the library. This stance is the result of both political and academic pressures felt acutely by Salina. As with Silur, Salina was frustrated by the increasing focus on political one-upmanship and academic bickering that plagued the middle- to late-First Age colleges that preceded hers. The success or popularity of a savant or theory all too often owed more to sorcerers jockeying for political standing than to the merit of the thing under consideration. After many decades of attempting to serve as a progressive voice in the occult community, Salina decided that the problems were too entrenched to be corrected. Academically, she was unhappy with the level of serious inquiry into the nature of the five-fold Terrestrial initiation and the principles she felt it hinted at. Both issues could best be addressed, she decided, by leaving the traditional models of education and the community that had grown up around it and taking her students out into the wilds.

The primary principle of the Salinan school of thought is that the flow of Essence in natural environments and systems is the best source of data about the energy itself and that other observations and manifestations should be rejected as artificial and misleading. Salina put forth that the five-fold Terrestrial initiation was an embedded process in the very makeup of Creation and that that fact indicated that there were deeper or more subtle mysteries to be found through the study of the basic, natural patterns of Creation. Plants, animals, weather and all manner of natural phenomena are the first sources of lessons for Salinan students, moving on to larger scale systems such as forests and packs and then the study of spirits and elementals as the penultimate manifestation of Creation's natural energies. As such, sorcerers of Salina's style are expert channelers of Essence in natural elemental aspects, in the case of spells such as the Wood Dragon's Claw or Calling the Wind's Kiss, and they interact well with spirits and elementals. They are also generally quite adept at the landscaping facets of geomancy but disdainful of actual Manse architecture, seeing it as an artificial and intrusive method of Essence-manipulation.

In the days before the Usurpation, the Salinan College undertook a singular and powerful working. Through the use of unique spells and a great deal of time and effort, the college as a whole bound sorcerous knowledge into spirits, elementals and natural patterns of Creation, thereby increasing the effectiveness of the college's own ideology and preserving a great deal of knowledge from the later Solar Purge. This knowledge can be divined by observation of ecological patterns, which, in turn, point to certain spirits and elementals that are bound to share the information if approached in the prescribed way. It is possible, even in the modern day, to learn many spells and important lessons for initiation in every circle of sorcery, if one knows enough about the occult and the natural world to spot the cues left by the Salinans.

In the late First Age when the Salinan College was active, the founder and her largely Lunar inner circle were on hand to give the first clue that would begin a new student's path to initiation and learning. For a non-Lunar of the modern Age of Sorrows, study of the Salinan way is either an academic luxury (as it is to sorcerers among the Maiden of Journeys) or a thing of luck that is happened upon. Perhaps the greatest legacy of the College Salinan is that the embedded system created by its founder in the First Age includes initiation and spells for the Solar Circle of sorcery, and it has been largely undisturbed by the doings of the Wyld Hunt and the Solar Purge that preceded it. However, for the solitary student of sorcery who is perseverant and lucky, the ancient workings of the College of Salina, tattered though they may be in the Second Age, will eventually guide her along the road to sorcerous initiation. It is fraught with peril, for many god have overridden their sorcerous programming, and many elements of the Salinan wisdom are lost. However, the College Salinan is still the most undisturbed path to the Solar Circle that remains in the modern day.

No Moons

The No Moons of the Lunar Exalted make use of an amalgamation of many different schools of sorcerous thought, some predating the three that survive into the modern era due to the influence of elders of their kind who recall the First Age personally. The lower and middle ranks, however, gladly assimilate material from whatever occult tomes fall into their possession as a result of raiding or looting of ancient sites. In general, though, No Moon practice tends toward the Salinan model if for no other reason than that the Lunars' savage lifestyle lends itself to it. They are already living in and used to observing the wilderness, and they travel a great deal as a rule. Few among them would describe their thinking as "in the Salinan model" or in any sort of traditional academic terms, at least not out loud. They simply use the method, maintain it and teach it. The elders are certainly capable of having an academic discussion about the subject, many having studied it under Salina herself in the First Age or from those who did, but such jargon is a thing of the civilized world they now eschew. The Salinan model was designed and implemented specifically to enable instinct and intuition to serve in place of such talk, and it suits the No Moon elders to make use of that fact. It is certainly clear to the younger No Moons that they are making use of a system that is not an original feature of nature and was obviously embedded there for their use by Exalts. The fact that it works for their needs and is in line with the shamanism of their mortal followers is enough for most of them, and they feel no urge to dissect it overmuch in the style of the traditional colleges.

The Heptagram

The Realm has but one school of magic, the Heptagram, on the rocky Isle of Voices to the north of the Blessed Isle. The Sidereal Exalted who secretly run the school make use of the Silurian model, reasoning that it is the most effective method of training the short-lived and plentiful Terrestrial students as quickly as possible. It is a veritable sorcerer-factory, with little variation in the graduates' knowledge and little special attention paid to promising students. It is assumed that graduates will vary their skills after graduation, as independent Silurian resources aren't in short supply to the Realm's Dragon-Blooded. Similarly, truly promising students will receive special training and attention from the Sidereals when they have reached adulthood, or the Maiden's Chosen will see to it that a suitable Terrestrial mentor takes notice of the student. The Heptagram only teaches secondary school students. Adults in the Realm are left to their own devices when seeking initiation, but it is hardly difficult for a serious student to find help with so many sorcerers extant among the Dragon-Blooded Host.

The Academy of Sorcery

Lookshy's Academy of Sorcery (see **Exalted: The Outcaste**, p. 37) has a unique model of magical education, but one that draws very directly from the Silurian and Devonian traditions in addition to making use of the Academy's own doctrines. The main body of the curriculum is squarely Silurian. The primary difference is that the Academy restricts the teaching of certain classes of spells and has reframed other portions of the general occult education to minimize the feelings of illumination and separation common to initiates. Lookshy's militaristic culture gives greater respect to sorcerers than is common in the Realm, but it does not treat them differently than it would a master of any other respected field of endeavor. This is due in large part to the changes made in the traditional Silurian method of education.

The Academy of Sorcery also possesses a small collection of Devonian texts. From these is drawn the curriculum for students on the track to become sorcerer-engineers, those who oversee the maintenance and production of the Seventh Legion's war machines and artifacts. None of which is to say that the Academy dogmatically follows Devonian ideals, which are not compatible with Seventh Legion policy for magical education. The Devonians were very talented artificers, especially in the same areas that Lookshy excels in, and their writings are too useful not to make use of. The ideology is filtered from the technical material as much as is possible before any student encounters it.

Chapter Two
Artifice and Enchantment

The first artifact ever devised and put into place was the great engine of Creation. With all their power and majesty, the Primordials designed the machinery that would turn the unformed Essence all around them into something more than chaos. With it, they created the solid earth, the sun, the moon and all the stars, and they formed the mountains and set the sky in place. However, it would not be long before other artifacts came into being, and these would be far less to the liking of the great and powerful beings who were ignoring their Creation in favor of the Games of Divinity.

Autochthon, the Primordial smith-god who betrayed his brothers and sisters, knew that the Exalted armies of the Celestial Incarna could not hope to win the first great war unaided. So, to increase their fighting power, he showed the gods and their warriors how to make great weapons and potent defenses that could topple the Primordials from their thrones. Never before had such power been put into mortal hands. Wielding great daiklaves and wearing armor forged of purified Magical Materials, the Exalted became like unto gods themselves and fought their epic conflict against beings of unimaginable power. Essence was focused in anger through carefully crafted tools, and precisely designed instruments of destruction were brought to bear in a war where the greatest prize of all was there for the taking. If Autochthon had needed to equip every one of the Chosen himself, the well-armed ranks of the mortal forces might never have won. However, each and every item could be replicated over and over in ways that the savants of the Exalted rushed to learn. The arsenals of the Exalted grew and grew, and by the time the Primordials were either slain or banished, the armies of the Incarna bristled with beautiful, deadly wonders.

In Times Past

In the Second Age, the craft of artifact creation is a pale shadow of what it once was, and even with the return of the Twilight Caste there is very little chance that humanity will ever manage to reclaim those lost wonders. The glory of the First Age was built on artifacts. From the thinking automata used to advise the rulers of the Realm to the great and powerful weapons that kept it safe, no part of civilized Creation was without items of power. Flyers traversed the skies, and ships sped across the oceans of the West; the air teamed with messages, and light and heat was brought safely to great cities.

However, while use of these items was widespread, the knowledge of how to create the more complex and delicate of them was not. The 60 skilled artificers of the Twilight Caste had designs and plans, and the craftsmen of the other groups both learned from them and developed their own wonders. While the forging of artifacts such as daiklaves was a relatively simple process, many of the deeper secrets of artifice were not shared and could not easily be divined.

This system could have endured indefinitely. The Solars who were its heart were not only immensely hard to kill, but as long as some of them stayed alive, the knowledge could be taught once again to their siblings once they were reborn. It took coordination and a vast expenditure of power to bring about the Usurpation, leaving the Dragon-Blooded as the ruling caste of Exalts. After this event, no more truly great artifacts could be built — the Solar and Lunar savants who had planned the projects were now dead or hidden. Slowly but surely, the great wonders of the First Age degraded, were used up and were destroyed. Many were lost during the Usurpation itself as the Solar Exalted desperately tried to defend themselves or turned from useful devices into terrible engines of destruction once the betrayal became clear. Others were last used as various powerful Terrestrial Exalted tried to claim the position of Shogun or were ruined when the horror of the Contagion fell upon Creation and humanity was far more concerned with survival than knowledge.

Some of the greatest artifacts were built to last forever. The imperial defenses, for instance, will simply never fall into disrepair. Other wonders, such as the Thousand-Forged Dragons, are just as eternal, but this is not the case with every artifact. Many devices, especially those created by the Dragon-Blooded, require repair or have enchantments that decay with the passing of years. Even if all of Creation had been at peace since the Usurpation, a large number of the most powerful items would be no more, for those who knew how to maintain and operate them were long dead, and replacements were impossible to build without Celestial Exalted artificers. What attrition and malice could not achieve, simple ignorance made up for, and by the time of the Empress' disappearance, the magical infrastructure of the Realm was in an even more accelerated decline. The Dynastic houses are still able to manufacture less complex items on a day-to-day basis, and while the forging of a daiklave is expensive, it is still possible. However, more sophisticated artifacts such as wind towers are becoming more difficult to maintain as the knowledge required to execute their design slips into obscurity.

In Times Present

It is almost impossible to say how much effect the return of the Solar Exalted, especially those of the Twilight Caste, will have on this situation. They have the potential to once again forge mighty wonders and to repair those artifacts that have become unusable, but it is not as simple as patching a few holes with orichalcum and placing some molten sand from the uttermost South on a crack or two.

None of the Exalted, not even those whose Essence imbued the greatest Twilight craftsmen in the First Age, are reborn with the design schematics or the manufacturing processes needed to create wonders in their heads. They have dreams and moments of inspiration, but in the main, a newly Exalted Copper Spider will be as baffled by an intricate First Age wonder as would an ordinary peasant. It is only through extensive research and great luck that any of the old devices may be reactivated and that any

new creations may even come close to matching the power of those things that were taken for granted in the First Age.

Of course, it is always foolish to use the word "impossible" with reference to the Solar Exalted, and it is not the intention of this chapter to set absolute limits on what artifacts can be built during the Age of Sorrows. The repair (or even, in some cases, the simple use) of powerful artifacts should not be something that a new Exalt should have a chance to achieve casually. However much potential a Solar has, his First Age counterparts had that and centuries of tutelage by their ancient fellows as well. The activation of a complex First Age artifact should be a momentous event, the focus of entire story, if not a series. The creation of anything other than the simplest of items should occupy an entire Circle for quite some time. The Solars of the Second Age are living in a diminished world where an orichalcum daiklave is an object of rarity and value. The wonders of Creation have been broken and scattered, and while the characters have the potential to restore those items, until they can learn and grow that potential will remain unrealized. Perhaps, one day, the Solars will be able to reclaim what has been lost and do more than craft simple weapons and armor, but that day is a very long way off. Indeed, many forces in the Second Age conspire to ensure that it never comes to pass at all.

Artifact Levels

In the **Exalted** rules, artifacts are graded on a five-dot scale. This scale actually measures multiple aspects of an artifact — sheer power is only one factor. The artifact's usefulness, game impact, "script immunity" and drawbacks should also be considered. When adjudicating how many Background dots a given artifact costs or how hard it is to make one, the Storyteller should take all of these aspects into account. Each aspect is roughly rated from one to five, so the average of them (apart from Drawback) equals the Artifact rating of the item. This is little more than a rule of thumb, though, as the manifold wonders of the world are simply too varied and puissant to be constrained in such a fashion.

Power

In simple terms, this measures how effective the artifact is at doing what it does. Power covers quantifiable things such as how many bonus dice the artifact gives or what Charms it mimics, as well as unique abilities such as the ability to control the weather, to bind spirits, to divine the future or to drive back the Wyld.

• **Insignificant:** Attributes +1, Abilities +2, Damage +2, Soak +2. The item can perform minor but useful actions, such as keeping the wearer clean, providing protection from a particular inconvenience or sensing the actions of mortals and mundane creatures. Almost all Power • items only affect the wearer. In terms of Charms, a Power • artifact can duplicate the effects of one Charm with an Essence of 1 and with no more than one prerequisite Charm.

Which Charm Type?

The primary architects and artificers of the First Age were Twilight Caste Solars, so most records and formulae (as well as the rules below) were based on the potency and the Essence efficiency of Solar Charms. During the Shogunate, many works were edited to replace references to Solar Charms with Terrestrial Charms. The accompanying formulae were never changed, leading to numerous problems and failures for Dragon-Blooded engineers over the centuries. When calculating an artifact's Power, use Solar Charms as the baseline.

•• **Minor:** Attributes +2, Abilities +4, Damage +4, Soak +4. Commonly useful powers, such as doubling movement or permitting the character to move in an unusual way or restraining a target are possible at Power ••. The artifact can affect people other than the user, but usually only positively. In terms of Charms, a Power •• artifact can duplicate the effects of one Charm with a minimum Essence of 2 and with no more than three prerequisite Charms or three Essence 1 Charms, as above.

••• **Potent:** Attributes +4, Abilities +6, Damage +8, Soak +6. Comparatively powerful abilities are now possible — a level-three artifact is perhaps the distillation of all that a mortal could be, if he applied his whole life to a particular task or specialization. Thus, an alchemical device of this level could produce in an instant what a master alchemist might spend his whole life working on. In terms of Charms, a Power ••• artifact can duplicate the effects of a single Charm with a minimum Essence of 3 and with no more than five prerequisite Charms or three Essence 2 Charms, as above. It can affect a handful of people other than the wielder.

•••• **Major:** At this level, an artifact can give almost any bonus to a single Attribute or Ability or a wide range of bonuses (as per Power •••) to several Attributes or Abilities. The device's bonuses to soak or damage are limited to +10, but it can also create force fields or other magical barriers to guard multiple people from attacks. The artifact can duplicate the effects of Essence 4 Charms with no more than seven prerequisite Charms or three Essence 3 Charms, as above. However, the artifact cannot provide perfect attacks or defenses.

••••• **Overwhelming:** This level of power is the maximum for most personal artifacts — trying to channel this level of Essence through anything smaller than a fortification is virtually impossible. Power 5 items can duplicate the effects of an Essence 5 or 6 Charm, including perfect attacks and defenses and with no limit to the

number of prerequisite Charms. If the Exalt wielding an artifact of this magnitude is defeated, it is likely that his skills were lacking, for such a powerful device is undeniably perfect in the hands of a master.

N/A World-Shattering: These artifacts can, quite simply, do anything conceivable. It is this level of artifact that drove back the Fair Folk, that guards the Blessed Isle, that built the glories of the First Age, that shattered and remade the world. At a minimum, Power N/A artifacts are irresistible forces and immovable objects that can only be overcome by another artifact of equal power or a being of legendary, transcendent might.

Weapons and Armor

Artifact weapons, such as daiklaves or dire lances, and artifact armor do not use the power levels described here directly. Use the mundane version of the weapon or armor as the basis for the artifact, then add abilities as desired. Then, add the Resources required to purchase the item to the Power of the abilities added and divide by two to calculate the total Power of the item. For example, a daiklave is basically an enhanced sword. A sword normally costs Resources •••. The daiklave enhancements are Power •, so a daiklave is a Power •• item. Superheavy plate is Resources ••••, the Power added is •••••, so it comes out as a Power ••••• item.

Usefulness

A thousand hands loom, which enables a single weaver to do the work of 100 in a day may be quite a powerful artifact, but in most series, a vast amount of well-made cloth is not going to be especially useful. It might be critical to a character trying to undercut the Guild or making the sails for a massive war fleet to assault the Blessed Isle, but it is neither generally nor immediately useful. On the other hand, the average daiklave is not very powerful in terms of magical might (it's just an unusually sharp, heavy, agile and lethal sword), but it is certainly useful in the war-torn world of the Second Age.

Items that work only once (or are otherwise restricted, such as devices reliant on a precise configuration of the stars that occurs only once a millennium) have their Usefulness reduced by ••, to a minimum of •. Items that can be used a limited number of times per story have their usefulness reduced by •, again to a minimum of •.

• **Never Useful:** Artifacts with this level of usefulness are essentially toys or grand follies. Their purpose is so esoteric or so obscure that they might actually be useful once in a game. A great number of First Age artifacts fall into this category, as they are designed to work with other devices or in situations that no longer exist.

•• **Very Limited Use:** Such a device is useful only in one sort of situation. Examples include a device that gives bonuses to one particular action, like a crown that makes the character more inspiring to his troops or a gauntlet that guards against the attacks of the undead from a particular shadowland.

••• **Limited Use:** Limited devices excel at one type of task but are not useful in other situations. Dedicated combat devices such as daiklaves fall into this category, as do the vast majority of other artifacts. However, if the device can be used to do anything in addition to its main purpose, it is considered generally useful.

•••• **Generally Useful:** A generally useful item might increase an Attribute for all situations when activated or be capable of accomplishing many different tasks. For example, a flying boat is a dual means of transportation, a mobile fortress, a staging area for attacks, a flying device and a shelter.

••••• **Always Active:** Generally useful devices still require an action to use them or to switch them on. Level-5 devices, however, are either always active or else aware enough of their surroundings to act independently. They are constantly useful to the character in every respect.

Game Impact

Game Impact is a contract between player and Storyteller. The Game Impact rating assigned to an item does not measure only how big a change the item can make, but also how important the change may be.

This is similar in some respects to an artifact's Usefulness, but it is a more subtle and dangerous aspect. Artifacts break the rules of the game. They can accomplish things no Charm can do, and in some cases, this can be very damaging to the game. If the theme of the game is "hunters hunted," and all the stories revolve around the exploits of a group of Lunar Exalted being chased by agents of the Realm, then an artifact that provides a zone of perfect safety is more than merely useful — it undercuts the story. This may not mean that the artifact should not be made, but its cost should be pushed upward to reflect that it is interfering with the game as a whole.

• **None:** The Storyteller either really wants to include this artifact in the game or else believes that it won't unbalance things at all. Examples include a talisman that enhances something the character is already good at, a weapon in a political game where combat is very unimportant or a device that is more background flavor for a character's Manse than an actual defense.

•• **Average:** The artifact will enhance the character's Abilities and impact on the game — but no more so than any other expenditure of time and effort. The vast majority of artifacts fall into this category.

••• **Some:** The artifact fits with the game and is in line with the planned story, but it will have considerable

consequences for the character. An example might be a defensive item for a character whose major weakness is her lack of soak or an emotion-controlling headband for a low-Temperance Solar.

•••• **Significant:** The artifact will change the game greatly. It may resolve an entire plot or affect a major aspect of the game (for example, an artifact that drains Essence from everyone around it). More importantly, it affects the characters of the other players, not just the character owning or making the artifact.

••••• **Changing:** The artifact remakes the series. If introduced, it will severely change or end ongoing plotlines. The whole game will be different. While Exalted are supposed to wreak great changes on the world, not all changes fit with the goals of the other players and the Storyteller. A device that overrides these goals has Game Impact •••••.

Script Immunity

Artifacts are (usually) things physically external to a character. An Exalt cannot generally be robbed of her Charms or her other Traits, but artifacts can be stolen, broken, lost or otherwise eliminated from the game. However, taking an artifact away from a character is tantamount to reaching over to a player's character sheet and erasing a few dots — it is eminently doable and is certain to happen at some point in a game, but it should not be done lightly. Full Script Immunity is a guarantee to the player that, no matter what happens, the artifact will stay with his character. If lost, there will be a chance to retrieve it; if broken, a chance to repair it.

A character whose concept is "elite warstrider pilot" is going be rather pointless if his warstrider gets smashed in the first session. His warstrider, therefore, has a high degree of Script Immunity — the Storyteller won't destroy it, in the same way he won't slaughter the family of a character whose concept is "exiled Exalt trying to win back his family's trust." Either event could happen, they but won't happen without good reason.

The level of Script Immunity possessed by an item determines how immune it is to the vagaries of fate. Some artifacts are so associated with a character's concept that it is unthinkable that the item shall ever be destroyed while the character lives. Others are mere tools, which can be destroyed during even trivial battles.

• **None:** The artifact can be destroyed when the character is caught in an explosion, falls from a height, is exposed to flame or suffers any other attack, even if the character is uninjured. The artifact's own hardness may protect it from being destroyed, but it can become "collateral damage."

•• **Limited:** The artifact will not be destroyed except in dramatic situations or when targeted directly by an attack.

••• **Protected:** The artifact will not be destroyed except as part of a major plot. Furthermore, the character will always have a chance to retrieve the item if it is lost.

•••• **Part of the Character:** The artifact has exactly the same level of Script Immunity as the character — it will endure while the character lives, and it will never be separated from him except in the rarest of circumstances (such as when the character is captured and imprisoned).

••••• **Total:** The artifact has the same level of immunity as the most important parts of the series. Barring a series-long plot aimed solely at destroying the item, the artifact will endure into the next Age of Creation.

How Much Script Immunity Does an Artifact from a Book Have?

The simple answer is, "an amount equal to the Artifact rating." The more Background dots invested in the artifact, the more important it is to the character. Created artifacts may be more or less vulnerable than their rating suggests — it is up to the player making the artifact to decide if it is to be given a low or high degree of Script Immunity.

Drawback

This is a catch-all term for all the bad things associated with an artifact. A small silver talisman that channels the wearer's prayers straight through to the elder thunderbird Storms-As-He-Walks is more useful than another artifact that does exactly the same thing if the second device is a jade altar that weighs four tons, requires a sacrifice of blood and causes claps of deafening thunder.

An artifact has a base Drawback equal to its Power. Adding more Drawback can reduce the cost of making the device.

One of the most common sorts of Drawback is an artifact's power requirement. The best artifacts power themselves by tapping into the ambient Essence of Creation, but most require committed Essence, Hearthstones or sacrifices. Some just rip Essence out of the soil, blackening the land in their wake.

Artifacts may also require unusually rare or difficult-to-obtain components. Requiring items such as a tooth from an elemental dragon, the eye of a Deathlord or bottled wind from Malfeas is more of a Drawback than just requiring a single Magical Material.

Alternatively, the artifact might need a constant supply of more mundane but still rare fuels and spare parts, as well as regular servicing and cleaning to keep all its parts in working order.

Finally, Drawback also covers the notoriety of the item. If a magical staff can only be wielded by a Solar Exalted, then carrying that item around is something of a Drawback when in the Realm, unless you really like the attention.

There are four forms of Drawback — the artifact's Essence requirement, its component parts, its maintenance requirement and its fame or notoriety. Essence is a concern for all artifacts, found or made. The artifact's components are only an issue when the Exalt is making the artifact, while the artifact's history or maintenance requirements are only a Drawback if they actually prove troublesome.

Essence Drawback

All artifacts require a minimum amount of Essence to function. While these minimums can be reduced still further, it is exceedingly difficult to do so. (It requires an extra 10 successes per mote of reduction). These optimum values were derived by the greatest savants and arcane engineers of the First Age and are the minimum required to push Essence through the narrow engraved channels of power and guiding runes of the artifact.

Weapons, armor and devices that function independently for hours, days or longer at a time require a certain amount of Essence to be committed to them for attunement. Artifacts that activate for a shorter time require Essence to be spent on each activation.

Larger artifacts, such as skyships or warstriders, require proportionately more Essence, and huge machines, such as the Realm's defense grid, need yet more. Such devices are rarely powered directly by an Exalt — instead, the machine taps into the energy of a Demesne or some other source.

Personal Artifacts

Power	Attunement	Activation
•	1	0
••	5	1
•••	10	5
••••	15	10
•••••	25	20

Larger Artifacts (Vehicles, Small Security Systems, Siege Engines)

Power	Attunement	Activation
•	1	5
••	5	10
•••	10	15
••••	15	25
•••••	25	40

Massive Artifacts (Reality Engines, Defense Grids)

Power	Attunement	Activation
•	1	20
••	5	30
•••	10	40
••••	15	50
•••••	25	60

Few artifacts are so efficient. Tiny impurities in the raw materials create eddies and feedback loops in the Essence flow. Energy bleeds from infinitesimal errors in the design, caused by momentary flickers of inattention in the mind of the artificer. Some designs are flawed and burn off Essence in pyrotechnic displays to preserve delicate runes or whorls in the material that would otherwise be destroyed. Others were simply created without the precision and knowledge needed for perfect efficiency.

Essence Drawback

X	**Efficient:** The artifact needs the normal amount of Essence.
+•	**Slightly Inefficient:** The artifact needs more Essence (2-3 motes) than normal.
+••	**Inefficient:** The artifact requires 50 percent more Essence than normal, with a minimum of 5 motes.
+•••	**Highly Inefficient:** The artifact requires twice as much Essence as normal. Some minor telltale sign of Essence bleed, such as a corona of light or a smell of ozone is mandatory at this level.
+••••	**Massively Inefficient:** The artifact requires five times as much Essence as normal. Obvious telltale signs are associated with this level of inefficiency.
+•••••	**Essence Glutton:** The artifact requires 20 times more Essence than normal.

Component Drawback

Every artifact requires at least a scrap of the appropriate Magical Materials, to contain the spark of Essence that makes the artifact magical. More complex artifacts can bring together two or more of the Magical Materials or incorporate more exotic components. During the First Age, there were few truly "exotic" items. There were Essence-rich creatures engineered and bred to be harvested for raw materials, vast mines delved into the heart of the earth for the rarest gems, and entities were dragged into sorcerous existence purely to serve in one of the gigantic factory-cathedrals of the Solar Twilight Caste. Anything required could be obtained, and anything conceived of could be made.

Now, in this fallen and more chaotic Age, Exalted artisans must salvage what they can from the ruins of the First Age or hunt down escaped spirits or monsters for Essence-charged trophies. Most components deteriorate into uselessness after a few years, forcing the Exalt to time her work carefully or else seek out replacements in the midst of her efforts. Scavenger lords do a surprisingly brisk trade in looted raw materials and spare parts.

Many First Age artificers bypassed this stage altogether. The Essence and special properties harvested from exotic components could be replicated using potent sorceries. This involved magic on a scale that was simultaneously vast and microscopic, as the Essence-patterns required were complex beyond the grasp of

Alternate Power Sources

Instead of draining themselves dry to power a single activation of an artifact, many designers use alternate sources of Essence. Each of these alternate sources lowers the Essence Drawback by a certain amount. If an artifact has no remaining Essence Drawback, the artifact's Essence requirement is lowered as if it were a device of lesser Power. An artifact always requires some conscious manipulation of Essence, so the requirements cannot be lowered beneath those for Power •.

Hearthstones: Rather than use the magical might of a Demesne to enhance an Exalt's own abilities, it can be used to power an artifact. The artifact must have a suitable socket, and the Hearthstone provides no benefits, save to power the device. The Essence Drawback of the artifact is lowered by the level of the Hearthstone (so an Essence Glutton artifact with a level-3 Hearthstone would only be Inefficient).

Essence Accumulators: An Essence accumulator is a device that gathers energy just as most Exalted do, from the ambient breath of life throughout all Creation. Most accumulators are vane-like structures with the largest possible surface area, but others look like complex gem-encrusted designs, spiral sigils or even shimmering nets. An accumulator must be constructed as a separate artifact and then attached to power the main device, behaving like a Hearthstone. An Essence accumulator has an Artifact level equal to the level of Hearthstone it duplicates (so an Artifact •••• accumulator provides the same amount of power as a level-4 Hearthstone).

Energy Taps: Some natural Essence-rich phenomena, such as volcanoes or eternal whirlpools are too violent and unstable to be capped with a Manse, but can still be used to provide power. An energy tap is an special form of Essence accumulator — instead of drawing power from Creation as a whole, it targets one especially concentrated source. The downside of energy taps is not the complexity of the devices, it is the engineering problem associated with building a spiny crystalline arch over an active volcano or a huge coral waterwheel in the middle of a massive whirlpool. When activated, the energy tap creates what scholars refer to as an arcanobezoar, or Essence pearl, a perfectly smooth, uncut gemstone that behaves like a Hearthstone but has no magical properties other than funneling Essence from the energy tap.

An energy tap is built like an artifact two levels lower than the desired Hearthstone equivalence. Thus, an Artifact •• energy tap functions like a level-4 Hearthstone.

Sacrifices: All things have a little Essence in them — and people, especially Exalts, have more than they need. Artifacts can be fueled by blood or sacrifices. If an artifact needs one health level's worth of blood per use (or three times per day, for constantly active devices), it reduces the Essence Drawback by •. If the artifact needs the life of a mortal man or other thinking being to activate, it reduces the Essence Drawback by two. If the artifact requires the death of an Essence-wielder, it reduces the Essence Drawback by •••.

even the wisest Sidereal. Natural components were seen as poor approximations of the transcendent perfection that could be achieved using such tailored casting. Whole rituals were created to produce a single component for a single project.

Each of the Five Magical Materials counts as an exotic component.

X: The artifact requires miniscule amounts of one of the Five Magical Materials.

• The artifact requires one exotic component.

•• The artifact requires two exotic components.

••• The artifact requires four exotic components.

•••• The artifact requires eight exotic components.

••••• The artifact requires 10 exotic components, most of which are exceedingly difficult to obtain.

NOTORIETY DRAWBACK

Artifacts have always been strictly regulated, initially by the Solar Deliberative and now by the Realm. Trade in Magical Materials and exotic components is controlled in the Realm and its dominions. Most items of any significance are recorded in archives of artifice, such as the White Registry. Every Great House on the Blessed Isle is required to keep accounts of the number of weapons and suits of armor made in its forges, while most of the great creations of the First Age are known to savants. The reappearance of an ancient artifact sends dozens of scavenger lords and savant-engineers scurrying to their books, to research the exact nature and power of the fabled device. Even artifacts secretly made by Lunars in the untracked wilderness tend to find their way into stories and songs.

The Notoriety of an artifact determines how well known it is and how much trouble the character will incur for merely possessing it.

X **Unknown:** The artifact is either that rarest of things — a secret that has been kept — or else it is so new that it has not yet become the heart of a legend.

• **Rumored:** The artifact is mentioned in various texts and scrolls, but it is not well known. Enemies who hear descriptions of the artifact being used may discover cryptic references to its properties by researching ancient records.

•• **Known:** The artifact is not known to everyone in the world, but some storytellers or historians have heard its name and know its properties.

••• **Famed:** Almost every savant and scavenger lord worth of the name has heard of the artifact. The stories may be twisted and changed, but the artifact is recognized when seen. Whenever it is used, rumors spread like wildfire across Creation.

•••• **Desired:** As Famed, but the artifact is claimed or is even the legal property of a powerful entity or organization. Perhaps it came from the grave of a reborn Solar or is a required element in the Age-spanning plan of a Sidereal.

••••• **Anathema:** As Famed, but the artifact is feared and hated by multiple powerful groups. Anyone who even knows where the artifact is falls under suspicion, while anyone wielding or even touching the artifact draws the enmity of those who would see the device destroyed.

MAINTENANCE DRAWBACK

Most of the creations of the First Age were virtually imperishable — an Exalt might expect to live for centuries, so devices were built to last as long as their owners. Only the most common artifacts were built to be disposable. This farsighted attitude was lost during the various Dragon-Blooded interregnums and the years of the Shogunate, when thousands of cheaper weapons and war machines that relied on constant resupply were built. Damaged First Age items may also have acquired the Maintenance Drawback due to battle damage.

Performing maintenance requires that the character have Lore and Occult scores at least equal to the level required by the artifact's Maintenance Drawback. Some artifact maintenance is fairly easy, requiring nothing more than a little cleaning, refitting and prayer on a regular basis, but as the complexity of the device increases, so does the expense of maintaining it. Fuels and reagents may be purchased in a large market or may be created in any Shogunate-era workshop for the same Resources cost.

Artifacts normally need maintenance dependent on usage — a device that is not used may need some maintenance to bring it back to full working order, but it will not continue to decay. Heavy or combat use typically counts as double normal use — count each hour or fraction thereof as two hours when determining need for maintenance, unless otherwise noted in the artifact's description. There is usually a grace period between when this maintenance is needed and when performance is affected — if not mentioned, assume the device will lose 10 percent of its speed or maneuverability, 2L/4B damage or soak or one power for every 10 hours of maintenance the device is in arrears. These penalties persist until all of the maintenance required has been performed — in extreme cases, the device may actually be broken from the abuse and will permanently function at this level unless repaired.

Repair Teams

Very large artifacts require more than a single sorcerer-engineer to repair them — there are simply too many things that need to be done simultaneously. Smaller devices can sometimes benefit from additional technicians as well, but for many projects, a single assistant is sufficient (or may even be too much help). Controlling a repair team requires a Charisma + Presence roll to keep the workers motivated and operating at peak efficiency — difficulty is equal to the size of the team divided by three. A repair team must have a number of technicians with Craft (First Age Weapons),

Lore or Occult scores equal to that required of the sorcerer-engineer whose player is making the task roll - 2. The remaining members should have at least one Ability (Craft [First Age Weapons], Lore or Occult) of at least 2. The total size of a repair team is typically equal to the Repair rating x 3 for large artifacts (such as *Skywolf* — see **Exalted: The Outcaste**, p. 64) and Repair x 2 for smaller artifacts.

Calculating the Artifact Rating

Add up the artifact's Power, Game Impact, Usefulness and Script Immunity.

Subtract any extra points of Drawback above the minimum required (which equals the Power).

Divide by four, and round up to the nearest whole number. This number is the rating of the artifact.

Examples

Daiklave

The mighty daiklave is a relatively common weapon of the Exalted.

A daiklave is a level •• artifact. It is based on a mundane sword (Resources •••) and adds +3 to speed, +1 to accuracy and damage and +2 to defense. A Power • artifact can add up to +2 to damage, if speed and defense are of less importance compared to damage. In terms of sheer power, the daiklave's enhancements are somewhere between Power • and •• (and the bonuses that come from the daiklave's Magical Material type — jade, soulsteel and so on — push it well into Power ••). Averaged with its Resources cost of •••, it comes out at Power ••.

A daiklave is generally useful (Usefulness •••), but it has no more that average impact on most games — what Circle of Exalts *doesn't* have a few daiklaves among its members? — so it has Game Impact ••. It has limited Script Immunity (••) — it won't be destroyed or lost trivially, but a foe could conceivably steal or sunder it in a non-legendary fashion. It needs a minimum Drawback of •• — Component • and Notoriety •. The average of all the artifact's properties is ••.

Mask (see p. 41)

At the cost of 4 motes of Essence, a mask lets its wearer disguise his appearance and emotions, giving four bonus dice to any attempts at deception.

Four bonus dice is clearly Power ••. It is, again, generally useful (Usefulness ••). In a game full of Solars, being able to hide and lie is very useful (Game Impact •••). It would have the same Game Impact in a political Dragon-Blooded game, but it might be less useful in a combat-oriented Lunars game, and four bonus dice for deception is a child's toy to Sidereals (in the latter two games, it probably has a Game Impact of •• at best).

The mask has limited Script Immunity (••). It has a slight Drawback — the Essence requirement for a normal Power •• artifact is 1, but the mask needs 4 motes of Essence to activate it. So, it has a Essence Drawback of • and a Component Drawback of ••. This comes out at nine dots of positive qualities, minus one for the extra Drawback is eight and then divided by four for an Artifact rating of ••.

Making an Artifact

A character who tries to make wonders by sitting in a tiny forge in his home village will find himself severely disappointed. It is only be hewing as close as possible to the techniques and technologies of the First Age that artifacts of any potency can be made. The physical methods of construction — forging, carving, building, what-have-you — is simply not as important as the gathering, shaping and constricting of Essence flows through the device. That said, it is rare for an artifact to be made by anyone other than a master of perfect craftsmanship (the prospective artifact-maker must have Craft •••).

The secrets of trapping and channeling Essence in unliving constructs and items was passed on by Autochthon to the first Exalts, and while the books of lore produced now attribute those secrets to the Empress or the Maidens or the scientists of the Shogunate, those secrets must be known. Therefore, a character must have Lore ••• in order to make an artifact.

Finally, the character must have an understanding of how Essence behaves and how it can be precisely focused and bent to his will. The semi-instinctive explosions and learned patterns of most Charms are of no use here. The character must be educated in the occult sciences (and have Occult •••).

Assuming the character meets these prerequisites, he can start on the five-fold path of construction. Before the character can begin, the player must come up with the idea

Rating	Time Between Refits	Lore	Occult	Craft	Resources	Time	Difficulty
•	Every 500 hours	3	3	–	••	one hour	2
••	Every 250 hours	4	3	3	••	one hour	2
•••	Every 100 hours	5	4	4	•••	one hour	3
••••	Every 50 hours	6	5	5	•••	one day	4
•••••	Every 25 hours	7	6	6	••••	three days	5

for the artifact and must agree with the Storyteller on what level of Artifact it is using the above guidelines.

The First Step: Design

The character must discover how to make the artifact. Several options exist:

Design from Existing Plans: The designs for most common artifacts are easily accessible, and educated characters may simply know them. A character must possess Lore •••• for an Artifact •, Lore ••••• for an Artifact ••, Lore •••••• for an Artifact •••, Lore ••••••• for Artifact •••• and so on. Most Exalted artisans know how to make a dozen different devices and have books of lore or scripts describing how to make hundreds of other trinkets. The Storyteller may limit the sort of artifact a character knows how to make to the most common sort. The plans for more complex items are jealously guarded in the libraries of the Dragon-Blooded, but most of the knowledge of the First Age is lost or inaccessible, recorded in ciphers or on devices that have long since ceased to function. Those who aided in the creation of First Age artifacts (certain demons or long-lived Lunars) may remember how to replicate ancient devices, and a reborn Exalt may recall how to break a cipher he made centuries before.

Design from Reconstruction: If an Exalt does not have access to a suitable design, he can attempt to reconstruct it through research in libraries, in Guild records and in the ruins of First Age factory-cathedrals. Most of the major workshops (see below) have suitable libraries, and a few rare savants have the requisite records, manuals of theory and design tracts (hiring such a savant for consultation costs Resources ••••, while acquiring such a library in the Second Age is almost impossible, but one might be procured for Resources •••••).

Searching through First Age ruins is cheaper but much more dangerous. The roll required to search through rubble is Intelligence + Investigation, with a difficulty of (the Artifact rating + 2). The first roll represents one week of work, and each roll after that represents an additional week of work. In addition, the material searched through must be relevant — either a comprehensive archive, extensive texts on the subject of artifice or the ruins of a manufactory or design center for the artifact in question. At least three successes per level of the artifact are required. The character may accumulate successes over a number of rolls and may do other things in between bouts of research.

Design from Existing Example: If the character is trying to replicate an existing artifact that he has access to, he can study it. This requires an Intelligence + Occult roll. The difficulty is equal to (the Artifact rating + 3) and at least two successes per level of the artifact are required to comprehend the design. If the artificer is willing to take the artifact apart, only one success is required per level of the artifact. Disassembling an artifact requires a workshop, and the roll has a difficulty determined by the type of workshop (see below). Each roll represents one week of study. The character may accumulate successes over a number of rolls, unless he is taking the item apart. If the character botches a roll while disassembling the artifact, it explodes, inflicting 10 levels of lethal damage per level of the artifact.

Design from First Principles: Finally, an Exalt can design an artifact from scratch. This requires an Intelligence + Lore roll, an Intelligence + Occult roll and an Intelligence + Craft roll. The first is to determine what magical properties the artifact will require, the second is to trace the flow and shape of Essence needed to conjure such properties, and the third is to design a physical form to contain these flows. In each step, the character needs five successes per level of the artifact, and the difficulty is equal to (the Artifact's rating + 4). Each roll represents one week of work. The character may accumulate successes over a number of rolls and may do other things in between bouts of research. Also, multiple Exalts can cooperate in the design of an item — one's player can make the Lore roll, another the Craft roll, and so on.

The Second Step: Tools & Assistants

In the First Age, the creation of technology driven by Essence united art and science. The Exalts measured miniscule shifts in the nature of Essence's flow and made them resonate; they made symphonies in orichalcum and moonsilver. The whole world rang with the sounds of construction and the thunderous hum of mighty energies being channeled.

Now, the only shaping chants that can be heard in Creation are the monotonous rote-learned dronings of the Dynasty and the occasional rhythmical hammering from the barbarian lands. There are places in Underworld that ring with the sound of great forgings, but in the living world, there is little active artifact construction.

Those attempting to make their own artifacts must first assemble the tools required. Creating artifacts is primarily a mystical activity — an Exalt can weave magic into a stick or a stone so long as there is a speck of a Magical Material to pin the Essence into place. An Exalt working with only the most basic tools adds four to the base difficulty of making the artifact. An Exalt who knows Shaping Hand Style needs no tools at all to operate at this level.

A well-equipped but entirely mundane workshop, such as a forge, a woodcarver's lathe or a loom allows the Exalt to concentrate on the mystical aspect of creation, trusting to his tools to cover the mundane elements. This adds three to the base difficulty. The Charm Craftsman Needs No Tools allows the Exalt to function at this level without a workshop. Supplying such a workshop requires Resources •• for each month of work and costs Resources ••• to build.

An exceedingly well-equipped workshop, complete with alchemical laboratory, research material, furnaces,

alembics, a handful of assistants and so on, only adds 2 to the difficulty. These workshops are located only in the strongholds of powerful lords and in major cities. Most of the artifacts of the modern Realm are made in such places. Maintaining such a workshop requires Resources •••• each month, and a workshop costs Resources ••••• to build. Assembling the supplies necessary to do so will almost certainly draw the attention of the Realm's Dragon-Blooded or of other powerful beings unless the artificer works through the most subtle channels to procure his materials.

There are a scant handful of facilities in Creation that date back to the days of the Shogunate, although none are known to be active outside the Realm and Lookshy. These vast forges resemble the great factory-cathedrals of the First Age and, indeed, were based on their design. Shogunate-era forges lack the advanced Essence-manipulating talismans and diagnostic tools of First Age technology, and so, add 1 to the difficulty. Constructing such a factory in this day and Age requires a vast expenditure of Resources, enough to beggar a kingdom. It is constructed as Artifact ••••, but the designer must have Lore 6 and Occult 6 to build the facility, even with the notes of others. Its maintenance requires both Resources ••••• and the sacrifice of at least one exotic component per year. Creating one with Wyld-Shaping Technique requires five successful invocations of the Charm at difficulty 5.

Concealing a Shogunate-style workshop is exceedingly difficult, as the installation operations will cause reverberations throughout the spirit world and the strands of fate. Magical concealment or leverage in Heaven are the best methods to prevent word of the workshop's existence from escaping.

There are no known fully functioning examples of First Age factory-cathedrals. Most were looted or destroyed during the Great Contagion or else deliberately sabotaged by the retreating Fair Folk — as bastions of order, they were inimical to the Wyld nature of the fae. Others simply ran out of power and consumable supplies, and no one alive knows how to restock them. Rumor has it that Lookshy's factory-cathedral is running at some fraction of its former capacity, but it is used only to maintain the First Age technology of the forces stationed there. If by some miracle the prospective artifact maker has access to a functioning factory-cathedral, the difficulty to make the artifact is not increased at all. A First Age factory-cathedral may be built as Artifact •••••, requiring a minimum Lore 8 and Occult 7. A factory-cathedral needs a level-3 Hearthstone for power, as well as requiring Resources ••••• and three exotic components each year for upkeep. Most military factory-cathedrals were equipped with wards to protect them against detection by any means. Some may yet survive, but most have been looted or destroyed in the centuries since the Usurpation.

An artisan equipped with First Age design tools (Artifact ••) can reduce the difficulty of creating an artifact by 1 (or give a bonus success to each roll if the

difficulty is 0). Charms such as Wyld-Shaping Technique or Implicit Construction Methodology can bypass the Resources requirement for building a workshop but not the need for Lore or Occult.

Workshops may have specialties. A particular forge might excel at the production of weaponry or warstriders or large civil-engineering works. Adding a specialty requires that one of the designers have the appropriate Craft Ability at a minimum of ••• and a matching specialty. It also increases the Resources cost of the workshop by one dot. A workshop cannot have more than three specialties.

Most manuals of construction recommend the summoning of assistants. Certainly, the construction of any large-scale artifact (such as a vessel or fortification) requires a large number of unskilled workers to perform menial tasks and build the mundane aspects of the artifact (although Flawless Handiwork Method and Impurity-Hammering Blow allow an Exalt to prepare vast amounts of mundane materials single-handedly). Some Exalts summon demons such as hopping puppeteers or even Berengiere, the Weaver of Voices, to aid them in their craft.

Exalted who are employ trained thaumaturges to aid them need at least three thaumaturges (with two of Occult, Lore and Craft at at least •• and at least one at •••) per point of Artifact. Five thaumaturges are required per Artifact point for "large" artifacts, 10 per Artifact point for massive artifacts.

Exalted who are using other Chosen as their aides must have access to Terrestrial artisans equal to the Artifact rating of the device and with Lore, Occult and Craft of at least •••. Add two Terrestrials if the object is large, five if it is massive. Those using Celestials must have at least one Celestial with a Lore, Occult and Craft of at least ••••. One additional Celestial is required for large items, two for massive ones.

The numbers of First Circle demons and elementals required is determined via the Scope system found in Chapter Four of this book (see p. 83). Normal artifacts require a work force of artisan demons equal in Scope to the item's (Artifact rating - 2, minimum 1). Large items require an labor force of (Artifact level - 1), while massive items require a work force with a Scope of the Artifact rating. Second Circle demons, Celestial deities, Mountain Folk nobles and other such similar assistants are treated as Celestial Exalted when determining how many are required to aid in a project. Only a single Third Circle demonic artisan need attend to a project to confer its terrible benevolences.

Assistants who lack the actual Ability to perform at the natural level of their inner might perform instead at the level of the Ability. Thus, a Celestial Exalt with Occult ••, Lore •• and Craft ••• would be of no more help than a mortal thaumaturge and could not count as any more than one. There is no additional price for a workshop staffed with thaumaturges or Exalted because there are only two in the world, at the Heptagram and Lookshy, and neither is for rent. Characters who build their own staffs will presumably not be paying them entirely in jade.

Conditions	**Difficulty**
Basic Workshop	+3
Advanced Workshop	+2
Shogunate Workshop	+1
First Age Workshop	+0
Modifiers	**Difficulty**
First Age Tools	-1
Trained Thaumaturges	-1
Elementals or First Circle Demons	-2
Terrestrial Exalted Artisans	-3
Artisan Demons of the Second Circle, Celestial Gods and Exalts, Mountain Folk Nobles	-4
Artisan Demons of the Third Circle	-6

The Third Step: Components

Most artifacts require nothing more than a single piece of one of the Five Magical Materials, but more complex devices require correspondingly more exotic components. For some Exalts, finding such ingredients amounts to a scavenger hunt across Creation, collecting body parts from behemoths and other strange beasts, retrieving Essence-heavy stones or plants from the elemental poles or the Demon Realm or catching and distilling spirits and elementals into usable forms.

Others prefer to brew their own rare chemicals, making an artifact to make an artifact. In general, the Artifact

Merit: Starting Workshop (Variable Cost Merit)

The character begins play with an advanced workshop. Storytellers should not allow characters to take this Merit if it is inappropriate to the game (because the characters will travel frequently or because the game is intended to be low powered are the most common reasons to veto this Merit). A five-point Merit gives the character unrestricted access to a Shogunate-era workshop. A 10-point version gives the character access to a First Age factory-cathedral. Subtract two from the cost of the Merit if the character must sometimes go without access to the workshop (no more than one season per year of unavailability). Subtract three from the cost of the merit if the character is unlikely to have access to the workshop for more than three seasons per annum.

rating of a component is one less than the device the component will be used in.

Components can also be salvaged from surviving First Age sites. A character trying to build a warstrider could dig the half-finished framework of a warstrider out of the ruins of an ancient military base and refinish it instead of hammering out the limbs and control harness from scratch.

The Fourth Step: Construction

The actual act of construction is perhaps the simplest of all the steps. The player must make a series of Intelligence + Craft checks and accumulate enough successes for his character to make the artifact. Each Intelligence + Craft roll represents one season of work. The base difficulty and required successes for these rolls depends on the artifact rating, as follows. The base difficulty may be affected by the quality of the Exalt's tools.

Artifact Level	Base Difficulty	Success Required
1	3	10
2	4	30
3	5	60
4	6	100
5	7	250

Sockets for Hearthstones can be added to an artifact during the construction process. Each socket adds five successes to the total required. An artifact cannot have more sockets than its Artifact rating.

During the construction process, the Exalt must commit an amount of Essence equal to the Artifact rating to the unfinished item. If this Essence is withdrawn, the artifact is ruined. If the Exalt botches a roll during the process, some catastrophe happens. Depending on the level of the artifact, the Storyteller should choose the most appropriate result from the following:

• The character destroys his stock of one of the exotic components.

The Workshops of Creation

Of the existing workshops, most are basic. Advanced workshops can be found in most major cities, especially in the Scavenger Lands, where scavenger lords are common. Notably, there is an advanced workshop with a three-die specialty in Automata buried under Denandsor and an advanced workshop with a specialty in Communications in Nexus. The Guild is commonly assumed to have an advanced workshop located somewhere in the East, with specialties in either Transport or Pharmaceuticals.

Lookshy has a First Age factory-cathedral, but it is damaged, so it functions as a Shogunate workshop with a two-die specialty in Energy Weapons.

On the Blessed Isle, each of the major houses has access to a well-equipped advanced workshop at the very least. Peleps has a Shogunate-era shipyard, with a two-die specialty in Shipbuilding. House Mnemon has two Shogunate workshops, specializing in Weaponry and Surveillance. House Ledaal has only an advanced workshop, but it has been upgraded using salvaged technology bringing it to the level of a Shogunate-era workshop. A Dragon-Blooded character may use Influence within a house or the Heptagram to gain access to a workshop.

The Heptagram has a Shogunate-era workshop in an excellent state of repair. (It is actually a functional First Age factory-cathedral, but the Sidereals have deliberately disabled certain functions to avoid potential disasters). The Imperial Manse contains a First Age factory-cathedral with specialties in Controlling Devices, but it has been infested with demons since an accident and has therefore been sealed.

Outside the known world, there are about a half-dozen Shogunate-period workshops in the claws of the Lunars, although most of these go unused. They usually have a two-die specialty in Working With Moonsilver. The workshop of Vanileth also matches those of the Shogunate, with a three-die specialty in Flying Machines (curiously, this is identical to the type of workshop used by Cynis Mond).

Numerous First Age factory-cathedrals exist in Yu-Shan, although none have more than a two-die specialty in any one field. A character's access to such workshops depends on the character's Savant rating.

Finally, the workshops of the Deathlords are all either First Age or Shogunate-era, but are, regardless, equipped with First Age tools and special soulsteel devices containing the trapped souls of learned savants, giving all these workshops at least three specialties in fields such as Animating the Dead, Necrosurgery or Delving Machines. Abyssal characters use their Liege Background to gain access to these workshops.

Gaining Access to a Workshop

If a character has the appropriate Background mentioned about (Influence for Dragon-Bloods, Savant for Sidereals or Liege for Abyssals), his player may roll this Background. For each success obtained, the character may use the workshop for a season (three months, or 75 days). However, the difficulty of the Background roll increases by one each time the character uses the workshop, unless he performs tasks or pulls strings to further justify his time spent forging.

• The character must start again from zero accumulated successes.

• The artifact functions, but it has a severe design flaw — a tower that blasts enemies with bolts of fire might freeze the ground around it, for instance, creating a glacier.

• The artifact functions, but the Exalt's Essence is caught in it and woven into its fabric. Not only is the Exalt's fate bound to that of the device, he also cannot uncommit the Essence committed to the artifact.

• The artifact explodes violently or causes some other disaster.

The Fifth Step: Finishing Up

Once the required number of successes has been accumulated, the artifact is finished. Any motes committed return to the Exalt. Traditionally, it was the custom for the maker to place his Caste Mark and personal sigil on any artifacts he made, but only Dragon-Blooded artisans continue this practice (and even they place house mons instead of personal symbols on their works).

If the Exalt begins making another artifact of similar type, he can choose to reduce the number of successes required by five per repeated work. The number of successes required cannot drop below the number required for the next lowest level of artifact (or five, in the case of Artifact • items). Thus, a smith could turn out Artifact •• daiklaves for an entire circle relatively quickly. The first item requires 30 successes, the second 25, and the third 15, and so on, until the seventh daiklave requires only 10 successes. If the Exalt retools his workshop and focuses his attention on a different type of artifact, the number of successes required returns to normal.

In-Game Creation

The creation of artifacts is a set and predictable process. The physical and magical laws of Creation are set. While the Exalted and the gods will often do things that normal humans cannot comprehend, they too are bound by the laws of reality. Artifact creation is no different, and it obeys these laws in same way as ordinary artifice. If you perform in a particular way, combine two specific materials or shape an item to receive a certain type of Hearthstone, then the results should be definite, assuming nothing goes wrong along the way. Of course, with artifact creation, the risk of a mistake is far, far higher, and the results of such a mistake can range from wasted materials to being killed in an uncontrollable Essence explosion.

The existence of these strict laws has been a great boon to the Exalted. It is supremely possible to create smaller artifacts on a large scale. The same process is repeated over and over again, with the same actions producing the same result. This is how it was done in the great factory-cathedrals of the First Age and the Shogunate, and the practice continues to a degree in places such as the Scarlet Prefecture and Lookshy. In theory, this mass production should be possible with any kind of artifact, but even in the First Age, the skills and materials did not exist to simply churn out the most powerful wonders.

Realistically, it is still possible to create wonders of Artifact • and sometimes •• in this way, but the Terrestrial Exalted that control the factories that still exist are simply not skilled enough to do more, nor do they have the vast amounts of exotic materials and prefabricated blanks needed for large runs of even simple artifacts. To create an assembly-line process, enough prototypes must be created that the cost of the artifact is reduced to the minimum amount possible (that is, halved). Then, the player of the artisan creating the artifacts must make an Intelligence + Lore roll with a difficulty of (the artifact's rating + 2). If the roll is successful, the character can construct a production line at a cost in Resources of (the artifact's rating + 3 per production station) that will allow even mortal thaumaturges skilled in Enchantment to have their players make Intelligence + Craft rolls to enchant the artifacts. This is almost never done today because of the high cost. It costs Resources equal to (the Artifact rating + 2) per season to keep a production station operational.

Once, even as late as the Shogunate, the Magical Materials and the hardware necessary for fabricating wonders were both more affordable. In the modern day, the techniques used in the creation of artifacts have changed, becoming more suited to the imprecisions, scarcities and lost knowledges of the Second Age. The creation of artifacts in the modern era is examined below to show how the laws of Creation can be used to aid in creating the tools of the Exalted.

The Terrestrial Exalted

The creation methods of the Dragon-Blooded have not changed much over time. As always, they achieve more together than they do alone, working in teams to create wonders large and small. The greatest Terrestrial savants have always been those who are aspected toward Air. Since the First Age, they have worked with stone and steel and jade, shaping them into weapons, armor, decorations and buildings. Before the Usurpation, the Dragon-Blooded worked for their Solar, Lunar and Sidereal masters, performing the drudge work of artifact creation, work that was often boring and repetitive but required the Terrestrials' ability to manipulate Essence and use Charms. They were guided in their work by those more powerful than themselves and, therefore, had a hand in the creation of many great wonders. After the Usurpation, huge teams of Earth- and Air-aspected Exalted toiled on some of the greatest Manses in Creation, and using plans and techniques taught by their ex-rulers, they built magnificent tombs to guard the bodies of those Solars they had slain.

However, with the Usurpation, the great genius and immense power of the Celestial savants were removed, and now, the wonders produced by the Dynasts are weaker than those cooperative works to which they once contrib-

uted. Even if the methods of creating the most powerful artifacts (those of Artifact •••• and •••••) could be reclaimed, the majority of Terrestrials simply do not have the power to create them. Terrestrials can create Artifact •••• and ••••• items only by making them "larger" or "more massive." Even personal-scale Artifact ••• items are difficult for Terrestrials, requiring 50 percent more successes on the Intelligence + Craft rolls to create them in Step Four.

While they are restricted in what artifacts they can craft, the Dragon-Blooded do have a few advantages. The Terrestrials hold the vast majority of the First Age and Shogunate factories still in existence, and they have access to far more well-documented journals and records than any bar the Sidereals. With the use of Diligent Engineer Discipline (see **Aspect Book: Air**, p. 74), artificers can task other Terrestrials or even human foremen with the physical work of artifact creation.

The basic methods and practices are taught to students at the Heptagram, meaning that there is no gap in the continuation of knowledge and that there is a tightly structured and supported way to learn the unchangeable magical laws of Creation. There, the students are shown how to use tools to carve jade, a necessity as this Magical Material cannot be forged and hammered into shape unless heavily alloyed with steel. The jade workers use precision diamond-tipped chisels and a range of hammers to carefully and intricately carve this precious stone. A basic set of such tools typically costs Resources •••, and a Shogunate-era set costs Resources ••••. The students also learn what color jade to use for certain purposes. Most importantly, they learn the advantages the Dragon-Blooded savants gain by working together on a project. For every other skilled artisan that is working on an item, the necessary number of successes to create it can be reduced by two, to a minimum of half the original number. All of the rolls are still made by the player of the savant with the highest appropriate Attribute and Ability ratings, and every other aspect of creation is as described. However, the time saved can be immense. This bonus can also be obtained if Terrestrial savants willingly choose to work on a project being led by a different kind of Exalted and may perhaps be the only way to bring back some of the glories of the First Age.

The Sidereal Exalted

Sidereal Exalted, as with all of the kinds of Chosen, have their own methods of artifact creation. In the First Age, they used both their extensive Craft Charms and Sidereal astrology (see **Exalted: The Sidereals**, pp. 204-235) to make the entire job much easier. They could circumvent many of the problems of creating wonders through the use of Excellent Implementation of Objectives (see **Exalted: The Sidereals**, p. 144), especially when it came to planning large-scale works that would require vast amounts of resources and laborers. Of course, the greatest Sidereal savants would use Implicit Construction Methodology (see **Exalted: The Sidereals**, p. 145) and completely remove any chance of mishap during construction. While this Charm could not be used too often, it did allow for the quick construction of many vast works that would have otherwise taken many, many seasons to build. Use of this Charm stepped outside the normal method of creating artifacts, but it was only of use to the Chosen of the Maiden of Serenity.

When the Sidereals were petitioned to help with the construction of a wonder they were not personally involved in they would turn to their astrology. With their prayers to the pattern spiders, the Sidereals would influence fate to make the project go more smoothly and to obtain an even more glorious end result. Typically, if such aid was given, it would result in a -1 to the target number for any relevant Intelligence + Craft rolls and/or -1 to the target number for any rolls regarding organization and control of any assistants or workers on the project, be they human, demon or spirit.

Now, as then, the Sidereals create the fewest artifacts, as their starmetal is so hard to find and they are not naturally attuned to such projects. There is practically no tool that will endure beyond its Sidereal master, and so many of these Exalted simply improve themselves. However, they do benefit greatly from their Craft Charms and, more importantly, from some of the best workshops in Creation. Any member of the Bronze Faction has access to the Heptagram, and members of both factions are welcome in Yu-Shan, although access to the best workshops is obviously restricted depending on each individual Exalt's status in Heaven. Even with these restrictions, it would be relatively easy to gain access to at least a Shogunate-standard workshop and tools, and likely, First Age equipment could be obtained if the Exalt has any sort of connections in the Bureau of Destiny. Even with these facilities and with the continuity of knowledge the Sidereals managed to maintain through the Shogunate and the Contagion, it would be a mistake to think that they have not lost the precise details of many of the old practices. Materials have become harder to come by, and starmetal is as rare as always, so Implicit Construction Methodology has become less useful. Flagrant use of Sidereal astrology continues to be frowned upon, and Paradox is often too high a price to pay for something that can possibly be achieved through hard work, but if it is decided that some glorious wonder is needed in this Age of Sorrows, this caution may be thrown to the wind in the name of the preservation of Creation.

The Lunar Exalted

Barring the massacred Solars, it is the Lunars whose methods of artifact creation have changed the most. While they never really worked together in coordinated groups or with consistent outside assistance, the Lunar Exalted did benefit from the resources of their Solar consorts and the peace and security in which to craft those weapons and items they needed. In addition, moonsilver, the metal sacred to Luna, was far easier to find in the First Age. Now, it exists almost exclusively in the Wyld, making the

crafting of wonders an even more difficult process. During the time of the Solar Deliberative, the Lunars worked at forges in remote locations, asking Luna's blessing as they used simple tools to work all of the ingredients together. This work was a violent process, often requiring the Exalt to give up his own blood to perfect the item. There was no mass production. Every work, every piece, was important, and every piece carried a little of the spirit of its creator with it. Gifts of these artifacts were given out of deep respect or love, and misuse of such a gift was sure to draw the Lunar's anger. It is best not to ask what happened to those who stole such precious wonders.

When the Lunar Exalted fled the Realm after the Usurpation, they brought the secret of working moonsilver with them, and with Luna's blessing, they managed to keep it safe as many of their kind went mad in the Wyld. Now, the Lunar artificers work in secret places, close to the Wyld that both threatens them and gives them security and power. They pour their hearts and souls and Essence into each piece of work, jealously guarding the secrets of moonsilver and still designing personal works for both war and survival. Working at crude forges under the bright light of Luna, they chant and hammer, inscribe and refine, tempering the Essence-filled metals, melding all the gathered ingredients into something new, something wonderful. As ever, the artifacts of the Lunar Exalted are not works of whimsy or toys. They are often beautiful works of art, but they are always practical and often have a razor-sharp purpose hidden beneath their eye-catching quicksilver glory.

The Abyssal Exalted

Obviously, the Abyssal Exalted have no First Age creation methods to hark back to. However, this lack of knowledge is being remedied as rapidly as the Deathlords can manage. While the fallen Solars who became the Deathlords spent much time in the past researching and creating artifacts, they now have followers of immense power to train and set to work, allowing them to turn their attention to other things. Daybreak Abyssals are the main candidates for this tutelage, but as these deathknights grow in power, they are also exploring the Underworld to discover the dark secrets it holds in order to better serve their masters. They are learning to work soulsteel and to bend this dark Material to their own ends, rejoicing in the torment they bring to the souls contained within each artifact.

The deathknights are not alone when they work their dark craft. Their wide-ranging influence in the Underworld means that they can not only pick secure locations in which to design and create, but they also have their choice of assists in the form of the dead. Those who have passed out of Creation are natural artificers, and both the Deathlords and their followers are quick to take advantage of this fact. The crafts of soulforging and jadecrafting (as described on pp. 233 and 234 of **Exalted: The Abyssals**) are invaluable to those who would hope to plunge all of Creation into Oblivion. Under normal circumstances, these ghosts have limitations similar to most Dragon-Blooded and can only create works with a rating no higher than Artifact •••, but this limitation is not a huge problem, as their masters usually only wish them to do the drudge work of artifact creation.

Controlling a large number of ghostly savants would enable an Abyssal to set up a production-line environment for rating • and •• wonders, and a group of skilled ghosts working as assistants allow a deathknight's player to subtract 1 from the difficulty of any Intelligence + Craft roll. Even more important to the plans of the Deathlords are the spectres. Not only are the priests of Oblivion more powerful than the average ghost, but they also possess a deep kinship with the Labyrinth. As this dark and changing place is the only known source of soulsteel and other elements necessary for forging artifacts in the Underworld, the Deathlords have found it very useful to receive assistance from the nephwracks in both mining and working the metal. The aid of one powerful spectre will grant any corrupted Exalt savant a -1 difficulty on any roll to find or mine soulsteel, as per page 38.

The Solar Exalted

It is the Solar Exalted who have lost the most. It is they who can only dream of what they could do in the First Age and perhaps look forward to reattaining those heights once again in the far-off future. The artificers of the Solar Exalted worked wonders in ways unimaginable in the present Age. They built great Manses, ships of the air and the water, devastating personal weapons, impenetrable armor and devices that could strike out at the enemies of the Deliberative from across Creation. Such artifacts made these godlike beings more powerful still, and thousands of Terrestrial Exalted and mere mortal humans were employed at all times by the Solars to assist in the creation of artifacts.

The Solars utilized the methods and advice of all of the other Exalted and added their own special touch and influence at every turn. While many weapons and personal items were made by individuals in elaborate workshops using only the finest tools, this was not where the real glory of the Solar artificers lay. They alone could create the perfect items that marked the highest pinnacle of artifice of the First Age. Any artifact that grants a perfect success or a flawless achievement can only have been created by a Chosen of the Unconquered Sun. In addition, the Solar Exalts crafted these wonders in ways impossible to others. Some would simply mould items out of raw Essence, endangering their own sanity by plunging into the Wyld to work the raw stuff of chaos. Others would send their Lunar consorts and Terrestrial soldiers across Creation to find dangerous and rare ingredients and then would forge their wonders in great workshops, copying the perfected designs of others and managing and directing their Exalted assistants and summoned demons. There, in their factory-cathedrals, they researched new combinations and

artifacts that would take the Realm of the Solar Deliberative beyond anything Creation had ever seen or would see again.

Now, in the Age of Sorrows, those workshops are either lost or occupied, and what few tools remain are wielded by imperfect hands. The violence of the Usurpation and the paranoia of the last First Age Twilights removed any chance of a transfer of knowledge and put a long and difficult road ahead for any Solar artificers who would hope to regain the mastery they once had. The first task for any hopeful savant is to find a workshop and tools. It is possible that a newly Exalted character might have access to a basic Second Age workshop, but assembling one is generally a long and arduous process.

In addition to stocking these workshops with rare and dangerous ingredients, newly reborn Solar savants are perfecting the ways to once again summon demons and exercise their right to command the imprisoned children of the Demon Princes.

If such places of security cannot be built, some have sought to mimic those stories of working the raw stuff of the Wyld, searching out the pockets of utter chaos to bend it to their will, but for now, few Solars have the knowledge to safely and repeatedly use this Wyld-Shaping Technique (see **Exalted**, p. 186), and its use is almost guaranteed to attract the attentions of the Fair Folk. However, without secure places to work and legions of Dragon-Blooded to assist them, this may be the only option the nascent Princes of the Earth have left to exercise. The player of a character using Wyld-Shaping Technique to create a workshop must roll at difficulty 5 for a Shogunate-level workshop and difficulty 7 for a First Age factory-cathedral.

Ingredients of Wonder

Magical Materials

Every artifact has, at its heart, one of the Five Magical Materials. For basic artifacts, these Materials are forged together with mundane components, but for more powerful wonders, exotic and rare items, often powerful in their own right, must be added to the mix. Different Magical Materials give a different focus to the object and display quite obviously what kind of Exalted they are intended for.

Jade

Objects of jade are generally both the most common and the least powerful of artifacts. While this precious stone was used to forge many mighty artifacts in the First Age, the secret of using it as the core of any work above Artifact ••• has been lost. In the Age of Sorrows, only a handful of savants have been able to produce more powerful works with jade. However, these works, such as the artificial intelligence Icemind (see **Aspect Book: Air**, p. 78), are almost impossible to reproduce.

Jade is an incredibly hard material, and so, special tools must be used to carve it into appropriate shapes. If such tools cannot be obtained, then a combination of the

Charms Shaping Hand Style and Stone-Carving Fingers Form may be used to work the jade. However, this is not recommended for anything other than the crudest of wonders. Anyone using these Charms would suffer the same penalty as an artisan using basic tools. Jade can be found all over Creation, but the majority of the major quarries are closely guarded by the Dragon-Blooded.

Each of the different colors of jade is associated with one of the five elements. This means that a particular color of jade can only augment the Aspect Abilities and Charms of that element. For example, an artifact intended to increase a user's Lore or to mimic the Charm Zone of Silence Stance would have to contain blue jade, as they are both connected to the Aspect of Air. If the artificer also wished to mimic Falling Star Maneuver he would either have to build red jade into the wonder or create a new artifact. Each color of jade may also be used to exercise direct control over the relevant element.

SOULSTEEL

Forged from souls alloyed with the substance of the Labyrinth, this metal is both the most dangerous Magical Material to obtain and the hardest to use. The ore that forms the nonspiritual component of the metal occurs naturally in the Labyrinth. The veins are plentiful, and mining parties organized by any of the factions of the dead are a regular sight. However, the depths of the Underworld are not safe even for those already deceased, and mining the ore brings considerable risk.

Assuming the normal Labyrinth navigation roll (see **Exalted: The Abyssals**, p. 70) succeeds, then a Perception + Craft (Soulforging) roll, difficulty 3, must succeed for a character to identify this dark material in the unlit tunnels beneath the Underworld. Soulsteel is created by alloying these ores with the souls of the dead using Craft (Soulforging) (see **Exalted: The Abyssals**, pp. 233-234) and a well-stocked forge. The souls are painted with the tarry prepared ore and hammered out on an anvil with a hammer made of charged soulfire crystals. The constant screaming as the smith pounds the ghost into shape with his soulfire hammer and trims it with tools of jade and soulsteel makes soulsteel the most clamorous of the Magical Materials to work by far. Those with a Compassion of 3 or above will probably have difficulty forging it unless they are also of inordinate Conviction. A constant supply of souls is needed for large-scale artifact production (at least two ghosts would be used for a standard daiklave, but a work like Soul Mirror [see p. 43] would require at least 50 souls during its creation).

By the time the artifact has been completed, the soulsteel will look very different. It is jet black, but anyone looking closely will see the contorted and agonized faces of the souls used up during the forging process, forever entombed in this dark wonder. A Valor check at difficulty 2 must be passed for any normal mortal to attempt to touch a soulsteel artifact, and even then, he suffers a two-die penalty on any attempt to use the item. Dragon-Blooded must pass the same check at difficulty 1, but they only suffer a one-die penalty to use the item. All other forms of Exalted are immune. Also, any living being other than the Solar Exalted of Essence 3 or less must pass a Valor check at difficulty 1 whenever faced by an opponent wielding a soulsteel weapon.

Soulsteel can be used to craft as wide a range of artifacts as any other Magical Material. However, it is especially useful for any kind of wonder that causes death or fear. A work of this black metal intended for healing could only do so by drawing life from another being. Typically, any weapon forged of soulsteel will gain +1 Accuracy as it moves to aid its wielder to find the weakest point of an opponent's defenses and, thus, end her life sooner. Any soulsteel armor grants two extra soak dice as the souls within the wonder lend their strength to keep their master unharmed.

MOONSILVER

Flashing brightly silver in any light but glittering with a rainbow brilliance under the full glory of Luna, this metal is beloved of the Lunar Exalted, and they employ it most often to craft weapons and armor for their ongoing fight against civilization. Moonsilver is Luna's gift to her people. When the Lunars were first chosen, she acted on some of the remaining Wyld in Creation and changed it. The bright light of the Incarna boiled off the chaos and purified the Essence into moonsilver. In the Second Age, the deposits in the Realm have dried up, but Luna works to create new caches within the Wyld where she knows only her warriors will be able to find them. There are a number of reasons that moonsilver artifacts are not common. One is that the Beloved of Luna strongly object to others using moonsilver artifacts without having earned the right. Any other being, Exalt, god or mortal, has to pass tests similar to the rites of passage of those outsiders who wish to gain the Silver Pact's respect. These trials are neither as numerous nor as hard as those required of a young Lunar, but they are not easy. Often, these tests will center around the artifact in question. For instance, the bearer of a moonsilver daiklave would have to prove herself in single combat with a skilled Full Moon, and she would not be allowed to carry the blade into battle. Only those who can succeed without a wonder are worthy of using it.

In addition to this, the secrets of forging moonsilver are tightly guarded. First, the ore must be harvested under moonlight using no crafted tools. This is not simply a mining expedition. Rather, it is a deeply spiritual experience. Improperly gathered ore is useless. In order for the Lunar to do the right things, an Intelligence + Lore roll must succeed at difficulty 3. Following this, a forge must be used to create the artifact. Lunar forges are built above the greatest Essence flow available, and an intricate series of No Moon rituals are required to purify the site. These rituals are taught to No Moons when they are initiated into the Silver Pact. Other Lunars must spend (6 - the character's Essence) years discovering them.

Moonsilver Initiate
(5-pt. Merit, 2- for Lunars)

The character has earned or stolen the secrets of crafting moonsilver. This may not sit well with all Lunars, even if the character has been accepted as a nain-ya by the Silver Pact. Non-Lunar characters who let it become known they are working moonsilver or who carry moonsilver artifacts are liable to be challenged.

Performing them properly requires a successful Intelligence + Lore roll at difficulty 2.

Finally, using only the purest fuels, untainted by pollution or the Wyld, and water that has never been exposed to light other than moonlight, the Lunar smith, working only at night, may begin to craft an artifact. The tools used may be perfectly mundane so long as all of the other parts of the process are done correctly. Lunar savants use Craft (Moonsilver) for this work. Moonsilver forged in any other way is not "true" and is not capable of forming the core of an artifact.

Starmetal

Refined from the heart of a fallen star, starmetal is, by far, the rarest of the Five Magical Materials. Or, at least, that's the popular story. The truth is far worse. Using its considerable power, the Bureau of Destiny arranges for an unimportant (and preferably unemployed) small god to be audited (see **Exalted: The Sidereals**, pp. 34-40) for an extremely serious crime. When the god is found guilty, the punishment handed down is death. The method of execution is for the god to have his Essence forged into a solid mass and cast down to Creation, there to be collected by a Sidereal savant and forged into starmetal. It cannot simply be handed over, as this might attract too much attention. Clear messages are put in the stars so that those who need to know are aware that more starmetal is available.

Once the ore has been collected, it can be refined and forged using normal tools just like any other mundane metal. A normal smith could craft a starmetal daiklave just as easily as he could craft a steel one. The finished product is a pure steel that glitters in the light of the Maidens. It is especially useful in making the pens that the Sidereals use to write their prayers to the pattern spiders.

Orichalcum

In the First Age, Solar savants obtained this metal from open deposits that lay around Creation, many of them close to volcanoes or in the Far South. After the Usurpation, the Dragon-Blooded were too afraid to destroy these mines for fear of angering the Unconquered Sun, so they set their warriors to guard them. With the return of the Solars, these guards have been doubled, as the Realm believes that, without their precious metal, the newly reborn Solar Exalted will be weaker.

Luckily for the Solars, orichalcum can be made from natural gold, although the process is far, far harder than simply mining it out of the ground. A solar forge, which can be built into a Manse or may be constructed as an independent structure, must be heated by lava, as only the earth's blood is hot enough to melt the gold properly. Then, sunlight is focused onto the liquid gold via a series of mirrors of occult design (normal mirrors with engraved glass costing Resources ••••). Once all the impurities have been removed, the resulting vaporized gold is allowed to cool, and what remains is orichalcum. This refining process requires a successful Intelligence + Craft (Orichalcum) roll at difficulty 3. Once the metal has formed, it can be worked using normal forge tools. However, due to the temperatures involved, even after it has been refined many Solar savants crafted tools from orichalcum so that they could endure the molten metal's proximity. Working with purely mortal tools will probably consume several sets before the completion of even a single daiklave.

Orichalcum is a brightly shining golden metal and can be used to make any form of artifact imaginable. It may be used to destroy as easily as it may be used to heal, and it alone of the Five Magical Materials can embody perfection.

Exotic Ingredients

The Five Magical Materials are not enough on their own. The Laws of Creation state that while the five, either alone or alloyed, must form the core of an artifact, there must also be additional ingredients that inform its purpose and focus its Essence in a particular fashion. Items generally take their character from the patterns of their Essence, and various objects of occult significance are used as "seeds" for the artifact's effects, to provide a sympathetically similar template for the effect the wonder will create.

When a player or Storyteller is designing an artifact, he or she needs to ask, "What kind of items are associated with its intended purpose? What ingredients in Creation remind one of the main focus of the artifact? What objects carry similar power and importance to the wonder?" The objective of any final list decided by the Storyteller is to add some further level of complexity to the process of artifact creation, to make sure that the materials needed to create the wonder are equal to the power it will possess and to confirm that anyone reading the list would be able to make a rough guess at the final purpose of the artifact. Items on the list do not have to be physical — tapping a Demesne or rechanneling a dragon track are both acceptable — but if at all possible they should not be unique, and they must, without exception, be real.

Other considerations to keep in mind when compiling this list relate to the changes in artifact construction between the First Age and the Second Age. First Age

Five Sample Exotic Ingredients Used in the First Age

Exotic ingredients in the First Age were mostly synthesized or conjured to fill specific needs.

1. Demons were summoned out of Malfeas. However, the summoning spells were cast through precisely calibrated twisted lenses that warped the demons into strange new forms. The distorted demons were then hastily mated to mortals to produce a more stable form of the distortion. The blood of these twisted Half-Damned could be used to temper devices for delving into realms beyond Creation. Such devices could also penetrate even the perfect defenses of demons, by using their alien natures against them.

2. Elemental salt-diamonds, created by the huge pressure on the deepest seabeds, were dredged out of the ocean by huge artifact-anchors. The purity of these diamonds was intolerable to all forms of base matter. The diamonds were held in impenetrable fields of force until they were brought to the factory-cathedrals. Then, in carefully controlled conditions, the fields were collapsed while a diamond was next to an unfinished artifact. Every impurity, even ones imperceptible to the keenest of spells and senses, was drawn off in a catastrophic flash, leaving an artifact free of imperfections and a corrupted and blasted diamond. Using these diamonds removes the otherwise unavoidable Drawback associated with an artifact.

3. The pattern of a perfect sword-strike was created by charging a mortal warrior with fiery Essence that etched her kata onto a glass suit she wore. This kata was lifted off with wax impressions and traced onto weapons that would then precisely mimic the perfect strike with every blow. This was the most common method of producing weapons that improved their wielder's martial skills. Many artificers kept dozens of swordsmen, each of whom practiced a single strike over and over again until it was perfect enough for tracing. Artifacts built with this ingredient add two dice to their wielders' Melee attack pools.

4. Stones and plants were gathered from key dragon track crossings throughout a particular Demesne and compressed into a solid rod that was then embedded at the heart of an artifact. This rod embodied the Demesne, and the artifact was constructed according to the principles of a Manse. This structure allowed the artifact to draw directly from the energies of the world, without the intermediate steps of Manse or Hearthstone. The technique is still used by those who lack the necessary skills, resources or opportunity to build a Manse but still wish to build a Demesne.

5. Huge spiritual drills were used to punch through graves and other regions heavy with negative Essence, delving into the Underworld. Harmonic pulses of prayer drove back the dead, before the drills plunged into the Labyrinth to draw off necrotic energies. These drilling sites were all destroyed during the Great Contagion, when the shadowlands pushed through the points weakened by the drilling and sucked the rigs into the afterlife.

Solars largely used synthetic materials and creations of pure Essence for their wonders. It was easier for them to simply create a seed for the Essence patterns from scratch rather than scour Creation for one. In the Age of Sorrows, an artificer must attempt to figure out what naturally occurring substances can replace ingredients that the custom-fabricated seeds of this later Age cannot produce. The process of back-extrapolating these ancient ingredients is not an easy one. For artifacts of Level • to •••, it requires a successful Intelligence + Occult roll at difficulty 3, and for Level •••• and •••••, the same roll must be made but at difficulty 4.

Sample Artifacts

Collar of Dawn's Cleansing Light (Artifact •)

This artifact comes in a variety of forms — studded bands, chokers, collars, torcs, delicate necklaces and the like — any piece of neck jewelry is appropriate, and these items are still quite common today. Many of the Dragon-Blooded in the Second Age own and wear them where possible, not just for their useful properties but also to show off. Being able to casually wear an artifact, even a weak one, is a powerful statement.

The purpose of the collar is to keep the wearer clean inside and out. She could spend weeks living beneath a rubbish heap and emerge at the end as if she had just spent hours preparing for a grand ball. The artifact negates all penalties to Social rolls that would be applied due to the character being dirty or unkempt. Attuning to the collar extends its powers beyond the Exalt's clothing to her physical body. The artifact's cleansing light adds two dice to Resistance rolls against disease or poison (see **Exalted**, p. 243). All of the Five Magical Materials have been used to construct these wonders, even soulsteel, so any kind of Exalt should be able to find one to suit her tastes. The collar requires the commitment of 1 mote of Essence to become active.

Artifact Traits:
Power •, Usefulness •, Series Impact •, Script Immunity ••;
Drawback • (Component •)

Ten Exotic Ingredients Used in the Age of Sorrows

Without the massive magical infrastructure and sorcerous industrial base of the First Age, most exotic ingredients used today tend toward the gruesome. Essence-heavy trophies are torn from the carcasses of magical beasts, and brute force is used to compensate for a lack of artistry.

1. The ground dust and ash of broken artifacts may be employed to create new wonders. The one thing that the Second Age has an excess of is broken and worn-out magical artifacts, and the crushed remnants of ancient wonders can be used in a form of sympathetic magic. The shards of an artifact can act like the grit at the heart of a pearl, helping Essence channels accumulate when an identical or very similar artifact as it is made. This reduces the difficulty of the construction roll by 2.

2. The failed, unstable Hearthstones that form when a potent Demesne remains untapped and wild for too long can be used as an ingredient. By destroying the failed Hearthstone (see **Exalted**, p. 340), its energy can be vented into the artifact, reducing an Essence Drawback by ••.

3. Strange, poisonous flowers sometimes grow where the blood of the Fair Folk is spilled in Creation. These flowers can be plucked and their juices drained to make a sparkling golden-red liquid. When mixed with the blood of the artificer, this juice infuses the maker's Virtues into the artifact. If the infused Virtue is high enough (4+), the artifact will spontaneously aid its wielder according to its Virtue. A Valorous daiklave leaps into battle of its own accord, adding 1 to its speed (rate if using Exalted Power Combat), while a Compassionate daiklave selflessly blocks attacks, adding 1 to its parry.

4. The eyes of a god make powerful ingredients. Deities are an easy source of potent Essence, and they seem to be an almost inexhaustible resource. Blinding deities is considered an offense against the Immaculate Philosophy and can have serious legal consequences.

5. Extremely favored Sidereals may be gifted with a thread from the robe of one of the Maidens, while an extremely ambitious and adept thief may manage to steal one. These threads are imbued with the awesome power of the Maidens and can aid in the construction of any artifact that comes under the auspices of that Maiden's colleges.

6. Bones from a Solar Exalted's own corpse can be used to set up a positive feedback loop with the Exalt's anima. These bones can then be used to power an artifact. This effect is technically necromantic and aids in the creation of any device used to control or affect the dead or memory. It also tends to attract the attention of the Deathlords.

7. Nine times nine drops of blood from a dragon is a powerful addition to any wonder. Like lesser gods, dragons are beings of concentrated Essence, and their blood is extremely potent. Their eyes or hearts are, of course, even more powerful, but harvesting them is almost impossible.

8. Quintessence or Ambrosia from Heaven can be distilled into a form powerful enough to power an artifact.

9. Pure Wyld can be constrained using any of the Wyld-working Charms and then contained in moonsilver chalices. When brought close enough to the organized Essence-channels of an unfinished artifact, the Wyld is forced into a shape that complements the channels, creating the required ingredients from nothing.

10. Obsidian forms in the desert of the South when the sand is struck by lightning. Vast runic constructs of obsidian can be used to focus Essence, so the artificers of Gem lay mile-long tracks of metal and towers of iron to call down the lightning and fuse the sand into obsidian.

Mask
(Artifact ••)

These seemingly plain ivory face masks have played an important part in Exalted political and emotional intrigues since the First Age. A mask can allow an Exalt to alter her appearance to look like anyone she wishes and to completely control the emotions that her face shows. This has the effect of adding four dice to her Intelligence + Larceny pool for any attempt at disguise (see **Exalted**, p. 255). However, the artifact must be attuned to in order to take advantage of its powers, and this costs the normal 5 motes for a Level •• item. When attuned, the mask also grants an extra four dice to any attempt to misdirect another as regards to the wearer's true motives, such as during certain Presence, Socialize and Bureaucracy rolls.

Artifact Traits:
Power ••, Usefulness ••, Series Impact •••, Plot Immunity ••;
Drawback ••• (Essence •, Component ••)

Ring of Being
(Artifact ••••)

The great Twilight artificer Jervon made a number of these rings during the height of the First Age. He worked for years at his great forge deep within the Imperial Mountain, focusing the power of the center of Creation

into these beautiful artifacts. The history of some of them is well known. For instance, the single orichalcum ring known to have existed was always worn by the Hierophant of the Solar Deliberative. It is rumored that other examples of this powerful artifact made of different Magical Materials were given as presents or rewards to certain Lunar, Sidereal and Terrestrial Exalted. There are no known soulsteel rings of being as the secret of their creation was lost long before the Deathlords rose to eminence.

It is said that each ring was a pure and perfect representation of the Magical Material from which it was made. A moonsilver ring would shine like a star under the light of Luna, and looking into a ring of black jade would be like looking into the deepest ocean. The rings were never sullied with adornments or jewels, their beauty and power were enough on their own.

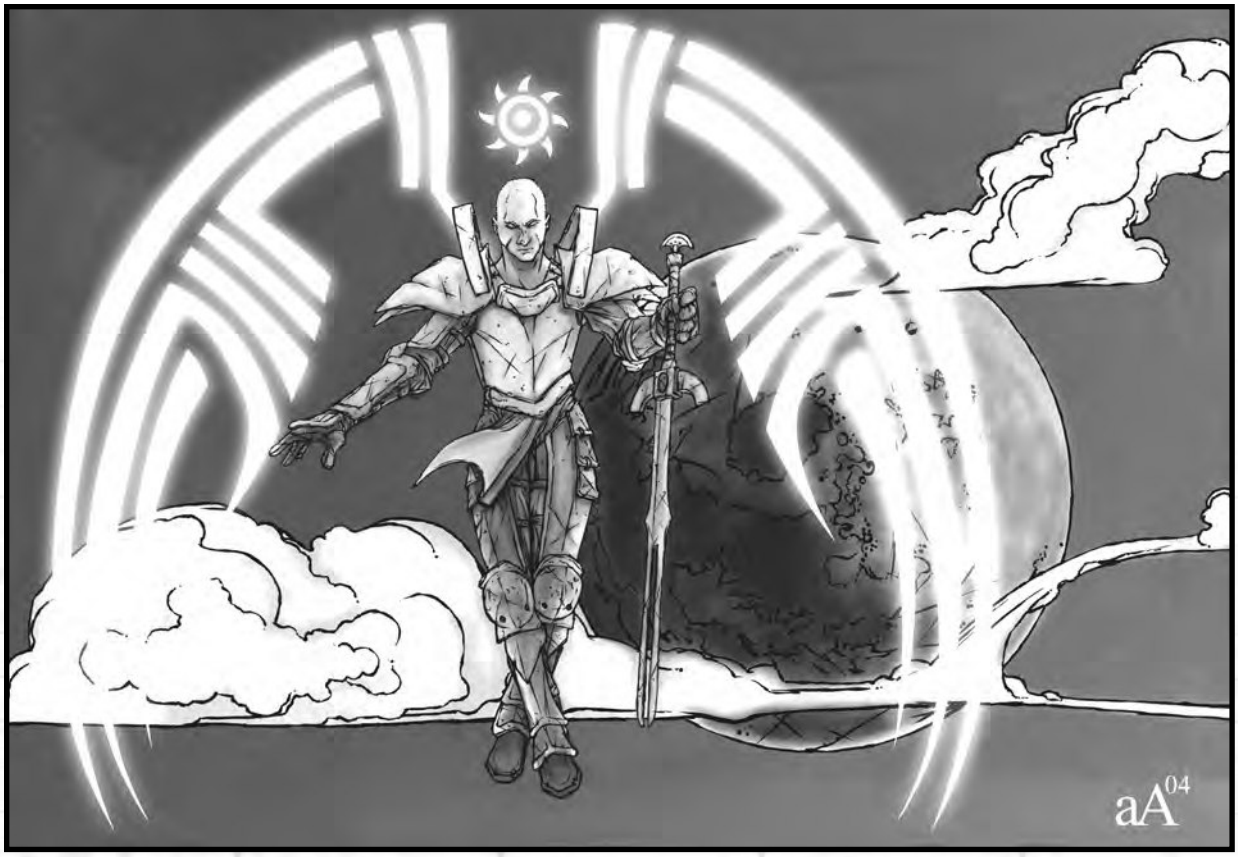
The power of these rings is great but highly focused. No magic or power of the dead, the Fair Folk, demons, spirits or the Wyld can affect the wearer's innate form or mind. She can be hurt by physical attacks or effects, but neither the native Charms of a spirit nor the chaotic nature of the Wyld could change her, no spell might addle her mind or make her love someone, and no demon may ever claim her soul while she is attuned to the artifact. The act of attunement is costly. Fifteen motes must be invested, but that is a small price to pay. In addition, an Exalt can *only* attune to a ring made of the appropriate Magical Material. One of the Chosen of Luna can never gain any benefit from a jade ring of being, other than it looking pretty on her hand.

While the amount of the relevant Magical Material needed to forge the ring is relatively small, the added ingredients are difficult to come by at best. From the few fragments of records that exist, it would appear that at least one sample of the Deep Wyld is needed and possibly also a fragment of the Labyrinth that exists in the dark Underworld. However, there is no real information on what other dangerous items are needed or how to properly combine them all once they have all been found. Truly staying constant in an ever-changing Creation is a difficult endeavor.

Artifact Traits:
Power ••••, Usefulness ••••, Series Impact •••, Script Immunity ••••;
Drawback •••• (Component ••••)

Wings of the Raptor (Artifact ••••)

When an earthbound Solar wished to join his Lunar love high above the earth, he set to building the first set of these wings. At times when they are not being used, the wings appear as a heavy cloak, but with the expenditure of 10 motes of Essence, the cloak grants its wearer the power of flight. A transformation takes place, changing the garment



into a glorious set of wings 20 feet across from wingtip to wingtip. This spent Essence cannot be reclaimed until the wings are returned to their mundane state.

When flying with these wings, an Exalt may move at five times his base running speed (80 miles per hour flying) and adds six dice to any Dexterity roll involving aerial maneuvering, including dodging and hand-to-hand combat. In addition, he gains six extra dice on all sight-based Perception rolls, and all modifiers due to distance are reduced by three.

Characters using the wings can only be attacked in hand-to-hand combat during the initiative tick when they attack a foe in hand-to-hand combat. If flying characters choose to linger outside of hand-to-hand range and characters cannot leap to them or otherwise come to grips, the airborne characters have control of the situation. A target may attack (or counterattack) without penalty. Characters other than the target who wish to attack must be able to move into hand-to-hand range reflexively and suffer a -3 penalty. Characters who have long weapons such as spears suffer only a -1 penalty. A flying character may be attacked in ranged combat normally.

Artifact Traits:
Power ••••, Usefulness •••, Series Impact •••, Script Immunity ••••;
Drawback •••• (Component ••••)

Soul Mirror

(Artifact •••••)

Soul Mirror is, without a doubt, one of the most horrifying weapons in Creation. It was forged centuries ago by the Lover Clad in Raiment of Tears to be carried by her champion, but her nemissary fell to two incomparable Dragon-Blooded martial artists, and the sword was lost. Both Terrestrial warriors paid dearly for their actions, but they did succeed in hiding Soul Mirror away from the furious Deathlord. Today, nobody now knows where this terrible blade is hidden, and those who have heard legends of its power fear that, one day, some servant of the Malfeans may reclaim it.

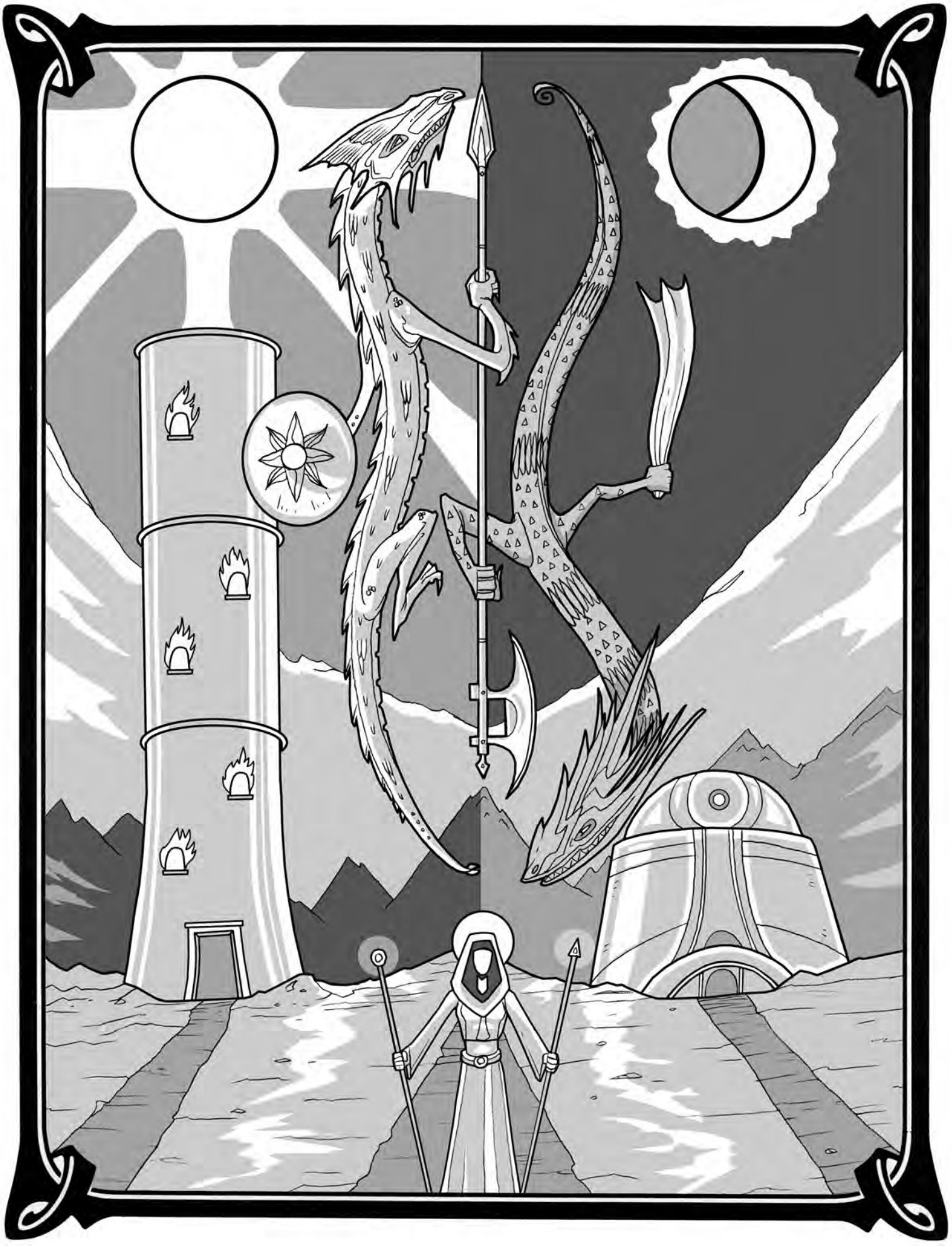
The weapon appears, at first glance, to be a mere soulsteel grand daiklave. Although the blade is flat and black, no souls may be seen in its surface, nor can the voices of those used in its forging be heard. The same amount of Essence is required to attune to Soul Mirror as to a grand daiklave, and all of Soul Mirror's statistics are the same as the blade whose shape it shares (see **Exalted**, p. 342). The only noticeable difference is the additional Hearthstone setting on the handle (for a total of four). If it strikes an opponent, Soul Mirror will drain one point of temporary Willpower and a number of motes of Essence equal to its wielder's permanent Essence. Half of the motes (round down) are passed to the bearer of the blade, while the rest are consumed by the sword.

The true horror of this unholy artifact is only seen when it takes a life. Instead of the ghost of the victim going to the Underworld or submitting to Lethe, it is drawn into Soul Mirror. Until this soul is consumed, it will be visible in the flat blade of the daiklave, tormented and afraid. However, at any time, the wielder may allow the sword to consume the soul, thus adding 1 to the weapon's speed, accuracy and damage for seven days. Only four consumed souls may provide such a benefit at any given time.

The player of anyone who faces Soul Mirror in battle must succeed at a Willpower roll, or he suffers a four-die penalty to any attack rolls. The roll is difficulty 4 for mortals, 3 for Exalted and other magical beings and 2 for Solars or Abyssals.

The final power of the daiklave is perhaps what makes it so valuable and so dangerous. As a reflexive action at the cost of one of the souls contained within the sword and all of the bearer's remaining peripheral Essence, any single attack that would damage the wielder to Incapacitated or below may be ignored. This action will cause anima flare and can only be invoked if at least 10 Essence remain in the Exalt's Peripheral Essence pool. As this action is performed and the soul within the blade emits its final scream of agony, all damage from the fatal strike is ignored, any lethal or bashing damage the bearer of the blade has suffered is healed, and she will also heal a number of aggravated levels of damage equal to her permanent Essence. This is truly a terrible power, and no being who ever invokes it can hope to remain untouched by the evil imbued in Soul Mirror.

Artifact Traits:
Power •••••, Usefulness ••••, Series Impact •••••, Script Immunity •••••;
Drawback ••••••• (Component ••, Notoriety ••••)



CHAPTER THREE
DEMESNE AND MANSE

The Exalted tend to think of Essence as being like a sea that washes over the world, deeper in some places and shallower in others. For their purposes, this analogy is a good one. There is enough ambient Essence throughout Creation for their use, and this is as far as their understanding needs to go. Those Exalted who learn the dangerous arts of sorcery come to understand Essence a little better. Essence flows over, through and around the world in distinct streams of power. These flows are difficult for Exalts to tap into directly, as they are already related and bound to the land, and thus, most of the ambient Essence that Exalts use is merely the overspill from these great courses of energy.

Essence is the Land

Creation is a landscape that can inherently withstand the sheer power of the raw Essence flowing over and through it. The landscape is formed by the slow change of the land into a shape that matches the Essence flows within it. Over time, the landscape reinforces the aspect of that Essence. The land and the Essence flows have a symbiotic relationship, each strengthening the other. Some sorcerers speculate that the Wyld is actually an area where this symbiotic relationship hasn't formed or has been disrupted, but only the most powerful Lunar sorcerers have actually investigated this idea, and even they have only scratched the surface of this relationship. Among the Sidereals, it is commonly known that major dragon lines are controlled by the Loom of Fate, and many Sidereal Exalted see the lines as a direct manifestation of the Loom's strands.

The trained Exalted eye can learn to detect the signs within the landscape that indicate an Essence flow across it. For example, an unusually thick and healthy forest that seems to follow the lines of the landscape for many miles in a regular pattern is a good sign of a flow of Wood-aspected Essence flowing across the landscape. A river that follows a course that bears very little relationship to the landscape around it may well betray the path of some Water-aspected Essence. Other signs are subtler. An area prone to droughts or forest fires may show the passage of Fire-aspected Essence, while a valley that is often noticeably windier than the land around it may well be the course of a flow of Air-aspected Essence. The skill of recognizing such signs is at the heart of the geomantic art: It is the skill of understanding how the land and the Essence around it are, in truth, one and the same.

Land is the Essence

The idea that Essence forms the land is one that even the non-Exalted mind can grasp. Essence is active, a raw elemental force of nature that powers the Charms of the Exalted and defines reality. Understanding that allows people to learn the skill of geomancy: shaping and directing Essence through the environment. The idea that the land can, in turn, affect the nature of the Essence that flows

over it is a harder one to grasp, but it is no less important for all of that. In fact, it is the very root of geomancy. If the local inhabitants of a town ruthlessly clear-cut the local forest over a period of decades or centuries, the Essence that flows over it may slowly become Earth-aspected rather than Wood-aspected. Trees no longer grow on that ground, and the forests further away on the same route slowly die off. If the villagers chose to dam and divert a river flow, they might inadvertently change the flow of Essence over the river, or they might change the flow of Essence to an Earth- or Air-aspected one, leaving it on its original course instead. Essence is rarely entirely predictable in the way it will react to changes in the environment. This is one of the reasons why geomancy is such an exacting and dangerous craft.

Demesne

Points where the manifold flows of Essence cross are called Demesnes. They are like no other places in Creation. Some people might describe them as unreal, places where the fabric of reality is thinner than normal and things become more mutable. They are wrong. Demesnes are places where reality is stronger, where the raw material of Creation pools and allows things to survive that could not survive in less real areas. The surfeit of Essence allows plants and creatures to thrive there when they might perish in the outside world. Indeed, a Demesne often feels like an area that is more densely packed with life and landscape than the surrounding area.

That said, no two Demesnes are alike. The sheer potential for creation that such a pool of Essence produces means that each harbors unique animals, plants, landscape features or even weather that can't be found anywhere else in Creation. Even the smallest, weakest Demesne, fed by trifling Essence flows, still contains enough potential to mark it out as a unique pocket of Creation. The local people regard these areas as sacred or special, and they are, drawing the attention of the supernatural world. In many cases, Demesnes are places of reflection, meditation and rest. They don't feel separate from the rest of the world, just better than it in some indefinable way, at least to those who aren't sensitive enough to Essence to sense what such places truly are.

The greater the Essence flow to the area, the higher the level of the Demesne, and the more this effect is in evidence. Man, animal and spirit alike are drawn to such areas. The enhanced reality of Demesnes makes them feel more alive and sharpens their pleasures and pains. No ordinary being can survive completely unchanged in such an environment. The lines between man, animal and spirit can blur as the abundant Essence frees their bodies to change in unexpected ways. The greater the change, though, the less likely it is that the new creature can survive outside the Demesne. This is not often put to the test, however, for a Demesne is an addictive environ-

ment. The world outside seems somehow lacking compared to the super-charged environment of the Demesne. It is duller and quieter, and it is lacking in the color and excitement of life in the Demesne. Plants in a Demesne become dependent on the increased Essence levels to survive, and the animals that feed on them find they can't subsist on lesser plants. Similarly, the men, or creatures that were once men, who inhabit it find that lesser animals have no value to them.

Demesne Development

An Exalt seeking to find an undeveloped Demesne on the Blessed Isle is in for a terrible disappointment. Every single Demesne in the heart of the Realm has long since been found, surveyed and capped with a Manse. Out in the Threshold, the situation is a little better for the Demesne-seeking Exalt. In general, most Manses within a couple of day's travel from a major population center have been claimed, usually by the Dragon-Blooded. Those further from civilization are far more difficult to defend and, thus, often not worth the cost in jade and human life it would take to claim and hold them. Many a young Dynast has sought to claim a Demesne deep in the Threshold and found keeping it well beyond her abilities.

Demesne Aspect

The relationship between the land and the Essence that flows over it mean that every Demesne has an aspect to it. The vast majority of Demesnes, probably around 95 percent, are Terrestrially aspected, picking up their aspect of one of the five Terrestrial elements from the land around. The rest are Celestially aspected (see below). Inevitably, the Demesnes of a particular element are found most frequently in regions that match the aspect: a Fire-aspected Demesne in a desert or a Water-aspected Demesne by the shores of a great river. The closer the Demesnes is to one of the elemental poles, the more likely that it is to have a matching aspect.

However, the landscape of Creation is a complex thing, with forests abutting lakes or giving way to bare rock on the peaks of mountains. The Essence flows over these regions can lead to streams of Essence of two or more aspects crossing to form a Demesne. These are called Conflicted Demesnes, in contrast to the Pure Demesnes, which are fed by steams of only one aspect of Essence. Each has its own, distinct characteristics.

Aspect Aid

An Exalt using a Charm or performing sorcery of a nature that matches the aspect of the Demesne reduces the mote cost by 2 per level of the Demesne, to a minimum of 1, so long as the whole working takes place within the boundaries of the Demesne.

Detecting a Demesne

Exalted, with their inherent ability to perceive Essence flows, find it relatively easy to detect Demesnes. An Exalt simply becomes aware of the pooling of Essence in the location the moment she walks into one. However, she can also detect a Demesne a distance off by detecting the confluence of Essence flows that marks its proximity.

The Exalt's player should make a Perception + Occult roll. The number of successes indicates the number of miles away the Exalt can detect the Demesne. For instance, one success means she would detect any Demesne within a mile of her current position, whereas five successes would allow her to detect any Demesne within five miles of her current position. The difficulty of this roll is increased by one if the Exalt is not concentrating solely on finding a Demesne.

If the roll succeeds, the Exalt can perceive the flows of Essence into the Demesne. She may just be able to "feel" the Essence flows and, with two or more successes, "taste" its aspect, too. More commonly, however, Exalted can actually see the Essence flows of a Demesne, with its aspect appearing as colors, in the case of a Terrestrial aspect, or a particular quality of light, in the case of a Celestial aspect. If the Exalt is unlucky enough to be near one of the Demesnes claimed by an aspect foreign to Creation — Alchemical, Abyssal or Infernal — she will sense a distinct wrongness about the place, as well as a hint of the true nature of the Demesne, such as a stench of rotting meat or the cold bloodlike tang of metal.

Even the unExalted may notice the proximity of a Demesne. Any human passing within one mile of a Demesne will feel its presence on a successful reflexive Perception + Occult roll, difficulty 2. If he does feel the Demesne, he'll feel any number of odd sensations, from a tingling in his spine to the hairs rising on the back of his neck. Low-Willpower mortals (Willpower less than Demesne rating) are sometimes drawn to the Demesne by its feeling of magical rightness. Three or more successes will give him a strong sense of the direction in which the Demesne lies and the ability to find it easily. This is, in fact, an unconscious ability to sense the Essence flow into the Demesne, a pale shadow of the sensations an Exalt might feel in the same place. The presence of a Manse on the Demesne dramatically decreases the chance of an ordinary man sensing its presence. The difficulty of the roll to do so is increased to 3, and even if the roll is successful, all the mortal will sense is the fact that there's something special about the building.

Pure Demesnes

The nature and appearance of a Demesne is derived from the aspect of the Essence flowing into it. A Water-aspected Demesne, fed by Essence lines running along the course of rivers, could take the form of a lake of unusual size or beauty at the confluence of the rivers. The fish and other creatures within grow to unusual size. A fisherman can make a good living off such a lake, like the Anteran Water west of Rathess, but his crew risks death from the lake-dwelling predators every time the boat casts off. A Wood-aspected Demesne can take the form of a deep forest composed of trees of unusual height, girth and age. For example, near the heart of a Demesne hidden deep in the woods east of Larjyn, the trees are ecosystems in their own right, while those in a Demesne secreted just below the snowline 10 weeks journey south of Crystal are partially sentient.

Conflicted Demesnes

The vast majority of Demesnes are formed where two or more streams of Essence of different aspects cross. At these places, one particular aspect will always dominate, but traces of the other are present in the environment. A Water-aspected Demesne partially fed by Air-aspected Essence could take the form of a lake beset by strong winds and occasional squalls of dangerous intensity. The Wood-aspected Demesne fed by Earth-aspected Essence that lies not far from the coast east of Icehome takes the form of a forest composed of trees of granite, gemstones and even glass. If a similar Wood-aspected Demesne was fed by Fire-aspected Essence instead, it could be beset by frequent forest fires that would rage through the Demesne, destroying everything in their path. In the aftermath of the fire, the trees and the other plants would spring back to life with supernatural speed, changing the landscape of the Demesne utterly in hours, days or weeks, depending on the power of the Demesne.

Celestially Aspected Demesnes

The exception to these rules are the precious few Celestial-aspected Demesnes found scattered across Creation. No Essence streams feed these Demesnes, as they do their lesser Terrestrial equivalents. Instead, Celestial Demesnes seem more akin to self-sustaining pools of power. Perhaps this explains why there are no other Demesnes within many miles of a Celestial one. The power needed to sustain such an aspect of the heavens on the mundane earth of Creation rips all the excess Essence from the surrounding area. Perhaps they are not natural creations, but the result of Essence workings by Exalts of the First Age. Whatever the truth, Celestially aspected Demesnes are rarely less than level three in power, while only a few Terrestrially aspected Demesnes reach that level of power.

These Celestial Demesnes are as different again from ordinary Demesnes as the Terrestrial Demesnes are from the rest of Creation. They are valleys where the light always has the cold, harsh qualities of moonlight or hilltops where the light is always like that of a sunset. Unlike the wild and unusual growth of the Terrestrial Demesnes, Celestial Demesnes tend to be places of focus, with the nature of their aspect influencing everything within. Solar Demesnes are full of bright light, dry ground and pleasant heat. The temperature there never drops, and the sunlight never falters during the daylight hours. Clouds never scud across the sky there, and rain never falls. Lunar Demesnes are lit by harsh daylight and silvery moonlight, which casts dark, deep shadows. Predatory animals stalk through those shadows, and small animals straying into such a place can number their remaining lifespans in minutes. Clouds often hang in the sky, but they never fully obscure the face of Luna during her hours of dominance.

Life in a Demesne

Demesnes are quite unlike anywhere else in Creation. The abundant Essence in even the least of Demesnes is more than enough to allow creatures, plants and terrain to survive that would quickly perish elsewhere. Essence reinforces and invigorates such things, making each Demesne a unique pocket of reality. A visitor to one should expect that the rules of Creation as she knows will not apply. This isn't the warping, unpredictable effect of the Wyld, where the changes are transitory and the environment inherently unpredictable. No, Demesnes are internally constant and are unlikely to change much between visits. They are just very different from the world around them.

The sensations are unimaginably stronger for an Exalt attuned to the Demesne. As the Essence flows through the Demesne, it picks up resonance and flavor from all the creatures within it. All those impressions pour into the Exalt, making her feel like the Demesne is an extension of her own being. She feels powerful and all-knowing, aware at the very edge of her consciousness of all that happens within the Demesne. More than that, the flow of Essence to her makes her feel that she can act on her awareness powerfully and decisively. It gives her, for the time she's within her Demesne, a echo of what it really means to be a god in the truest sense.

Living beings that dwell in a Demesne are slowly affected by it over a period of years. The mutative power of Essence is gradual — and permanent. It tends to reinforce and exaggerate characteristics rather than to change them utterly. Trees grow taller, wider or shorter than those in the rest of the world. The grass and other foliage become thicker, greener and more fertile. Some Demesnes' plants and animals can survive well out of their normal environments: in a small wood, well above the tree line, for example, or in a lush oasis in the midst of a desert. Vegetation is generally less prone to illness and infection and damage. Higher-level Demesnes can support much more dramatic changes in both flora and fauna. At higher

Altering Aspect

The Dragon-Blooded often alter the aspect of newly discovered Demesnes to match their own needs. To do so, an Exalt needs to use Charms of the correct aspect at least once a month within the Demesne. If she keeps this up for four years, the Demesne will slowly shift to the appropriate aspect over that time. If she can perform an appropriate working of the Terrestrial Circle (such as Impervious Sphere of Water for a change to a Water-aspected Demesne), the process can be sped up. Each such working counts as five months of Charm use. As the Exalt uses Charms or sorcery of the relevant type repeatedly in a Demesne, it will start to take on the nature of that particular sort of Essence. The wholesale shaping and manipulation of Essence within the area changes the land as well as the Essence itself. The effort need not be deliberate — any large expenditure of Essence of the same aspect will change a Demesne, and this is one of the reasons that Manses are so popular. By locking the Demesnes' type, they do not limit the sort of power that can be expended within the Demesnes for fear of altering their character.

Although the knowledge has been largely lost, an Exalt also can change the aspect of a Demesne to a Celestial one. The process is much the same as with Terrestrial alterations: one spell per month over four years. It is possible to do the same using Charms alone, but it takes 10 times as long, or 40 years. The process is far from common knowledge, though. A few of the very oldest Lunar and Sidereal sorcerers might recall this knowledge, and no doubt, some lost tomes of knowledge from the First Age store the information. Otherwise, an Exalt might stumble across this knowledge through experimentation or simply by doing it without any expectation of the result.

A faster, alternative method exists. If an Exalt repeatedly performs acts appropriate for his Exaltation in the Demesne, its aspect will shift to the matching Celestial nature over time. A Solar Exalt who accomplishes great acts of heroism or inspires bands of people in the Demesne can slowly make it a Solar-aspected one. A Sidereal who uses the Demesne as a place for meditation and fate-weaving may well give the Demesne a aspect of his patron Maiden. Such acts must be carried out at least once a week over a period of a year if they are to successfully alter the Demesne.

levels of Essence, the Demesne can develop sentient plants, rocks or trees. Some plants there may grow from the most unlikely of materials: trees made of metal or ivy that grows gemstones, for example.

Much the same is true of people brave enough to live in such an environment. Hardy, farming stock might gain overdeveloped muscles, stocky frames and an exceptional rapport with the land. An order of ascetic, meditative monks developed oversized heads on partially atrophied bodies through spending years in seclusion on a powerful Demesne near Rubylak in the Threshold. Their wisdom is immense, but they are now unable to leave their temple and survive. People seeking their wisdom have to go there and pay homage to the monks.

Removing Essence-changed creatures or people from a Demesne is a hazardous business. Many of the adaptations the residents develop are dependent on the regular supply of Essence from the Demesne. Without it, they may steadily return to a more conventional state or even die. Some Demesne residents become unable to survive without the enhanced levels of Essence in their homes. The Exalted, with their natural ability to manipulate Essence, are rarely affected by this phenomenon. However, there are tales of Exalts who spent centuries sequestered in a Demesne who found themselves unable to leave, such was their dependence on its Essence. Such people gain incredibly extended lifespans (even the already long-lived Exalted) at the cost of their freedom of movement.

These changes happen gradually, but they settle down after a period of time. A creature that enters a Demesne will undergo a series of changes over a period of a year or more, but it will eventually settle into a new form. That form might be fairly close to the original, in a low-level Demesne, or it may be radically different, in a high-level Demesne. The more powerful the Demesne, the more rapid and numerous the changes. Once the changes stop, though, the creature settles in its new shape and can live like that in the Demesne. Indeed, the mutations gained are often passed on through reproduction, allowing new species to develop within the mini-ecosystem of a Demesne.

Man-made structures within a Demesne are also subject to the changes demanded by the increased Essence in the area. These changes may reinforce the building, such as a stone-built house in a Earth-aspected Demesne growing larger and stronger. Then again, they may change the building utterly. The same stone house built in a Fire-aspected Demesne might slowly develop walls of glass with fires burning within them instead of its stone walls. Again, the more powerful the Demesne, the more profound the changes.

Demesne Numbers

Demesnes dot the face of Creation with surprising frequency. Out around the elemental poles, Demesnes can be found every few miles. In the rest of the world, the frequency is more on the order of one every four or five miles. In some places, there are clusters of Demesnes along a valley floor. In others, one level-five Demesne is the only one in a whole mountain range. Such uneven distributions are generally

Living in a Demesne

After dwelling for six months minus the level of the Demesne within the borders of a Demesne, any non-Exalt will undergo one mutation. Unlike mutations induced by the Wyld, these mutations are generally adaptations to the environment or to the sort of life the resident is living in the Demesne, such as an animal in a Water-aspected Demesne gaining the ability to breathe underwater or a tree in an Earth-aspected Demesne growing gemstone bark. Essence tends to reinforce and strengthen aspects of a creature, rather than to change it randomly. The ability to breathe underwater is a natural development for a creature that spends much of its time in the water. The gemstone bark enhances a tree's defenses in an area with animals capable of burrowing through rock.

The mutation period last for one year per level of the Demesne, after which the creature stabilizes in its new form. Thus, a man living in a level-five Demesne is likely to go through one mutation a month for five years, giving a total of 70 changes. The same man living in a level-one Demesne only undergoes three changes. Any mutation that gives the creature an Attribute of greater than 5 or less than 1 means that the creature can no longer survive outside the Demesne. Exalts are immune to all of these effects. Their bodies are naturally able to channel the Essence of a Demesne without it changing them.

If you possess **Exalted: The Lunars**, substitute the mutation rules on page 208 for the rules above, with the following modifications:

• Mutated creatures are unable to leave their Demesne if their total mutations points exceeds Stamina + 6, rather than Willpower. The rest of the table on pages 210-211 applies, with the same substitution of Stamina for Willpower.

• Exalts, gods, Dragon Kings and demons and other primordial spawn are immune to all mutation effects inside a Demesne. Elementals and other mortal Essence channellers are not, however, but elementals cannot be made unable to survive outside a Demesne.

• Essence-driven mutations will not render a creature sterile under any circumstances.

• Replace all references to the Wyld and its borders with the creature's home Demesnes and its immediate environment.

Traits can be both positive and negative — choose a change that works best for the Demesne. All changes start as a pox or a deficiency. When a creature mutates, rather than gaining a new mutation, one of her existing mutations may increase in severity, up to the degree of an abomination, as her body shape alters to allow her to assume some role in the fantastic ecosystem of the holy place.

caused by unusually dense Essence flows, great battles between Exalts in the past or the deliberate work of Exalts to create such a location in the First Age. Around a quarter of all Demesnes are level one, 30 percent are level two (the most common), and another 25 percent are level three. Level-four Demesnes make up 15 percent of the total, while the level-five Demesnes account for just five percent.

In the First Age, towns and cities tended to spring up around the local Exalt's Manse. As time passed, Exalts usually removed uncapped Demesnes from the hands of other beings and built Manses on top. This means that, on average, each town or city will have a single Manse, while the very largest cities in Creation have two or three, and they will almost always be capped with a Manse. Given the changes brought on by living in a Demesne, those town or cities built around a Demesne that isn't capped or that has fallen into serious disrepair (see p. 64) will be very strange places indeed. These are places avoided by sensible travelers. Most people move away from such a place as soon as they realize what is happening. For some, though, the realization comes too late. The Essence has changed their bodies in subtle ways, making it impossible for them to survive outside of the city. They have no choice then but to resign themselves to the changes the Demesne will bring. Reliable reports of a city of men and women with bark for skin and pools of water for eyes several days' travel northwest of Chanta is a good indicator of an uncapped Demesne and a warning for travelers to stay away.

Creating Demesnes

It is possible to create Demesnes by molding the Essence flows across the landscape to create a place of confluence. The process needs a favorable landscape to start with and considerable time and effort, but the boon of a potential Manse and Hearthstone has kept Dragon-Blooded, even the outcaste, busy with large-scale geomancy throughout much of recorded history. Certainly, many of the Manses on the Blessed Isle are sited on Demesnes created early in history. However, as the Blessed Isle reached complete development, Demesne construction dropped off. Only the most limited sorts of geomantic public works are undertaken in the modern day, as any serious changes would undermine the overall fabric of Manses that cover the island.

In time, the only way to obtain a Manse was to develop further and further away from the Isle. After the Usurpation, the gradual destruction of civilization in the Threshold made that option unattractive. The Shogunate's success was measured by how few Manses it lost to the Wyld, rather than by how many it created. Toward the end of the Shogunate period, during the period when light formations began to go back to steel arms for economic reasons, the Realm's industrial base became incapable of large-scale geomancy except as a national effort. In recent years, the Sidereals have passed along the principals of this lost trade and encouraged its rebirth as an art, for one simple reason: the suppression of shadowlands. Certain tracts by Pasiap the Builder have been conveniently rediscovered by scholars of House Ledaal, and even now, they seek to spread this information. The war against the dead is fought as much with armies of laborers as with armies of warriors.

Deathlords are masters at large-scale geomancy, which they regularly practice in the Underworld. They can apply the same techniques in Creation with considerable success, as those unfortunate enough to hold a Manse in the vicinity of Thorns found to their cost. No Manse or Demesne lies in the Deathlords' holdings for long before it is perverted to Abyssal aspect through the use of black magic and necromancy.

As noted earlier, attempts to reshape Essence flows are notoriously unpredictable. Some members of the Great Houses actively oppose any project to create a new Demesne because of the risk that the attempt might steal Essence from their personal Manses. This concern is not an unreasonable one, but it is a good source of work for lawyers and the cause of more than a few Dynastic feuds.

System: To even consider shaping a Demesne into existence, the character must be an Exalt and must have at least Occult •••• and Lore ••••. The Exalt's player should roll the character's Perception + Occult, difficulty 3, to determine the potential of the environment. This roll allows the Exalt to assess the Essence flows in the area and to see how they might be drawn together. A success allows her to accurately gauge the potential. A failure suggests that the area has no potential, whether or not that is the case. A botch gives her a wildly inaccurate idea of the area's potential, either too low or too high, at the Storyteller's discretion. The actual potential of the area is left to the Storyteller's discretion and the needs of the story. If the Storyteller wishes to give a random result, he should roll 10 dice (not counting 10s as two successes). A failure means that the Essence flows in the area are such that no Demesne will form there. Each pair of successes indicates one level of possible Demesne. One or two successes indicate the potential for a level-one Demesne, three or four successes a level-two Demesne, and so on.

The process of determining how to go about shaping the Demesne is a long, time-consuming and demanding one. The Exalt's player makes an extended Intelligence + Occult roll. The difficulty increases to 2 if the site is within 10 miles of an existing Demesne and 3 if it is within seven miles. It is not possible to create a new Demesne within five

miles of an existing one — the Demesne pins down the Essence flows too firmly for the Exalt to be able to shift them.

Each roll follows a month of careful geomantic study of the environment, mapping Essence flows and performing a detailed examination of both the physical and spiritual aspects of the area. The player must accumulate 10 successes per level of Demesne before the Exalt may form a detailed plan to create it. Obviously, she cannot create a Demesne of higher level than the area's potential, but she can choose to create a less powerful one. The successes are counted separately for each level. Any extra successes on the roll to complete planning for a level are discarded, and the Exalt starts on the new level the following month. If the player rolls a botch at any point in accumulating the successes for a level, the Exalt has gone off on a false tangent and realizes that she must start that level all over again. If the player botches with two or more 1s, then one of two things has occurred. She may have reached an impasse and realized that she will never be able to fully realize the area's potential. At this point, she must give up planning and may only create a Demesne to the level already planned prior to the botch. Alternatively, a major natural disaster or battle has significantly reshaped the landscape, disrupting its geomantic potential and requiring that the project start over.

If the player manages to accumulate enough successes, the result is a plan of action that dictates which elements of the environment need to be changed before the Demesne will start to form. The plan will include at least one distinct change needed for each level of the desired Demesne. Specific changes might include raising or flattening a mountain; planting or cutting down a forest; transplanting a town or killing its inhabitants; changing the spirits who reside in an area or driving them away; constructing walls or monuments of the Five Magical Materials to shape the Essence flow; or even completely changing an area of land with sorcery. Once all the necessary changes are complete, the Exalt has to wait. The new Demesne will form at the rate of two years per level. For example, a new level-three Demesne will start life as a level-one Demesne two years after the groundwork is done. It will then swell to a level-two Demesne over the following two years, before becoming a level-three Demesne six years after the groundwork is done. Any major change to the landscape in that period of time will end the process, fixing the Demesne at whatever level it had reached.

A character using Wyld-Shaping Technique to create a Demesne must have at least Occult ••••••• and Lore ••••••. The Exalt's player should roll the character's Intelligence + Occult to plan the Demesne as normal, but each level requires twice as many successes as normal (20) as the geomancer must plan from scratch — however, the character can freely plan up to level five. As usual, each roll represents a month of effort. The actual roll to create the Demesne is difficulty 2 + the level of the Demesne. The Demesne forms within two months, not years, per Demesne level. Characters must be in the Middlemarches or deeper to do this and not within five miles of an existing Demesne in Creation. Characters who create Demesnes in this fashion must have a way to stabilize large areas from the effects of the Wyld, a secret currently lost, or the Demesne is subject to warping and failure at the Storyteller's discretion.

Changing the Landscape

How does an Exalt go about changing the landscape? He has only two real choices: labor (his own or that of others) or sorcery. This should be largely a process of roleplaying and may well be the focus of multiple episodes in a series. Recruiting the people, spirits or demons needed to actually carry out the work is a major undertaking in its own right, and overseeing and protecting the work in progress may be fodder for many interesting plots. However, should you wish to play out this process in downtime, there are a few guidelines you can follow to help emphasize the sheer level of effort needed to achieve a required "significant change."

• Any such attempt should require an extended roll, over a period of years.

• Dexterity + Craft or Strength + Craft are the most likely rolls required for an Exalt trying to shape the ground himself, needing in the region of 1,000 successes. Unless the Exalt has a good reason for doing years of labor himself, recruiting a gang of laborers is a much better idea. Each 500 workers entitle the Exalt's player to one Manipulation + Craft roll per month. Therefore, if the Exalt has 1,000 workers, the player can roll two times for each month of work. A botch on any roll invalidates the whole of the month's work. When the total reaches 1,000 successes, the work is complete.

• Manipulation + Presence or Charisma + Presence are the most likely rolls for an Exalt to persuade people to move or to do the work for him. Manipulation + Bureaucracy is a painfully necessary roll in the Realm and even some of the cities of the Threshold, as the Exalt fights with the local dignitaries to gain permission to reshape the landscape. The Realm has a demanding set of procedures that must be followed in order to obtain planning permission for such dramatic land works. They require the submission of multiple sets of plans, which are reviewed by a retained geomancer. The applicant is expected to fund the process of application, examination, refusal, appeal and reexamination. This does not come cheap, and a character with less than Resources 4 would be bankrupted by the application process alone.

• Intelligence + Occult or Manipulation + Occult are possible rolls if the Exalt is dealing with spirits. After all, Demesne shaping usually requires major changes be made to the surrounding terrain. The spirits that dwell within can either be fought or persuaded to help as part of a pact. The full details of the agreements reached and the changes being undertaken must be filed with the appropriate part of the

spirit courts, based on the nature of the spirits affected by the works, before work starts. Any violation of these agreements can bring the enmity of the spirit courts. Dragon-Bloods in particular may find their works shut down by Immaculates who receive visits from aggrieved spirits whose contracts have been casually or accidentally violated.

• If the Exalt is using nonhuman labor, then he needs a number of Third Circle demons or minor elementals equal in Scope to the Manse rating. If the Exalt is using Celestial gods, lesser elemental dragons or Second Circle demons, then one such artisan is needed for every level of the Manse. See Chapter Four of this book for details on labor using summoned spirits.

Battlegrounds

The single event most likely to accidentally create a new Demesne is a battle between two or more Exalted, particularly if sorcery is involved. Such wholesale use of Essence of different kinds to power both Charms and spells can quickly alter the Essence flows in a region. The changes that result from the battle become evident in the following months as alterations in the landscape begin. Local people may come to regard the site of the battle with some reverence and fear — and with good reason. A nascent Demesne is usually a dangerous and unpredictable place as the differing aspects of the Essence settle down.

System: If more than 500 motes of Essence are expended in a single day in an area less than a mile in diameter, it is possible that the area will become a new Demesne. The Storyteller should roll one die, plus an additional die for each 100 motes spent in the battle above the base 500, against a difficulty of 2. The number of successes achieved indicates the level of the Demesne that forms, to a maximum of level five. The resulting Demesne will form in months rather than years and will be aspected to match the nature of the victorious Exalt in the battle or the nature of the Exalt who expended the most Essence, if the battle had multiple victors.

Manses

Manses are powerful places for an Exalt. If he chooses a Manse of appropriate aspect, he can perform wonders there, while remaining immune to the alterations that it wreaks on lesser beings. If he is in a Manse of aspect other than his own, he can perform magic without fear of his own Essence warping the location. An attuned Exalt can sense that the entire architecture of the Manse, all the construction work and the labor it represents, is there, feeding Essence into him. It feels like lightning, channeled and focused into the Exalt's body, but lightning that invigorates and refreshes. The more powerful the Manse, the more dramatic the effect. In a level-two Manse, the raw power is like a form of centered meditation, heightening the Exalt's awareness and sense of self, along with his sense of self-importance. The rush of Essence in a level-five Manse is enough that all but the most centered and stable of Exalts suffers a feeling akin to megalomania. Yet, can it really be said to be megalomania when the Exalt is receiving enough power to allow him to level cities?

Better yet, the benefits of a Manse can follow the Exalt when she steps outside it boundaries. For a Manse is not just magical architecture, but architecture that takes the Essence of a Demesne and focuses it to a point at its heart. This area, known as the Manse's Hearth, or Hearthroom, depending on the design of the Manse, gathers the energy of the Demesne and allows it to solidify as a Hearthstone, a crystal of concentrated Essence that links an Exalt to his Manse at all times. This gem allows him access to the Manse's power and warns him when it is in danger.

The ability of a Hearthstone to warn a Manse owner of a threat to his holding is just one part of the defensive aspect of a Manse. A building with walls and controlled entrances is much easier for an Exalt and his allies to defend against the inevitable assaults than an open area. The Manse also prevents the Demesne from leaking its energy, thus allowing ordinary people to live in its boundaries without the worry of becoming something other than human over time. Simply put, a Manse takes the raw power of a Demesne and harnesses it to the service of the Exalted. Little wonder, then, that a Manse is one of the most significant symbols of power an Exalt can own.

What Makes a Manse?

A popular misconception is that a Manse is a building, pure and simple. This is not true. A Manse, technically speaking, is an arrangement of materials placed to divert Essence flows and focus them so as to control a Demesne and concentrate its energy into a Hearthstone (see p. 64). These materials don't actually have to be arranged into a building at all. A stone circle, a forest glade or an underwater grotto could all function as Manses if the landscape was suitably shaped by an expert geomancer. For reasons of defense, comfort and prestige, though, most Exalted demand that their Manses be built as homes, temples or fortresses. While a Lunar might be content to live in and defend a decorated glade, most other Exalts prefer something a little more structured.

While the inhabitants may differentiate between "indoors" and "the ground," a geomancer must never lose sight of the fact that the landscape immediately around the building is as much part of the Manse as the building itself, unless it encompasses the whole of the Demesne. Thus, the designs for a Manse cover not just the physical structure of the building, but its landscaped grounds, too.

Geomancy and Architecture

An Exalt seeking to shape a Demesne has two choices. He can do the work himself, largely without plans, using his ability to sense or even see Essence flows to direct workers in the placement of materials in the building to

shape the Essence flow as required. This process requires a significant amount of guesswork and many alterations to the plan as the work progresses. It also requires natives of the Demesne to do the work, or a steady supply of workers from elsewhere prepared to do the job. This can be difficult with powerful Demesnes, as the workers will end up as something quite different from human by the end of construction. The Demesne's mutating effect doesn't abate until the Manse is complete.

Where possible, then, an Exalt building a Manse utilizes the arts of geomantic architecture, hiring a mortal or Exalted architect to consult if he is not one already. These architects carry the skills and knowledge of the great First Age architects (though in the Realm today they are seen as the teachings of Immaculate Pasiap). They know ancient secrets, such as how to temporarily cap the effects of a Demesne using strategically placed statues or monuments made of one of the Five Magical Materials. This allows mortal workers to construct the Manse and leave the site as human as when they arrived. Their learning and experience also allows them to give the building an aesthetic appeal that few but the most skilled Exalted sorcerers could achieve. Exalted sorcerers channel Essence with their will and bodies. Geomancers seek to do the same with nothing more than raw materials and careful architecture. It is a dangerous and highly skilled occupation, yet one which is never short of new recruits. Some come because the art itself appeals to them, others because the rewards can be wealth beyond imagining. There is only one major source of skilled geomantic architects in Creation: the House of Well-Favored Aspect on the Blessed Isle (see sidebar).

Anyone who would be a geomantic architect, Exalt or not, needs the same knowledge: the Abilities Lore, Craft (Architecture) and Occult, all at four or more dots. The House of Well-Favored Aspect teaches the Craft specialty of Architecture. Otherwise, the character must find old tomes or a practicing architect to give her that education.

Constructing a Manse is an exacting, time-consuming and difficult affair. Successfully channeling the Essence of the Demesne into a Hearthstone is a matter of geometric precision, matched with a good understanding of both the way that Essence interacts with the material world and the way it flows if left to its own devices. Capping a Demesne to create a Manse is not an intuitive procedure. It's one that's been developed through a process of trial and error. While Essence is never wholly predictable, it does behave in distinct ways when exposed to certain materials and combinations of materials. This fact has allowed for the development of geomantic architecture, a combination of a skill and a science, that ordinary, unExalted mortals can learn. In the days of the Shogunate, the Exalted grew used to delegating responsibility for the maintenance of their Manses to skilled geomancers.

A trained Exalt will always have an advantage over the most skilled mortal architect. However, a willing Exalt and a skilled mortal architect make a partnership that's hard to beat, except by an Exalt who is also an architect and a savant. The House of Well-Favored Aspect trains both mortals and Exalted alike. While the Heptagram teaches the basics of geomancy and architecture, Exalts attend the House of Well-Favored Aspect for serious postgraduate study of these financially rewarding arts. Some of the school's disgraced graduates have set up smaller schools in the Threshold and make a very comfortable living far from the Blessed Isle through running them, but the graduates of such schools rarely have the level of skill necessary to build a Manse rather than to simply repairing one. The most famous of these schools is the Academy of the Glorious Aspect in the town of Felubic, two days' ride downstream of Shan. Run by Sesus Marnault, the academy has attracted students from Lookshy, Nexus and even Thorns, prior to its fall.

What, then, is a Celestial Exalt with access to a Demesne to do? She has two choices: Enroll in the Academy of the Glorious Aspect, or find herself an architect willing to do the work for money — or his continued life. In fact, a few architects are surprisingly amenable to this work. Touchy Dynasts have led to many architects fleeing for their lives from aggrieved clients. Any chance to work on a new Manse, even for an Anathema, can seem attractive to a man driven from home and family for an often-imaginary failure. Others can be seduced simply by the challenge of building a Manse from the start, a rare opportunity.

Constructing a Manse

Manse construction is a rare and impressive thing. Every single Demesne on the Blessed Isle has long since been developed, and few Dynasts are prepared to endure the costs of demolishing an old Manse and rebuilding it from scratch. When a project of this scale is commissioned, tens or hundreds of workmen devote years of their life to working on this edifice. The vast scaffolding, the slowly rising building and the small shantytowns of workers' tents that surround the construction site all attract attention. Most of the workers are employed by one of the three construction firms active in the Realm: the Unworthy Disciples of Honored Pasiap, the Workers of Materials Mundane and Susanta's Men of Worthy Labor. All three companies are in good standing and traditionally achieve an equitable share of the available work. In recent years, though, the Unworthy Disciples have been winning more and more contracts — much to the aggravation of their competitors.

In the Realm, the process of Manse construction can take on an almost carnival air, as the Great House takes the opportunity to show off its power and wealth by drawing attention to its brand new Manse, rather than the more common Manse refurbishments. Out in the Threshold, Manse construction sites can resemble small fortresses,

The House of Well-Favored Aspect

Within the walls of a minor Manse in the center of the Blessed Isle lies one of the most demanding academies in the Realm. A number of Exalts spend time in this academy, for it trains people in the arts of both Manse building and maintenance and commerce. The skills the House of Well-Favored Aspect teach give Exalts something they can sell or trade to elders in their houses to get direct subsidies and free them from their parents' or elder aunt's control. Training at the school gives the graduate power and prestige as a savant — and is one of the few ways a sorcerer can make good money. The school has exclusive access to what little is left of the pre-Contagion and First Age writings on sacred architecture. Thus, it is the only official source of geomantic learning in the Realm.

Sadly, the Realm's learning and construction techniques are not what they once were. Even the wisest and most experienced of the architects in the modern era only has the skill to completely harness a level-three Demesne. All attempts to successfully channel the energy from more powerful Demesnes has lead to failure, usually in an explosive manner. Even the most decadent Dynasts tend to object to entire cities disappearing as the direct result of an architectural faux pas, and so, what little experimentation is done these days takes place on Demesnes well away from any habitation that the Dragon-Blooded care about.

The limits on the Dynasts' ability to build powerful Manses are somewhat compensated by their extensive experience with decorative Essence use, if such a term can be used. Undirected Essence can be dangerous, and so, it needs to be directed into other uses. If it can't be used to power a Hearthstone, it can be expended in spectacular, if wasteful, displays of power. Over the centuries, the Dragon-Bloods have come to consider such displays as a sign of puissance and status, rather than an architectural necessity.

However, for all their trappings of science and art, geomantic architects are first and foremost men of commerce. They learn the arts of negotiation and of enthusing clients with ever more extravagant, and expensive, schemes as they work alongside the master architects during their apprenticeships.

designed to protect the workers and to make life harder for would-be Demesne thieves or Manse saboteurs.

The process of building a Manse can be fodder for many episodes of a series. Just capping the Demesne to allow for construction to proceed requires capstones of the Five Magical Materials. The House of Well-Favored Aspect has a number of these that can be used by its graduates. To purchase a set would require Resources •••••, and then, there's the challenging task of finding a geomancer in possession of a set who is willing, or could be persuaded, to sell. A more practical solution would be to craft one's own set, a process that requires Craft ••••, Occult •••, Resources •••• and three months of work in a well-outfitted shop. A Terrestrial Exalt might still need to obtain his own, if the House of Well-Favored Aspect's stocks are already in use. An Exalt working on his own or with an independent architect will have to find the capstones for himself. Obtaining the large quantities of one or more of the Five Magical Materials is a quest in its own right, requiring strong political connections to the Treasury, the Immaculate Order or the Heptagram in the Realm.

Then, there's the risk of the Exalt's enemies trying to disrupt the process or of a spirit trying to take up residence or a monster from the wilds being drawn to the construction site. Commissioning a Manse is not something an Exalt can do and then forget about until he takes delivery of the finished building. Construction is an extensive process that takes years to complete and demands a significant part of his attention.

The Design Process

The process of designing a Manse is a threefold one. First of all, the architect's player must make an Intelligence + Occult roll to gain a feel of the Demesne under examination. This survey can take up to a week. Then, the architect's player makes an Intelligence + Lore roll to determine the appropriate materials to channel the Demesne's Essence. This stage involves at least a month of research, followed by two or three months of drawings up Essence flows and gathering the materials the architect plans to use. The last stage is the detailed design of the building, achieved through an Intelligence + Craft roll. This roll represents six months of planning and detailing a building around those key points of Essence flow. This process is a torturous one that takes much time and thought. Architects have to rework their designs several times over as they spot new elements they've introduced that will distort the Essence flows in unforeseen ways. Some architects also construct models of the building at this stage, using them as small test runs of the Manse's function. A model placed at the heart of a Demesne, made to scale in the right materials, should function as a small Manse, a mere fraction of a level in power, but enough to prove the architects concept or to throw up its errors. Death by exploding model is the most humiliating way for an architect to die.

All three rolls must succeed before the construction work can begin. A failure means that the architect has to start that element of the work over again. A botch means

Designing Manses

Characters must have Craft (Architecture) ••••, Lore ••• and Occult •••• to design a Manse of Manse levels one to three. Characters without Craft (Architecture) can design a Manse based on their Lore and Occult alone, provided that they have Lore •••• and Occult •••••, that the characters can see active Essence flows (a la Pulse of the Invisible or All-Encompassing Sorcerer's Sight) and that the Demesne is not above level two in power. Demesnes of level three and above cannot be capped by amateurs. In addition, double the amount of time required for each and every roll, and for the construction as well, as much must be done and then undone as the character feels intuitively for a solution.

Demesnes greater than level three in power can be capped by Manses, even in the modern day, but it requires great skill. A character desiring to cap a level-four Demesne must have Craft (Architecture) •••••••, Lore •••••• and Occult ••••••. Each month of work by the construction crews costs Resources ••••. A character attempting to design a Manse for a level-five Demesne must have Craft (Architecture) ••••••••, Lore ••••••• and Occult ••••••••. Each month of construction work costs Resources •••••.

Characters who are creating Demesnes with Wyld-Shaping Technique may add a Manse to it by adding 2 to the difficulty of the roll to create the Demesne, but the Manse will not become active until the Demesne itself becomes fully active. The character must design the Manse normally. If she wishes to perform amateur Manse creation, she must do so normally on the Demesne after it is created.

that the architect introduces imperfections into his design, rendering it seriously flawed and subject to the damaged Manse rules when completed (see p. 65). The level of Manse achieved through this process is equal to the highest number of successes achieved on any of the three rolls or the level of the Demesne, whichever is lowest.

In addition to the technical portions of the design process, there's also the political side to consider. The Realm's planning committees and inspectors are far more accustomed to dealing with applications for Manse redesign than they are Demesne reshaping, as the former happens far more frequently. They have turned the process into a finely honed machine for extracting both cash and political advantage from the Manse owner. The costs are less horrific than for Demesne shaping; a character with Resources ••• should be able to meet them. However, the demands for detailed plans, examinations of those plans, consultations with the imperial land office for approval, appeals and inspections are extensive. The process takes one month per level of the Manse, and construction work cannot start until planning permission is granted.

Workforce: Mortals

Most Manses are built by skilled human craftsmen from one of the three major construction companies mentioned above, working to the design and direction of the architect. It is the architect's job to monitor and check each element of the construction process for errors that create potentially catastrophic flaws in the Essence flow. This inspection slows down the construction process considerably. With 100 skilled builders on a project, even a level-one Manse will take a year to build. The more complex the Manse, the more time needed to build it. Each level of Manse needs a number of years equal to that level to build, as well as the time required for the earlier levels. *For Example: A level-one Manse can be built in a year. A level two Manse takes three years (one year for level one and an additional two years for level two). A level-five Manse would take 15 years to construct, providing everything goes according to plan.*

These numbers increase or decrease in inverse proportion to the number of workers on the project. For example, a level-five Manse could be done in seven and a half years with 200 workers or in 30 years with 50 men. Only a fool with no regard for his life, and those of all the people living within a few miles of the Manse, would use anything but skilled laborers for such a project. As a rule, a force of 100 skilled workers and their materials cost about Resources ••• per month of work.

Each month, the architect's player must succeed on both a Manipulation + Craft roll and a Perception + Craft roll to ensure that the builders work to schedule and specification. If either roll is failed, the architect is unable to satisfy himself that the month's work has been done to standard, and an extra month is added to the building's construction period while extra checks are made and the building's structure is tested.

Workforce: Demons, Spirits and Other Workers

Demons and spirits make an acceptable and often speedy alternative workforce for those willing to bargain with them. (For more information about summoning and treating with spirits and demons, see p. 83of this book.) Demons and spirits work at considerably faster speeds than the human workforce. Generally, building a Manse with First Circle demons or elementals requires a number of them equal in Scope to the Manse's level.

An Alternative: Sorcery

The last construction option, and the only one open to those who want to completely cap the most powerful Demesnes, is the raw power of sorcery.

Raise the Puissant Sanctum

Circle: Celestial
Cost: 30 motes
Target: One Demesne

This ritual allows the caster to raise a Manse from the very elements of the Demesne itself, shaping whatever elements are available into a Manse. A geomantic architect must be involved in the planning stage of the ritual, if the sorcerer herself does not possess the necessary skills, and detailed plans of the desired Manse must be drawn up. The sorcerer meditates and studies the plans in seclusion for a number of weeks equal to the level of the Manse to be raised. The only person he may consult with during this period of preparation is the architect herself.

The sorcerer must be attuned to the Demesne before the ceremony begins. The sorcerer must be alone in the Demesne, and so, the perimeter is usually heavily guarded if the sorcerer has the resources to arrange it. The working takes six hours per level of Manse being raised. During that time, the sorcerer wrestles with Essence flows through the Demesne, shaping them and the very environment along the lines laid out in the architects plans and keeping those plans at the forefront of his mind throughout the ritual. At the end of the working, the sorcerer should be alone in the Hearthroom of the new Manse, where he can rest, meditate and recuperate.

Craft the Puissant Sanctum

Circle: Solar
Cost: 50 motes
Target: One Demesne

Craft the Puissant Sanctum works much like Raise the Puissant Sanctum, with one significant difference: The sorcerer is working without a design for the Manse. First, the sorcerer must attune herself to the Demesne. After a week's meditation within the Demesne per level of the intended Manse, she commences the working. She must be alone in the Demesne because anyone else in the area runs the risk of being incorporated in the structure of the Manse.

Gradually, the sorcerer diverts all the Essence flows of the Demesne into herself as the focus of the Manse. She then starts to manipulate the flows, and the material around her they flow through, into the form of a building as her senses and the Essence guide her. The process takes one day per level of the Manse. At the end of the working,

the sorcerer is left exhausted in the Hearthroom at -5 to all actions until she has rested enough to regain Willpower.

Manses constructed in this manner are more natural and less obviously crafted than other Manses. They are made up of natural materials that flow in organic patterns around the structure. They lack the hard edges and corners of man-made structures. No one could mistake them for anything but supernatural buildings of great power.

Partially Capped Demesnes

Completely capping a high-level Demesne is an incredibly challenging task for even the most skilled geomancer. The sheer raw power the building's structure has to contain is beyond the comprehension of most people, and the skills of today's geomancers are rarely up to the challenge. Completely capping a level-four or -five Demesne with a Manse alone is very difficult for modern architects, and while not impossible for the Dragon-Blooded, it is so difficult and costly that it is almost never done, forcing them to channel the extra Essence out of the building. There are two main ways that the excess Essence can be used for the benefit of the Manse owner. Within the Blessed Isle, the most common of these is excess decoration. Essence-fueled adornments can do much to increase the aesthetic appeal of the building and to enhance the owner's prestige. Those Manses built elsewhere often put the excess Essence, if any, to work in a far more practical way: defending the Manse from those who would seek to usurp or destroy it.

Decoration

A building speaks volumes about the person who dwells within. It can testify to her taste, to her attitude to the outside world, to her power and to her wealth. For one of the Exalted, nothing is more telling than possession of a Manse where spare Essence is directed into shimmering fountains of pure Essence, into animated statues and into light shows or fireworks after sundown each evening. In one Exalt's Manse, arced lightening flows from a point atop the Manse into rods set around its base. In another's, Water-aspected Essence tumbles down its sides, like a waterfall on every aspect of the building, pooling in a moat around the Manse and rising up again in a column of water in the heart of the Exalted's main audience chamber.

In nonurban locations, these displays can be taken to dramatic extremes, without the need to pay any consideration to local residents, planning-enforcement inspectors, lawyers or other bureaucratic annoyances. Great fountains of water fly a mile or more into the sky around the Island of Curious Joy, an island Manse just off the coast near Noble, falling back to earth as sparkling droplets of water. A wall of cold blue flame surrounds the Proud Lodge of Winter's Warmth on a mountain just south of Juche, making its location visible for several miles and illuminating its grounds even on the darkest night. More natural flames, or even more unnatural ones, burn eternally in pits and braziers throughout the Manse. During the winter months, itinerants from the surrounding area construct a small shantytown around the Manse, using its warmth to help them endure the bitter cold.

Such displays of power are commonplace amongst the nobles of the Realm, whose Manses often go through extensive remodeling just to outdo their rivals' new decorations. A whole specialist group of geomantic architects spend their working careers doing nothing but adding new flourishes to existing Manses and devising new fashions in ornamentation to drive further demand for their services. Such services can usually be completed in a few weeks, unless the Manse is an ancient one. Manses built since the days of the Contagion have specific Essence channels within their structure for decorative purposes. For the architect, it's a simple matter of tapping those streams and redirecting them to whatever new ornamentation he is adding. Older Manses require more extensive remodeling, which is a time-consuming and dangerous business. Few architects have the skill to completely understand the work of their Shogunate predecessors, let alone a Manse built in the First Age. Work to divert some of the Essence from the Hearthroom into ornamentation requires educated guesswork, experimentation and significant amounts of risk. Even if an architect survives an error in such a process, he is unlikely to survive the wrath of his patron, who has been denied some of the power of his favorite possession.

Such ornamentation comes at a price, though. Essence is too powerful to be easily fine-tuned. Decorative water effects lead to a Manse that feels perpetually damp. If an architect chooses to use decorative fire effects, the Manse will always be unnaturally hot. Displays of raw Essence may have a mutating effect on the local animals or people, although over a much longer period than with a raw Demesne. Someone living in the vicinity of a Manse that only partially caps its Essence flows for a period of years will develop a mutation of the sort outlined on page 50 over that time. These changes can be hereditary, and families who live in the vicinity of such a Manse are often considered a little strange. For that reason, parks or public gardens often surround Manses in the heart of a city, to minimize the effect on the surrounding residents.

Defense

Manses are valuable possessions for any Exalt, and anything that is valuable is worth stealing. While some aged and paranoid Exalts may be happy to brood in their Manses, ready to defend them from would-be thieves, most of the Chosen have better things to be doing with their time. Devoting a portion of the underlying Demesne's Essence into protecting the Manse makes perfect sense. There are a number of well-established techniques for using Essence defensively around a Manse.

One technique is to channel the Essence into the landscape around the Manse. This gives the surrounding area many of the same characteristics as an untamed Demesne. However, geomantic skill allows the Essence to change only specific aspects of the landscape. Exactly how the landscape is altered will depend on the prevailing Essence within the Manse.

Near Wood-aspected Manses, plants become stalwart guards, holding back intruders with entangling vines, tripping roots and deadly spines shot from their stems. The closer an interloper gets to House V'neef's Forest Refuge Manse four miles outside of Pangu, the more the landscape turns against her. The trees shift into different patterns the moment her back is turned, turning the woods into an ever-shifting maze leading the intruder away from the building itself. Small forest-dwelling animals become large predators, and large predators become monsters. This technique also works well in Water-aspected Manses. The fish swimming in a lake can become Essence-spawned monstrosities, capable of dragging swimmers to their deaths and sinking boats.

Rules: Partial Capping

A partially capped Demesne that has its excess Essence diverted into defense or decoration still leaks small amounts of Essence. Every 10 years (minus two years for every uncapped level beyond the first), a person, animal or plant residing within the vicinity of the Manse or within the Manse itself will develop a single mutation, as described on page 50. This change can be resisted with a Stamina + Endurance roll (for physical mutations) or a Willpower roll (for mental changes). Both rolls are at a difficulty equal to the number of uncapped levels of Demesne present. These changes are gradual, and the mutation develops over the course of the time period. These mutations don't reach an endpoint, as they do with raw Demesne mutations, but continue to develop for as long as the victims dwells there. Some very elderly retainers in the Manses of the Dragon-Blooded are very strange indeed.

Inadequate Capping

A few, rare Manses are simply inadequately capped, with no effort made to channel the excess Essence into defense or decoration. In such a situation, the area of the Manse also counts as a Demesne of a level equivalent to the number of uncapped levels for the purposes of measuring mutations in residents and people in the immediate neighborhood of the Manse. The Manse runs the risk of exploding from Essence disharmonies each time there's an unfavorable celestial conjunction.

Whatever the techniques employed, only a person traveling with the Manse's Hearthstone, or under the protection of someone holding it, can expect to arrive safely at the front door of the Manse.

Claiming a Manse

Rules for claiming an ownerless Manse or Demesne can be found on page 249 of **Exalted**.

Architectural Styles

No two Manses are alike. The process required to property cap a Demesne demands that an individual plan be drawn up for every Manse, one that addresses the particular needs of the site. Also, most Exalts are sufficiently individualistic that they demand that their Manses be unique as well. There are some common themes to particular styles of Manse, to be sure. Each form of aspected Essence demands its own particular materials and architectural features to align the Manse with the Demesne's energies, and that will lend a vague air of familiarity to, say, two Manses both aspected toward Wood.

However, one thing is common to all Manses: It's impossible to mistake a Manse for an ordinary building, unless the owner makes a major effort to hide it. In the First Age, Manses were the great temples, government buildings, courts and even barracks of the Realm. Each was a landmark building, around which the city's architects designed the rest of the city. Manses were larger, taller and better decorated than any other building in the cities of the day. Those Manses in rural locations were even more impressive. With no need to give thought to the restrictions of urban life, Manses could grow to truly epic sizes. A Sidereal sorcerer's tower set amongst the peaks of a mountain range could dominated the landscape around it with its height and displays of Essence-fueled power. A Lunar general's country retreat might spread over untold acres of land, with the sprawling hunting lodge and feasting halls at its heart acting as the Manse proper.

The days of Manse construction on that scale have all but passed. The great urban Manses have either been suborned by the Dragon-Blooded, been hidden away for centuries or exploded, laying waste to the area for miles around. In the dark days of the Second Age, the architects of the Dragon-Blooded Dynasts are capable of building Manses that only reflect the long-past glory. Their Manses are still buildings of wonder, landmarks that can inspire, intimidate or even terrify ordinary men. However, they lack the sheer scale and power of their First Age predecessors, as anyone lucky or foolish enough to have set foot in one knows. Many of those First Age buildings still exist, though. Some are hidden from the world, their owners having activated the Manses' defenses during the Usurpation and never returned to reclaim their property. Others are there and visible but are avoided by local people simply because they are far too dangerous to approach.

Terrestrial Manses

Even in the First Age, the barracks, training halls and mansions of the Dragon-Blooded were a cut below those of their Celestial superiors. Still, a large building attuned to a dozen Dragon-Bloods was impressive enough back then — and is even more so in the modern Realm. The design and size of such Manses varies according to their location, their purpose and the strength of the Demesnes hosting the buildings. However, all Dragon-Blood Manses display their aspect proudly in their building materials and ornamentation.

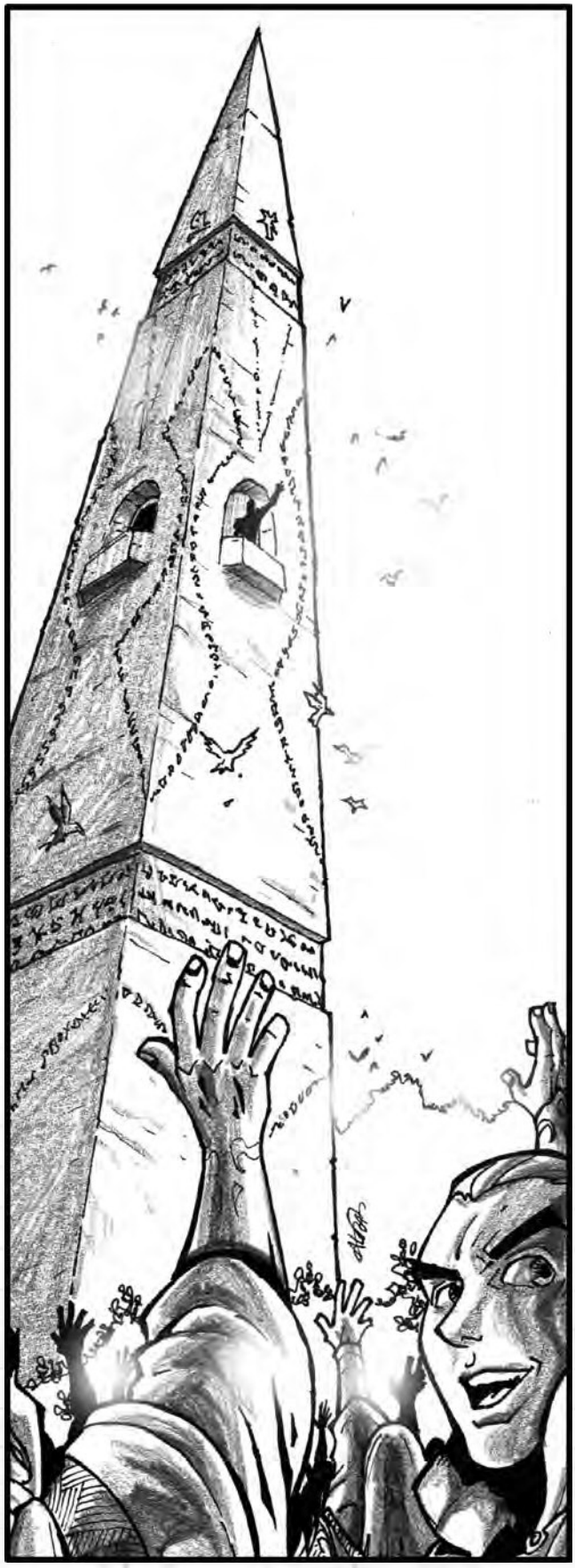
Large, open rooms, huge windows and a lack of doors are all characteristics of a Manse aligned toward the element of **Air**. Many architects find their construction to be the most demanding of any of the Terrestrial Manses. They have to design the buildings not for the walls, but for the spaces between them, which is rather different to their normal thought process. While most Manses direct Essence through the materials of the building's structure, Air-aspected structures channel most of the Essence through the open spaces the structure creates. That makes spending time within such a building unusually invigorating. Most such Manses are a single story high, with particular emphasis on the word "high." That single story can be taller than most other buildings in the city, as with House Tepet's House of Tranquil Repose in Lord's Crossing, which has various mezzanine levels within the building, making the most of the available space. If an architect has access to a particularly powerful Demesne, she can use the excess, uncapped Essence to create floating platforms and bridges with no physical means of support.

While Air-aspected Manses reach for the sky, their **Earth** element counterparts plunge into the depths of Creation. These buildings are often the least noticeable of the Manses because their aboveground structure is only a little grander than the surrounding buildings. A few of the more paranoid Dragon-Bloods have even commissioned Manses that are all but invisible from ground level. Instead, these buildings are deep caverns, basements and dungeons whose aboveground entrances really are just the tip of the iceberg. Where local mineral deposits allow, such Manses are hewn out of the rock, rather than built. If the local geology is unsuitable and Essence can't easily be diverted to give soil the strength of stone, then quarried rock from the surrounding area forms the walls and ceilings of these hidden refuges. Don't make the mistake of thinking that such Manses are dark, cramped affairs. Some of the underground chambers are vast in size, as demonstrated by House Ragara's House of Noble Earth in the outskirts of the Imperial City, which is lit with fire, Essence and sunlight carried down from the world above through a central atrium and a cunningly arranged profusion of mirrors.

Fire Manses are not easy places to live in. The architectural style of such buildings reflects the harsh, dangerous nature of the element of Fire. In the hands of the right architect, though, the building can also embody the nurturing, warming and defensive aspects of fire. Bringing those ideas into the design is a difficult job, even by geomantic standards, and so, there are some architects who specialize in working on Fire Manses. The fundamental design notes of each Fire Manse are dark and angular. Rooms tend to be dark, tall and narrow, lit by the flickering light of flames bursting from the walls in unpredictable places. Such buildings have few curves and many angles in their geometry. Iron and other heat-conducting substances are common building materials. Wood is never used in the structure or ornamentation of such structures and is only used for furnishings if the owner likes changing his décor on a regular basis, as the Fire Essence within such structures often slowly singes and burns any wood within the building. The air in the Restful Oasis Manse maintained by a young son of Sesus in Eagle's Launch is unusually hot and dry, and water is notable by its absence. Still, his parties are the highlight of the social calendar in the colder months of the year. Considerate architects and Manse owners make a provision for a changing room near the main entrance, where visitors can change into loose, flowing robes, better suited to the heat of the Manse environment. Young Sesus Barjin has no such inclination to pander to his guests, though. Indeed, stained glass taints all natural light entering the building hues of red, orange and yellow, just to make it feel even hotter there.

Water-aspected Manses tend to be built to create large internal space, the better to hold flowing water and calm pools within. The power of such a structure's Demesne gives an architect the freedom to use water within the building in ways he would never dare in a mundane structure. The nature of the Water-aspected Essence banishes worries about damp compromising the building's structure. Corridors are often lined by slowly flowing channels of water at either edge, and even the smallest rooms have their own pools. The large audience chambers of House Iselsi's former Manse in Bright Obelisk have small lakes and waterfalls as their central features, while the owner's personal chambers are a vast bath with adjacent dressing rooms. The Manse lies empty at present, its possession in dispute amongst the local Dragon-Bloods, since the last Exalt to have attuned herself to the place was killed. Glass and marble are key materials in the construction process of such Manses. The glass can be colored in blues, purples and greens, and the marble white. The architect avoids any straight lines in the building's construction, focusing on curved surfaces, often gentle and all but invisible to the untrained eye. Decorative patterns on the walls tend toward the abstract and often incorporate gemstones.

A **Wood**-aspected Manse celebrates trees throughout the building. If the architect chooses to channel Essence through a timber frame, a wooden Manse will outlast a mundane stone-built building. Otherwise, decorative wooden cladding is common, both on the exterior and the interior, especially in Manses claimed from other uses. Few Manse architects can resist using living trees in or around such a building. The Stalwart House kept by House Cynis in Blind Love has small copses of trees within the courtyard. Open spaces are a common feature of such Manses, as are gardens scattered throughout. The furniture and the fittings are all made of wood, from the door handles through to the polished floors throughout the Manse.



Celestial Manses

The Celestial Manses of the First Age were, and those that still survive are, true wonders of the world. The greatest amongst the Exalted could claim the most powerful Demesnes and the best architects to create buildings that seemed to defy the natural order. Towers so tall they scraped the clouds rose shining into the sky, often at impossible angles to their bases. The radiant light of the sun or the subtle light of the moon would shine from every window or even from the walls of the great urban Manses. Those in the wilderness or in mountain regions fused rock, vegetation and stone into ever more complex patterns within one building, so you couldn't tell where one ended and another began. The Manses on the largest Demesnes were virtual small towns in their own right, with open spaces, many distinct buildings and facilities for guests, staff and guards. Some even had their own gardens and small holdings.

The combination of the incredible amounts of Essence available and the skill of the builders mean that many of the Manses built then still survive. Rediscovering and reclaiming them is no small task, however, else the Dragon-Blooded would have done so centuries ago. Still, a brave Circle of Exalted, armed with the right information — and the building's Hearthstone, if it still exists — might well be able to find and reclaim such a building, so long as the Exalts are willing to risk their lives in the process.

Solar Manses are filled, as one might expect, with the light of the Unconquered Sun. While Air-aspected Manses are also full of light, it tends to match the ambient light of each day. The light of a Solar Manse has a warm, golden quality to it that is at once warming and exciting. That light makes the viewer want to go out and do something with the day. Most such Manses are tall buildings, built round a vast open courtyard and garden, in which the master of the house and his guests can meditate, train, socialize and eat under the watchful eye of the

Unconquered Sun. Careful arrangements of mirrors ensure that the light of the sun reaches every inch of the central area of the Manse. Much of the light within the building flows in from the windows surrounding this central atrium. Conversely, there are very few windows on the outside of the building. Solar Manses are inherently inward-looking, serving as places for the lords of the world to rest and recharge away from intrusions of the mundane.

Still, it doesn't do to ignore the potential psychological impact the Manse could have on the populace. Solar rulers often appeared to their adoring subjects on balconies set into the sides of the Manse. Brilliant decorations surrounded such a balcony, drawing the crowd's eye to the Exalt standing there, demanding attention and respect. Enchantments woven into the fabric of the building helped to project the Solar's voice and image to the crowd. Even when the Solar wasn't in residence, the very presence of her Manse, which might well have stood hundreds of feet higher than the second largest building in the city, blazing with the Unconquered Sun's light over the heads of the populace was a constant reminder of her power.

In the early days of the Solar Deliberative, it was a mark of pride for a Solar to construct her own Manse, as a testament to her skills and self-discipline. By the end of the First Age, most felt that they had proved themselves many times over and had no interest in sullying their hands with such menial labor. The Deliberative's architects, hundreds of well-trained construction workers, untold numbers of demons, sorcerers and even Dragon-Bloods using their own Charms would work together to create these huge buildings. The very greatest of the Manses were sometimes raised from the ground wholesale through the use of sorcery. This way of getting a Manse was faster, but it still required the expertise of an architect in the planning stages of the ritual. The effort needed to raise such a building through sorcery alone could leave the Solar drained for weeks. If all went according to plan, though, she would have a well-attuned Manse to aid in her recuperation.

Most, if not all, of the Solar Manses that still exist date back to the First Age. Many were destroyed and rebuilt by the Dragon-Blooded in the years following the Usurpation. Such visible signs of Solar power had to be swept away as part of the propaganda campaign to glorify the Terrestrials and demonize the fallen Celestials. However, some Manses resisted the best efforts of the rebellious Terrestrial Exalted to destroy them. The Solars were able to claim the most skilled architects to construct their Manses, and so, their defenses were unsurpassed. Without the possession of its Hearthstone, it is almost impossible to track down a Solar Manse whose defenses are active. A precious few have been plundered and claimed by the Dragon-Blooded — most of those by the Empress herself.

With the return of the Solar Exalted and the appearance of their dark reflections the Abyssals, a few of these Manses have been found and reclaimed, often by the same Solar Essences that claimed them centuries before. Doing so is a heroic act in its own right.

Lunar Manses are altogether different affairs. Those built in the days after the Usurpation reflect the life the Lunars chose for themselves. Some are mighty feast halls in which a Lunar warrior can celebrate her battles with her tribe, while others are hidden refuges, secreted in mountainsides, in deserts or even in undersea caverns. First Age Lunars often use a model that reflects their Manses of old: an open courtyard, with a huge feasting hall along one edge, and ancillary buildings containing stables, weaponry and the hovels of servants around the others. Such Manses can be shaped by barbarian tribesmen working under the direction of a Lunar who remembers the arts of geomancy from ages past. Captured slaves are put to work dragging materials and hewing rock into appropriately sized brick, but no Lunar would trust the finer detail of the construction to such wretches. The important work of construction is done by the Lunar herself and her most trusted tribesmen.

Those Lunars Exalted after the Usurpation have taken to raiding the cities of the Threshold and stealing away geomantic architects, putting them to work on pain of death. A few of the architects have actually grown to enjoy this existence. The edges of Creation contain more uncapped Demesnes than anywhere else, giving the architect a chance to escape a lifetime of refashioning existing Manses at some young Dragon-Blood's fashion-driven whim.

On the very edges of the Wyld, some Lunars have shaped Demesnes into Manses simply through using elements of the landscape. Careful cultivation of trees and plants, the encouragement of some species and the cull of others and judicious use of rocks and boulders can effectively create what is an open-air Manse. Such enchanted grottos, hilltops and hidden valleys were common in the First Age, but the secret of their creation is lost to all but a handful of the oldest Lunars and those they have chosen to train.

A few remnants of a more civilized style of Lunar Manse buildings still scatter the Realm. These resemble more martial versions of the Solar mansions. Again, they are modeled on a courtyard-as-centerpiece concept but, this time, designed to focus the moon's light into that central court. In the greatest of the old Manses, the light in the center of the courtyard during the full moon was as bright as day even in the middle of the night. Old-style Lunar Manses are more outward looking than their Solar equivalents. Heavily fortified and well-built, the Essence-backed fortifications make a good First Age Lunar Manse all but impenetrable. A handful have been found, broken into and claimed by the Dragon-Blooded over the centuries, and occasionally, a Lunar striking deep into the Threshold will reclaim his, or a fallen comrade's, old Manse. It is only with the return of the Solars that there is much chance of many such Manses coming back to life, as the faint memories of the Solars' former lives drive them toward their ancient mates' long-forgotten Manses.

The **Sidereal** Manses never fell out of use, of course. Both the Gold and Bronze Factions of Sidereals have held onto their Manses, for they represent some of the precious few places in Creation that the major rituals they use for foretelling the future can take place. During the First Age, Sidereal Manses were impressive affairs, although less imposing than those of the other Celestial Exalted. The Chosen of each of the Maidens had their own preferred style of architecture, although virtually all Sidereal Manses had large, open spaces either on the roof of the building or in a room whose roof could be opened to reveal the stars and the Maidens in all their glory.

Compared to the grandeur of the other Celestial Manses, Sidereal buildings are plain, almost minimalist. Most owners customize their Manses with art and objects appropriate to their Maidens over the centuries, but the Manses are built with those changes in mind.

The locations of both factions' remote Manses have slipped from the minds of men in the time since the Usurpation. The Sidereals have also done their level best to remove all written records of their Manses. The majority of the Sidereals' Manses are in remote locales. The Chosen of the Maidens have always needed a degree of peace and isolation for their most powerful workings, and the need for secrecy after the fall of the Solars made these Manses a real boon.

Many Sidereals did hold Manses in cities, though, and they needed to be protected and hidden. The Sidereal Exalted made allowances for this. One of the easiest ways to conceal such a Manse is in plain sight. Several of the Realm's largest temples to the Elemental Dragons are, in fact, concealed Sidereal Manses. The spiritual feelings evoked by such buildings helped the Immaculate faith gain credence and grow in the early years after the Usurpation. In the centuries since, these Manses have becomes sites of pilgrimage and meditation for faithful believers from all over the Realm. This is incredibly useful to the Bronze Faction Sidereals, who can gather information and influence events all over Creation simply by interacting with people visiting their homes. The second easiest way to conceal a Manse is to hide it where no one could ever see it. In the years following the Usurpation, the Sidereals reshaped several of their most powerful Manses in remote locations so that they became utterly inaccessible by conventional means. One is buried beneath a mountain near Whitewall, while another exists under the city of Arjuf. A third lies off the western coast of the Blessed Isle.

Abyssal Manses

The Underworld has its own Manses. These great mausoleums of the dead celebrate the funereal trappings of the Deathlords and their culture with an ambition and extravagance that matches the greatest Manses of the living world. Just as the Solar Manses acted as community centers for the living in the days of the Old Realm, **Abyssal** Manses often serve as public buildings for the dead, acting as anything from centers of local government to temples to the Deathlords and to the Abyss itself. There are, however, a handful of Abyssal Manses in the living world. Deathknights captured some of them, while others succumbed to the influence of growing shadowlands. In either case, the character of the Manses soon begin to change, either through the corruption of the Essence flows or through extensive remodeling carried out by the deathknights. An Abyssal Exalted's very presence seems to twist the nature of the Essence in a Manse as soon as she has attuned herself to the building. Plants in the area wither and die, and animals flee the vicinity. Often, the first local people know about the Abyssal occupation of a Manse is from the appearance of a sudden plague of exotic and unfamiliar animals who have fled the Manse's new aspect. The structure of the Manse itself takes on an aged, run-down appearance, while remaining structurally sound. None of the grandeur or ornamentation of the building fade. It just becomes darker and more forbidding in aspect. Few of the living can look upon such a building and not find thoughts of their own mortality rising unbidden in their heads.

Abyssal Manses within the living world produce Essence and Hearthstones as normal. Those that become part of shadowlands produce Hearthstones that are only useable within the Underworld or a shadowland. Hearthstones from Manses that become part of a shadowland slowly become ineffectual in the living world, losing one level of power per week that the Manse has spent as part of a shadowland. The lost levels become the Hearthstone's rating within the shadowland or the Underworld.

Manse Redesign

Despite the assurances of the salesmen from the House of Well-Favored Aspect, Manse redesign is not a simple matter. Even if the architect has access to the original plans for the Manse, he has to survey and analyze the building all over again because the power of the Essence flowing through the edifice can create some significant changes in the structure. Still, complete Manse redesign and refurbishment is common on the Blessed Isle and in the more civilized portions of the Threshold. With all Demesne within such locations developed, the only way for a Dynast to stamp his identity on a Manse is to redevelop an old one. Given that none of the Great Houses truly own their own Manses — they held them at the sufferance of the Empress — a change of "ownership" as the houses' fortunes waxed and waned was often marked by a change of design.

The ideal that most architects work toward is stripping the Manse back to its Essence-channeling core and then just rebuilding the decoration around it. While this doesn't fundamentally alter the Manse, it does give it a new look and a pleasing impression of significant labor. However, if the Exalt has strict demands for the redesign that will involve moving the main channeling elements of the structure, it is often easier to knock the Manse down, cap the Demesne with temporary capstones and rebuild it from scratch.

System: A simple aesthetic refurbishment of a Manse requires the same three Occult, Lore and Craft rolls as the initial design. The design process takes a month per roll. Such refitting of a Manse is speedy work and can almost always be done inside a year, whatever the level of the Manse.

A comprehensive redesign, with the intent of increasing the Manse's level or fundamentally reshaping it by moving the Hearthroom, requires a single Occult roll and two sets of the Lore and Craft rolls. The first set is to determine a safe demolition and capping process, which removes the old Manse. The design work for a demolition takes a month per roll and a month to execute per level of the Manse. The second set of rolls is essentially the standard Manse design procedure described above, without the surveying step, which has already been done as part of the demolition. However, this can take place simultaneously with the demolition process, so the construction work can start as soon as the demolition is finished.

Manse Maintenance

A Manse is a carefully arranged collection of materials and objects that channel Essence toward the building's Hearth. They are also often homes, offices or places of worship. Even a minor rearrangement of the key elements of a Manse can lead to a disruption of its Essence flows. People are very good at doing damage to their environment by accident. An Exalt living in a Manse has to live a life of discipline and impose the same on those who share the building with her. A servant of a Dynast who is careless in his sweeping, moving furniture or knocking down a painting is likely to have a short employment career and, possibly, a terminal severance package. It's better that other staff or slaves learn not to be so careless by a pointed example. Of course, an architect of any skill whatsoever will build some resilience to this sort of accidental alteration to a Manse into the structure, but it's better not to take any chances with the help.

Unless a Manse is either left untouched or subjected to regular inspections by a skilled geomancer, the cumulative effect of small alterations that are the natural result of people using the building can mean a slow degradation of the building's ability to cap the Demesne. Thus, most Manse owners, unless they're completely blasé about the idea of the slow degeneration of their Manse, have a schedule of Manse maintenance in place. This maintenance schedule is more than enough to keep a Manse in working order. Indeed, a Manse actually needs less general maintenance than most buildings. The Essence that flows through its structure serves to reinforce it and to protect it against decay. A secured Manse that is abandoned in the depths of the polar ice is quite capable of surviving centuries in that condition, sustained by its own Essence. The same is true of a wooden Manse by the shores of the sea. The Essence within the timbers prevents it rotting away.

No, it is people and animals that cause damage to a Manse and make maintenance a necessary part of Manse ownership. These maintenance schedules can take a variety of forms. Most of the Dynasts in the Realm have a maintenance contract with either the House of Well-Favored Aspect or one of any number of independent sorcerers who are able to reclaim a little social acceptability, as well as earn some money, through their work. Even the most judgmental Dragon-Blood will overlook little quirks such as a sorcerer's carnal relations with demon courtesans or his strange imp familiars, if it means getting a good price on her Manse maintenance. In practice, that means visits every three months by a skilled geomantic architect with plans of the Manse and an eye for detail. These visits are both sufficient to keep the Manse in good repair and an opportunity for the geomancer to persuade his client of the need for expensive redesigns and repairs. A few of the more influential Great Houses employ young architects full-time to see to Manse maintenance, only consulting the more senior members of the House of Well-Favored Aspect when major alterations are needed. It was certainly a cost-effective solution, but one that required a significant investment of resources.

Other Exalts may not have access to this resource of skilled talent and have to fall back on their own ability to perceive Essence to keep everything in order. The problem is that most Manse owners spend so much time in their Manses that they don't notice the cumulative effects of wear and tear. It's only when they return from an extended absence that they notice that something is amiss in their home and attend to the necessary repairs.

Manse Deterioration

For each month that a Manse is in use, roll a number of dice equal to the Manse's level, difficulty 3. The difficulty is increases to 5 if the building is in heavy use, such as acting as a public building, or 1 if in very light use, such as a couple of people using it for only a few days a month. Each success indicates deterioration in the Manse's condition. Once the Manse accumulates 20 points of wear and tear, it loses a level, releasing some of the Demesne's energy, as per a standard uncapped Demesne (see p. 50). However, because this process is a gradual deterioration, the Essence within the building has a chance to find new paths into the environment around it, and there is no immediate, obvious effect on the building or its surroundings.

Manse Repair

Only an Exalt or a skilled geomantic architect can carry out Manse maintenance. It requires a Perception + Awareness roll, difficulty 5, to locate the areas that need refurbishing. The difficulty is reduced by 2 if the maintainer has access to the building's plans or is intimately familiar with the building. The difficulty falls by an additional 2 if the maintainer is attuned to the Manse. If the player fails the roll, the character finds no problems, or only trivial ones, and may well let deterioration start without realizing it. Should the player botch the roll, the character finds some "flaws" that are actually necessary to

the building. His "repair work" will do the equivalent of six months' worth of deterioration to the building. Surveying the building takes one day per level of the Manse. Manse architecture is a detailed affair, and every small aspect of the decoration and structure requires careful examination.

Repairing the Manse from wear and tear, once it is discovered, is a relatively trivial matter. A successful Perception + Craft roll, difficulty 1, is all that is needed. Each success corrects one point of Manse deterioration. Should the player botch this roll, the character faces the unenviable task of reshaping the Manse to take allowance for the permanent flaw introduced into its structure. See page 63 for the rules on Manse alteration. A simple failure wastes the day's work and requires that the character try again the following day — or employ a more skilled craftswoman to do it for him.

Damaging Manses

The structure of the Hearthroom can easily be disturbed enough to render it useless (see **Exalted**, p. 248). However, these rooms are often heavily defended, and an attacker may be forced to try to destroy the rest of the building instead. The structure-strengthening effect of Essence means that Manses can only be damaged in two ways: through the wear and tear of use, as described above, or through the hostile action of people. Given that Manse-powered Hearthstones are a powerful energy source for an Exalt, destroying or damaging her Manse is a good way to make defeating her in combat that much easier.

If a character intentionally wishes to do damage a Manse, he must first determine what sections of the Manse actually carry the Essence load. These are the important sections of the structure that actually make up the Manse itself, rather than the building most people think of as the Manse. To determine which parts of the building bear the Essence load, the player rolls Wits + Lore for his character, at difficulty 3. Manses are designed in such a way that there is no single crucial point that can completely destroy the Manse's function. Damage just erodes its ability to channel Essence correctly. If the Manse saboteur is using brute force to smash up the Manse's structure, each level of the Manse's rating is equivalent to 100 levels of damage that need to be inflicted to the Essence-bearing areas of the building. Each 100 levels of damage done will reduce the effective level of the Manse by one.

If the saboteur is a skilled geomancer or an Exalt and wishes to locate specific points that can be easily changed to great damaging effect, his player should roll Wits + Lore at difficulty 5 to find a small, specific change that will have a significant effect, such as the removal of a gemstone from a pattern or the dislocation of a mirror by a few feet. The player of any Exalted or geomantic architect examining a Manse for subtle damage rolls Perception + Awareness, difficulty 3, to detect and locate the damage. The difficulty is reduced to 2 if the character is familiar with the Manse and 1 if he is attuned to it. The search takes one hour per level of the Manse in question and must be done on the premises.

In the case of such damage, a quick patch job can be done in minutes with a successful Intelligence + Craft roll, difficulty 3. However, this work usually requires patches of the Five Magical Materials. Wise Manse owners keep supplies of these secreted around the Manse. The patches cost Resources •••. A full repair takes an extended Intelligence + Craft roll over several hours or several days depending on the nature and extent of the damage. The marring of some decoration might only require three successes, while the destruction of a wall or a supporting pillar might take 10 successes. The collapse of floors or ceilings may even require 15 or more successes to repair. Such repairs generally cost Resources ••• per five successes required.

However, regardless of how it is fixed, it must be fixed. The clock is ticking for the owner to find and temporarily patch the damage. Such sabotage to a Manse introduces an untapped, uncontrolled Essence flow into the world at the

Rules: Environmental Hazards

As untapped Essence surges through the Manse, the remaining parts of the building's structure still imposed a degree of form on it. This results in sudden and unpredictable environmental effects within the sabotaged Manse. The nature of the Manse will determine the sort of hazards the characters will face. A Manse attuned to a Fire-aspected Essence will erupt in unexpected gouts of flame. Whole corridors or rooms may be set ablaze. Traveling through a sabotaged Solar Manse is rather like being occasionally caught in the concentrated light of the sun through a giant magnifying glass.

Any character caught in one of these manifestations of wild Essence suffers 3L damage per level that the Manse has lost per turn. For example, if a level-five Air-aspected Manse has been reduced to level three by sabotage, the gusts of howling, skin flaying winds within its corridors will do 6L damage per turn.

Rules: Disrupted Manses

Disruption of the Manse is traumatic, if not spectacular, to those attuned. The players of all those attuned must make a reflexive Wits + Occult roll, difficulty 1, to learn that one of the Manses they are attuned to has failed, and if the player rolls at least five successes, the character knows which one. Any Hearthstones associated with the Manse immediately ceases to function and crumble to dust over several hours. The only way a new stone may be created is if the Manse is repaired. In that case, a new stone will form on the Hearthstone pedestal in the Manse in 28 days.

point of damage, which will rapidly build up to the point where it is explosive. Roll two dice and subtract the level of the Manse from the result. The result is the number of hours until the damage leakage creates an explosion. If the result is zero or less, the explosion occurs instantly; damaging a Manse can be a hazardous business. The freed Essence surges around the building, tearing apart anything in its path. It does five dice of aggravated damage per level of damage done to the Manse to anyone caught within the building when the explosion happens. No further damage is done to the Manse's structure: the Essence flow within the building is able to counteract or absorb the rogue Essence released by the explosion.

Hearthstones

Manses are symbols of power, defensive fortifications and quiet retreats. They can even be homes. However, at its heart, each Manse is a massively complicated device for focusing Essence into physical form. Somewhere in the Manse, sometimes proudly displayed, sometimes hidden away, in the Hearthroom, the geomantic, if not the geographic, center of the building. The Essence flows around the building and grounds all converge on this room. At one or more points around the room, the Essence flow is so intense that the energy crystallizes into gemstones, most around the size of a hen's egg. These are no ordinary gems. They are surprisingly heavy for their size, beautifully cut from the moment of their formation, spectacularly colored and often glowing with an inner fire. These are the building's Hearthstones.

Hearthrooms

Whatever the nature of the Manse, Hearthrooms have several things in common. The first is a total absence of any extraneous furniture. The only furnishings in the room are there purely to hold up the plates of the Magical Materials on which the Hearthstones form or to place an Essence focusing piece of art or sculpture in the correct location. However, these rooms are often heavily decorated, with the artwork on display drawing the eye, and the Manse's Essence, toward the point of Hearthstone formation. More experienced architects can achieve this effect with the design of the room alone, but fashion and client demands often call for the more extravagant, but simpler, route of using decoration. The artwork can also be used to influence the Hearthstone's inherent powers. This art is an imprecise one at best, as no two Hearthstones from the same room are ever precisely alike, yet it is the only technique that offers a measure of influence over the final result.

More time is expended on the design of this single room than on the whole of the rest of the Manse. This room is where the building's Essence is at its most powerful, yet where the most careful manipulation is needed. The slightest error can cost an architect her life. Traditionally, the architect and the Manse owner are the only people in the Hearthroom when the final capping stones are removed. The stored Essence surges through the Manse's structure toward the Hearthroom at incredible speed. The theory is that the architect will quickly spot if there a problem and can direct the Exalt to make minor last-minute adjustments before the build-up of Essence in the room grows too great. All too often, any error results in the unexpected conversion of the architect into something else entirely and forces the Exalt to flee for his life.

Rules: Hearthstone Formation

Hearthstones take two weeks per level to form. Formation only takes place if a disk of one of the Five Magical Materials is at the formation point. If this disk is removed, destroyed or damaged, formation does not take place. If the formation is interrupted by removal of the gem, it will be a Hearthstone with a level equal to the number of complete weeks of formation that have passed.

Rules: Multiple Hearthstones by Design

Manses can be designed to specifically produce multiple Hearthstones. The sum of the levels of the Hearthstones can never exceed the level of the Manse, but this method allows the Hearthstones to be formed simultaneously, while making it harder for one person to gain the whole benefit of the Manse. This method is often used by Dragon-Blooded Dynasts gifting a single Manse to several of their progeny.

Demesne Hearthstones

By accident or design, Hearthstones can actually form in Demesnes. Certain conditions need to be met: The Essence flows within the Demesnes must be focused on a small area, and there has to be a quantity of one of the Five Magical Materials within that area. If these conditions are met, a rough Hearthstone slowly forms, taking two months per level of the Demesne to take shape. Such Hearthstones are always one level less than the Demesne that spawned them and decay rapidly once they are removed from the Demesne, becoming useless in a number of weeks equal to the level of the Demesne.

The Manse-Hearthstone Link

As described above, a Manse either produces a single Hearthstone at the same level as the Manse or multiple Hearthstones that, combined, are equal in level to the Manse. A Manse will not, and cannot be forced to, create

any more Hearthstones until one or more of the originals are destroyed. The sum of the levels of all the Hearthstones produced can never exceed the level of the Manse.

Once a Hearthstone is destroyed, a new stone immediately starts to form in the Hearthroom, unless the Manse has fallen into disrepair (see below). Evidently, there is a link between the Hearthstone and the Manse at all times. This link allows Essence to find its way from the Manse to the Exalt who holds the Hearthstone. This also makes possession of its Hearthstone the single easiest way for an Exalt to track down the location of a hidden Manse. Upon finding a Hearthstone on a long-dead corpse, anyone bar an Exalt will probably simply loot the thing as the gem it appears to be. Most will very quickly realize that he is in possession of a talisman of sorts. Any Exalt will know exactly what a gem the size of a chicken egg is, but she can't use it because she needs to be attuned to the Manse. However, she can use the flow of Essence between the Manse and the Hearthstone to track backward to the Manse (see the rules for detecting Essence flows on p. 47). In addition, an Exalt with a Hearthstone Compass (see **Aspect Book: Earth**) can easily use the Hearthstone to determine the location of the Manse, even if she is not attuned.

The keys to hidden First Age Manses are scattered all over the Threshold, treasured as talismans by everyone from priests to petty kings without the knowledge to realize what they have but enough information in their books of lore to know that the Hearthstones are important. Other Hearthstones remain the treasured possessions of dynasties or towns, awaiting the day an Exalt spots their true nature and opens the Manse once more.

The link works in the other direction as well. Some of the more sophisticated and ancient Manses include maps of Creation in their Hearthrooms, with small gems moving over the surface of the world to match the movement of the Manses' Hearthstones. Such devices are invaluable, allowing Manse owners to keep track of subsidiary Hearthstones, in Manses that produce more than one, and allowing friends and relatives to find a Hearthstone in the event of the owner's unexpected demise.

Hearthstone Properties

Each Hearthstone has properties above its mere ability to channel Essence from the Manse to the holder of the Hearthstone. These powers are defined by two elements: Theme and Expression.

Theme: The Hearthstone's Theme is a single word concept that sums up what area of life the Hearthstone affects. This Theme is implemented by the architect who designed the Manse by placing artwork or other installations around the building's Essence flows that taint the Manse's Essence with this Theme. Examples include health, travel, luck, shelter, relationships, fear, leadership or light.

Expression: The Expression is the way the Theme acts on the world. For example, the Expression of a Hearthstone with the Theme fear might scare away all animals that come within 10 yards of the bearer. The Theme of leadership might grant an Expression that makes people more likely to obey the Hearthstone's holder, by giving two extra dice on a Manipulation roll.

Multiple Hearthstones from the same Manse will have the same Theme but different Expressions. For example, a second Hearthstone from the same Manse that produced the fear Hearthstone might also produce one with an Expression that allows the holder to resist with extra dice all attempts to intimidate him. Expressions can be changed as per the rules of page 247 of **Exalted**.

Replacing Themes

It is possible to redesign a Manse in such a way as to change the Theme of a Hearthstone. This is extremely difficult. The Theme is built into the building's structure from the start, and changing it requires extensive remodeling. In fact, the remodeling is many times more challenging than that required for simple fashion changes. The Intelligence + Occult roll to remodel a Manse for a change of Hearthstone Theme is difficulty (3 + the level of the Manse).

Sample Hearthstones

The Hearthstones that follow are examples. Each Manse is unique, and each Hearthstone is a unique expression of that Manse's properties. Storytellers should use these as guidelines to devise their own Manses.

Level One

Glance of the Unconquered Sun

Type: Solar

Trigger: Staring through the gem

This inconspicuous clear gem only shows its true worth when the bearer looks through it into a darkened place. For a few moments, she can see everything as if it was illuminated by the sun's light at midday, allowing her to clearly assess what lies ahead of her.

The Labyrinthine Eye

Type: Water

Trigger: Concentration

Like water finding its way by the shortest route to the lowest point, this gem of glimmering brown and gold bands leads its bearer along the fastest path out of a maze or labyrinth. It can even guide him to the fastest route out of a building. When he comes to a junction, he will sense the correct way to go, although the stone does not guarantee the safest route, merely the shortest.

Stone of Circulation

Type: Fire

Trigger: None, constant

This translucent green gem helps to regulate an Exalt's temperature and circulation in extreme climates. The gem also helps to boost her immune system and staves off

dehydration, hypothermia and frostbite. However, it cannot prevent any of these entirely and is merely an aid to surviving in harsh conditions, not a full defense against the weather. The bearer gains one extra die for Stamina + Resistance rolls triggered by weather conditions.

Level Two

Gemstone of Surface Thoughts

Type: Air
Trigger: Concentration

The round, light-blue gem allows the bearer to read someone's surface thoughts. He just has to concentrate on his target, and the wind whispers her thoughts into his ear. The bearer's player rolls Perception + Awareness. The more successes achieved, the clearer the information. A single success will bring only words and perhaps a short phrase. Four or more successes give a detailed idea of what the target is thinking.

Snakeskin Stone

Type: Lunar
Trigger: Sleep

When the bearer of this strange, almost flat rock, with its pattern of red, black and white that resembles scales, sleeps after being injured, his skin sloughs off during the night, leaving fresh, pristine flesh underneath. Lunar tattoos and other forms of permanent marking remains on the fresh skin, but any surface-level injuries heal. Damage to internal organs is unaffected. Half of any lethal damage and all bashing damage suffered is healed after each night of sleep, rounding up. This stone cannot heal aggravated damage.

Sphere of Balance

Type: Earth
Trigger: None, constant

The dark green gemstone, flecked with white, grants an Exalt perfect balance. It removes two dice from any attempt made to knock her over, and her player gains two dice to any roll that involves the character's balance, such as to walk along a narrow wall or to balance on an opponent's shoulders while decapitating his lackey.

Level Three

The Ever-Open Eye

Type: Sidereal
Trigger: None, constant

Despite its dull, gray and uninspiring appearance, this Hearthstone will allow an Exalt to stay awake as long as she wishes, without feeling tired or suffering any deterioration is her physical or mental abilities. For every full day the character remains awake after the first two days, her player must make a Stamina + Endurance roll each day. For the first week, the difficulty is 1; for the second, it is 2; and so on. If the roll fails, the character starts to experience hallucinations and waking nightmares. These pass after a single night's sleep. A botch gives the character a temporary derangement, which endures until she goes without using the Ever-Open Eye for the same length of times as she was using it continually before the botch.

Gemstone of Perfect Passage

Type: Wood
Trigger: Contact

This shimmering brown stone causes all doors, windows, gates, trapdoors or other points of entry of exit to open with a touch. It is useless on locked boxes, chains or shackles, though, and on locks bound shut with Essence.

Hearth's Fire

Type: Fire
Trigger: Touching the Hearthstone to the ground (reflexive)

This deep orange-and-red crystal bursts into flames the second it is placed on the ground. Whatever the environmental condition, be it deep snow, pouring rain or a fine day on a green field, the Hearthstone creates a fire of roughly two meters in diameter, which burns hot enough to keep a dozen people warm and dry and to cook their food, in even the worst of conditions. It will burn until it is struck by sunlight on the following dawn. The Exalt who owns the stone may also touch the fire again to snuff it with no damage to himself.

Level Four

The Ice Gem

Type: Abyssal
Trigger: Combat

This gem is almost completely translucent, bar a slight bluish tinge. It looks uncannily like a small chunk of ice, in fact. When its bearer enters combat, she radiates an aura of cold, which she can channel through her blades or her touch. This deals an additional 5L damage to anyone the Exalt strikes or who strikes her with bare hands. Apply this damage separately.

Stone of Easy Breath

Type: Air
Trigger: None, constant

This cloudy, almond-shaped gemstone allows the bearer to breath easily, even in situations without breathable air. The Exalt can breath easily underwater, in clouds of poison gas and even high above Creation, where the air is thin.

Wilderness Gem

Type: Lunar
Trigger: None, constant

Whatever the environment, this gem will allow its bearer to survive in the wilderness. The gem gives the Exalt an instinctive knowledge of where safe shelter and campsites can be found, what plants and animals are safe

to eat and how to recognize the signs of the onset of dangerous weather. The gem adds four successes to any Survival roll the bearer's player makes, and it allows the character to take part in supernatural tracking contests.

Level Five

The Gem of Day's Light

Type: Solar
Trigger: Concentration

This yellow gem seems to burn with an inner light. It allows the Exalt who owns it to travel confidently, knowing that the light of the Unconquered Sun will be with her. She only has to concentrate on the gem to make it glow like a mini-sun, illuminating everything within up to a mile's radius with the light of day. The Exalt can determine how far the effect stretches by concentrating on the gem. The effect lasts for as long as is needed.

Gem of Life

Type: Earth
Trigger: None, constant

This smooth, black, iridescent stone grants a Dragon-Blood the extended lifespan of a Celestial Exalt. While he bears the stone, he does not age, nor does he suffer from the infirmities and illnesses of old age, should he already be old when he gets the stone. The Exalt cannot die of old age or illness, but can be harmed and killed through other means. If he loses attunement to the Manse or stops bearing the Hearthstone, he will start to age as normal.

Home's Hearth

Type: Sidereal
Trigger: Concentration

This irregular gemstone of a myriad of colors allows the bearer and up to five other people of his choice to immediately return to or leave his Manse. One moment, they can be anywhere in Creation. The next, they stand in the Hearthroom of the Manse. Distance has no bearing on the ability of the gem to bring the bearers and his friends home. Time is not a factor, either. The transit is instantaneous. The only limitation is that the stone can only take people from the Manse to somewhere within 100 miles of the Manse and that the effect is less reliable from the Wyld. The bearer's player must make a Wits + Occult roll to safely transport from the Wyld to the Manse. A failure will drop the characters into a random place within the Wyld, while a botch will render the stone useless for 48 hours, while the Essence within it recharges. All three of the Sidereal's hidden Manses (see p. 63) use a home's hearth to bring people to and from the Manse quickly.

CHAPTER FOUR
PRACTICAL SUMMONINGS

Demons

Five days before the moment of its summoning, a demon leaves Malfeas. It sets out across the cold and bitter desert that divides the Demon City from Creation. It affects a distant and hollow expression. It strives across the sands driven not by its own will but by the treaties of its masters. It has not yet reached the world. It has not yet lost the contest of wills with the sorcerer that called it. It may, in fact, triumph. It does not matter. As the wind abrades its skin and its feet fall one after the other onto the endless desert sand, it is already made a slave.

The sorcerers who call them are not worthy — not in the demons' eyes. The Exalted never have been. They are the servants of those who crafted Hell. They are the pawns of the Unconquered Sun, the most-accursed, who took the world from its rightful owners, twisted those owners into the monstrous Yozis and trapped the lesser demons within their flesh.

Worse, they have fallen. Gone are the mighty sorcerer-kings whose mastery a demon could, at least, respect. Now, there are only fledgling Solars, scarcely understanding their own power; savage Lunars, made beasts by the Yozis' curse; doddering Sidereals, doomed by their own hand; pathetic Abyssals, slaves that think to call slaves of their own; and the mewling Dragon-Blooded, worst of them all, children who stole their parents' house, foot soldiers pretending to be lords.

Time and again, creatures such as these seek to enslave the residents of Malfeas. They break the demons' wills using the protocols of the Primordials' surrender. Should a demon's mind hold strong, they use foul sorcery to cast the demon back into the endless desert's sands. Failing that, often enough, they have allies standing by to help them drive the demon off or slay its flesh or eat its soul. In a fair fight, things would be different — but as it stands, a demon can only hope that the sorcerer is stupid enough to make mistakes or ambitious enough to overreach.

The last fair fight was very long ago.

Principles

The gods would have loved nothing more than to lock the Yozis away in a closed universe, a prison of geometric perfection that would — from Creation's perspective — no longer exist, where every path outward looped back inward so thoroughly that the concept of "out" was lost. They dared not. Doing so would have invited the most terrible of revenges, plagues beyond the imagination of man and god. This is not because such a prison would anger the Primordials; their rage already surpasses boundaries. Rather, they would have nothing left to lose. Nothing in Creation could pose a further threat to them. They could unleash horrors capable of devouring all the world and the Primordials for dessert. Such monsters could never reach the Yozis, if their prison were perfect, nor would any other consequence.

For this reason, the gods demanded more than imprisonment — they required subservience. The First Circle would abase itself before the Dragon-Blooded; the princes of Hell would serve the Celestial Exalted; the souls of the Yozis would kneel to the Solars; and the Yozis themselves would come at the beck and call of the Maiden of Endings and the Unconquered Sun. If the Yozis gave such parting gifts to Creation as to break the world, the gods would call them to account.

The Yozis accepted, and the oath of surrender changed their nature forever. The promise of servitude, spoken in hate, carved weaknesses into the Yozi souls, tools for the gods and the Exalted to exploit. The Primordials made themselves vulnerable, as they had never been before, to the binding of their wills. During a summoning, the claws of sorcery sink into the fingerholds and toeholds built into their minds, and by this method, the Exalted break them. From the demonic perspective, this is the greatest and most abhorrent sin enacted against the creators of the world — that the gods would dream, not simply to imprison them, not simply to bargain with them, but to own the Primordials and their souls.

Cracks in the Demon Mind

The Abscissic Guide, developed anonymously by a practitioner of the College Silurian, describes the nine major and 34 minor entreaties to which demons are vulnerable. It discusses how to tailor a summoning to call a demon with a specific weakness. The first practical guide to manipulating demons, it set the tone for most of those that followed — a few notes on the demon psyche and a set of illustrated plates rife with occult symbolism. Meditating upon these illustrations would lead a sorcerer to greater understanding of the task before her. The nine major plates and one of the minor plates are in common circulation, duplicated in many libraries of occult lore. Twenty more are rare, and the remaining plates are lost.

The standard technique for controlling a demon — hammering on its integrity of self until it folds beneath the strain — is torturous for the victim. The monster inevitably responds by spending Willpower on every roll — possibly channeled through Temperance or Valor. Most sorcerers, therefore, take their cue from *The Abscissic Guide* or like manuscripts and mix seduction or deception into their strategy of battle. Whispers of magic encourage the demon to imagine greatness in the sorcerer's service, sacrifices of blood and children and powerful accomplishments made in the name of Malfeas. The sorcerer may affect weakness, so that the demon sees itself twisting its "master" around its finger, or she may present herself as incomparably strong, an unchallengeable ally in darkness. The demon can play at this game as well, but it has no occult edge. If the sorcerer offers an actual binding oath to the demon — and it accepts — this adds two automatic successes to the sorcerer's Willpower + Essence roll that turn.

Binding Oaths

When a demon takes part in a binding oath during a summoning contest, it becomes part of the demon's nature. Betraying such an oath kills the demon. Demons of the First Circle visibly rot away to nothingness. Second Circle demons turn instantly to dust and vapor; the Third Circle demon they serve eventually replaces them with similar entities. Third Circle demons evolve, at the moment of the betrayal, into a new creature. This process is roughly tantamount to death and reincarnation, save that the new demon possesses many of the memories of the old.

Sorcerers who break binding oaths to demons suffer a harsh penalty. At some future point, all of the sorcerers' bindings on demons of the relevant circle snap. They are free to cause trouble or to wreak vengeance, as they choose. This happens once for each broken oath. The timing is unpredictable. It is possible, but unlikely, that the day of reckoning will never come.

In the Sorcerer's House

Before an Exalt can take a demon prisoner, he must construct its cage. When it emerges from the endless desert into the summoning chamber, the Exalt must have seals and sigils prepared to bind its Essence. If he wins the test of wills, he must have magic prepared to chain its soul.

A demon's cage is a thing of a sorcerer's personal crafting. It reflects the sorcerer's nature and the circumstances at hand. Certain Abyssal sorcerers build demon cages of bone and metal, with iron thorns pointing inward at the cage's heart. Dragon-Blooded trained at the Heptagram prefer diagrams of steel and copper inlaid in a setting of jade. A proper cage takes Resources ••• to build. Most require expendable tools (menstrual blood, peacock feathers, powdered silver and the like) that costs Resources •• for each summoning. The cage can contain physical barriers — locks, seals and obstacles — but the sorcerer must construct and lock them himself. Even a wax-stopped envelope in the cage can disrupt the summoning if the sorcerer did not seal it with his own hand.

If the sorcerer successfully binds the demon, then he mirrors the cage inside its mind and nature. For a year and a day — perhaps longer — the demon is a creature of that prison. It becomes like an animal raised in captivity, still pacing out the length of its pen after its release into the wild. Even without physical bonds, the demon cannot escape its durance. Conversely, if the sorcerer fails to bind it, then no cage can keep it from him — all gates between the sorcerer and demon fly open, and all insurmountable barriers shatter. Summoners rightly fear what they call forth.

Summoning on the Cheap

If the sorcerer works "on the cheap," spending Resources • on expendable components or simply omitting them, it increases the difficulty of banishing summoned demons by 1. Building a permanent cage with Resources •• also imposes a +1 difficulty penalty on this roll. These are cumulative. Using a permanent cage built with Resources • or less also adds 1 to the difficulty of the first roll to bind the demon's will. When using the mass summoning rules, apply these difficulty modifiers to the sorcerer's Willpower + Essence roll instead.

The most expensive ritual chambers (such as the room in which Mnemon calls forth Istar on p. 175 of **Exalted: The Dragon-Blooded**) usually qualify as artifacts. These can offer significant bonuses to the summoner, such as additional summoning dice, protection against botches, the ability to call forth two demons in a single summoning or even a difficulty modifier to the Willpower + Essence roll made for the demon. Such ritual chambers generally draw their power from an inset Hearthstone (of any level) and a 5 mote commitment from the Exalt. In this degenerate Age, a sorcerer can benefit significantly from such tools if he wishes to call forth Second Circle demons or the more powerful ones of the First Circle.

Choosing a Demon

Sorcerers can summon any demon whose name they know. They can also call a demon by outlining some combination of species, circle and weakness — tailoring their summoning to attract a demon vulnerable to a specific coercion. Such a summons chooses a specific demon based on sympathy and contagion.

The principle of sympathy asserts that every ritual space "resonates" with certain demons and certain places in Malfeas more than others, due to similarities or differences in their underlying character. This makes appropriate demons and demons in appropriate regions more vulnerable to a summons. The principle of contagion asserts that a demon who knows the sorcerer's name or reputation, has personal experience with the sorcerer or has a strong emotional bond to the sorcerer stands a greater chance of suffering the call. Similarly, a demon that the sorcerer loves, loathes, hates or respects is more vulnerable. Of all the hundreds or thousands or millions of demons that may qualify, sympathy and contagion combine to make one the most likely candidate. The sorcery then draws it forth.

The Summoning

Mortal occultists sometimes exploit unanticipated flaws in the Yozis' oaths to summon forth demons. Sorcery, conversely, uses a deliberate and artificial loophole placed there by the gods. Exalted sorcerers call forth demons using the key placed within them by the Celestial Incarna — their Exaltation. They mirror the power in their soul to the conditions of Malfeas. Their own Essence forges a gateway between worlds.

The key elements of the summoning ritual exist within the summoner's mind. Chimes, human sacrifice, fire, sex, libations, incense, chanting and all the other elements of ritual serve only two purposes. First, they often help form the demon cage. Second, they guide the sorcerer's mind and soul along the ritual, internal path that connects Creation to Malfeas. When the sorcerer has traced this torturous path within her psyche and mirrored it to her Essence, her anima leaps into the demon cage and snaps open the gate. It rips the demon from its home and drags it to the cage with such force as to echo back five days in time. The sands of Cecelyne dissolve from around the demon, and it stands in Creation. For a full turn, the light of the green sun burns in the summoning cage, and a harsh desert wind blows.

During the contest of wills, the demon can communicate with the sorcerer and others. It cannot interact with them more forcefully — until the summoning contest resolves and it fully enters the world, it is immune to typical Charms and physical attacks, nor can it use them against others. Both Exalts and demons have designed Charms, spells and artifacts to circumvent this restriction, but these are rare, and the sorcerer himself cannot use them.

The sorcerer can interrupt the contest at any time to bargain with the demon. If the demon chooses to negotiate, this suspends the contest for up to one hour. It can offer or exchange oaths of service during these negotiations. If the sorcerer accepts, these become binding. Such an action aborts the contest entirely and brings the demon fully into the world until such time as the oaths are completed or irrevocably broken. If the demon refuses to negotiate, if discussions are inconclusive or if either side

Surviving the Summoning

As a rule of thumb, when summoning demons with less than 10 dice in their Willpower + Essence pool, a one-die edge translates into a two-thirds chance of victory in the summoning contest. Having two more dice than one's opponent gives a three-quarters chance of victory. Four extra dice brings it up to nine chances in ten. For more powerful demons, a two-, three- or six-die edge gives similar results.

For true safety, a sorcerer should subtract three dice from her pool and halve the result — that's how many dice she can afford to let the demon roll. This edge gives the sorcerer somewhere around a 99 percent chance of victory in the summoning contest and a redundant chance to dispel the demon if that fails.

ends negotiation, the demon receives one success on the summoning contest for the time elapsed, the sorcerer receives none, and the contest continues.

All Essence spent on the spell remains committed until the sorcerer finishes casting the spell — that is, until midnight. The Willpower + Essence rolls for the contest of wills are reflexive and take place on the sorcerer's initiative.

Death While Sworn

Both Third and Second Circle demons have an existence beyond death — their masters reconstitute them, respectively immediately and in due time. The original nature of the dead creature is forever lost. Statistically, one can expect it to lose significant power. Sorcerers have recorded only three cases in which death greatly empowered a demon.

Breaking a binding oath, or dying in an attempt to fulfil it, frees the demon from that single pledge. Otherwise, not even death breaks a demon's binding. Even suicide would not free the Yozis from their prison, but rather, prolong their torment. If the Green Sun dies in a sorcerer's service, he will labor on as the Red Star.

Third Circle demons are always reborn instantly, and death diminishes none of their obligations. The exact nature of their reincarnation may have an effect, however — the creature a demon becomes may have quirks of its nature that prohibit or restrict a given binding. This is not something that the Yozis can tune precisely, even if they wish to free their minion. Thus, a sorcerer can reliably expect at least part of the binding to endure.

Second Circle demons, as tools of finite entities, have more intelligently directed reincarnation. Replacing them is an arduous but high-priority task, as they are an intrinsic part of the Third Circle creature they serve, and their death somewhat cripples their maker. On occasion, however, a Third Circle demon waits a year and a day before reconstructing its dead soul. In this case, the new creature is free of any involuntary sorcerous bindings, although willingly accepted oaths remain. Alternately, the Third Circle demon can deliberately construct its new underling with traits that help it to evade its responsibilities. The odds of success are somewhat greater than when a Yozi attempts this task. While the Third Circle demons' hatred for Creation cannot compare to that of the Yozis, their hatred for individual gods, Exalts and bindings is more focused.

Elementals

The gods created the elementals to serve them. As creatures actively planning to destroy their own creators, the gods had little trust for their creations.

They encouraged the first five elementals — from whose broken Essence all later elementals sprang — to swear an oath of service, on which the gods would later model the Yozis' promise. The binding was terrible and irrevocable, burned into the elementals' Essence by the light of the Unconquered Sun. Not even the Yozis' destruction of the first elementals and the elementals' later reconstitution as hordes of lesser creatures could shatter it. Circumstances have changed and twisted the oath, and it no longer serves as an absolute guarantee of loyalty, but it remains an exploitable weakness in the elemental soul. Proving herself the rightful heir to that oath through sorcery and will, an Exalt can bind an elemental to service. Adapting demon summoning to call forth elementals was one of the first practices of sorcery.

Repeatedly over the years that have followed, powerful elementals have argued before the courts of Yu-Shan that the existence of this spell violates Celestial etiquette — that the oath's enforcement upon them is against the basic tenets of propriety and the Laws of Heaven. The results are generally disastrous: The Celestial Hierarchy snubs them, the elementals rage briefly out of control, and then, the Celestial Incarna demonstrate that they have other, crueler ways to exploit the weaknesses in the elemental character.

The Summoning

The ritual begins. An obsequious messenger of Essence forms, winging off across Creation to find the elemental chosen. In its hands, it holds an ornate scroll. "You are summoned," it reads, "to attend upon the will of the Chosen." The remainder of the message is as the sorcerer wills.

A weak and paltry elemental may not recognize the script of the Old Realm or know what awaits it. Volcanic squids gleefully burn message and messenger alike, recognizing only that the stars have sent them food. Thus, their impending fate surprises them. The arrogant wind mites refuse to accept that any summons can call them from their games. They too find a startling future.

A wiser and more powerful elemental reads the scroll with full knowledge of its implications. Knowing its place as a lesser servant of Creation, it stands in fealty to the Exalted. It is not a demon, not a subjugated and servile enemy, and it feels no hatred for its circumstances — although the actions of individual Exalts can change its feelings toward a summons, and any sense of self-importance may make it uneasy about the matter. The creature sets its affairs in order as best as it can and then waits for the spell to take hold.

Many of the elemental dragons laugh at such petty calls. Powerful elementals who have earned the favor of Yu-Shan are often allowed a limited exemption from service. Such creatures receive one to twelve tokens that they may use to register temporary or permanent bonded servants as substitutes, empowered and obligated to answer a summons on their behalf. Such servants may be lesser elementals, spirits, God-Blooded mortals or even — on rare occasions — Celestial Exalted. The conditions of the registration vary. If Ogime, the Frog Queen, hands off a summons to one of her five chosen servants, she must submit proof of more urgent business to Yu-Shan. Conversely, the Kukla, imprisoned by order of the Unconquered Sun (see **Games of Divinity**, p. 59), may not attend an arrogant Exalt's summoning unless its twelve most potent jailers are otherwise engaged. All Essence 8-10 elementals have registered servants, as do most elementals with Essence 7 and many with Essence 6.

Two hours after the summons goes out, a shroud falls over the summoned creature's fate. The spell occults the elemental from Creation. It loses sight of the world, and the world of it. It flies for two hours along the dragon lines, seeing nothing but the sun, the moon, the stars and a foam of white jade Essence. Then the summons casts it into the world again, and it stands in the sorcerer's presence. If it is wise, it abases itself instantly before the Prince of the Earth who called it forth.

Once the elemental arrives, the sorcerer has completed the casting of the spell. She may take advantage of its lingering effects and initiate a contest for the elemental's will immediately or any time within an hour. If she does not attempt to break the elemental's will, this effectively binds it to "do as you see fit." The elemental has no constraints on its behavior save that, sometime within the next year and a day, it must declare its service "done." This returns it home automatically.

Other Approaches

Cselenine ethics, named after the lesser elemental dragon of fire that codified them, argue that the oath that the elementals remain responsible to the Exalted and the gods remains valid and binding but that to break an elemental's will with sorcery is a loathsome and odious crime. The Cselenites, therefore, seek to redefine the relationship between the elementals and the Exalted, forging alliances with the Realm and with independent Exalts who offer them more lenient working conditions and a greater possibility of reward. Few elementals engage deeply in philosophy, but many consider *Cselenine's Book of Thoughts* a valuable conceptual aid when building alliances for personal gain. Similarly, the book is considered a useful source for argument when an elemental takes action against an overly cruel or domineering Exalt and must justify it before the censors of Heaven.

Generally, only the stronger elementals have the discretion of thought necessary to pursue the Cselenite approach. They seek out powerful Exalts — Celestial sorcerers or representatives of the Great Houses and the institutions of the Realm — and offer the services of themselves and their court. This typically includes a number of lesser elementals who receive the full benefits and drawbacks of

Summoning the Already Bound

If a sorcerer attempts to summon an elemental or demon that someone else is simultaneously attempting to summon or bind — but has not yet bound — it weakens both instances of the spell. Having already spent the Essence to call the creature forth, each sorcerer must choose whether to reduce her Willpower + Essence pool for the contest by one or to abandon the summoning and let the other sorcerer proceed. This continues until one sorcerer chooses to abandon the summoning or both do so. If both sorcerers abandon the summoning simultaneously or if one sorcerer reaches a pool of zero, the sorcery rages out of control. Treat this as a botch by one or both parties on a concentration roll to avoid distraction, save that neither receives Essence burns — the most common result is the demon or elemental arriving, at one location or the other, with no opportunity to bind or banish it. Yawning pathways to Malfeas, sorcerers summoning one another and outbreaks of the Wyld have also been recorded.

If a sorcerer attempts to call forth an elemental or demon already in someone else's service, the magic generally fails. The sorcerer's player can roll Wits + Occult against difficulty 1 to call forth a similar elemental or demon; against difficulty 3, if she wishes to choose a new target instead; or against difficulty 5, to drag the target forcibly away from its current service. In all cases, failure aborts the spell. The sorcerer cannot attempt to steal a given creature's loyalty more than once during a given term of service.

When an elemental assigns a bonded servant to a summons, it substitutes for the elemental for the duration of the spell — not the service. Thus, if two sorcerers summon Ogime simultaneously, they must fight over who calls forth the dragon's chosen retainer. If a single sorcerer calls upon her five times, binding or killing each retainer that answers, then Ogime is again available for summons — and has no remaining servants who can intercept such calls.

the bargain without much choice in the matter. A typical Cselenite bargain is slanted mildly in favor of the Exalted, with the high-Essence elementals in the court receiving the lion's share of the benefits and the low-Essence creatures suffering the majority of the obligations. It improves over sorcerous slavery for all involved: The workers have minor guarantees regarding their working condition and treatment, plus the opportunity to petition their summoners for a suitable reward. The powerful elementals negotiating the agreement generally receive a few talents worth of donatives a year (Resources ••••) and a certain respect in exchange for a minimal obligation — while the Realm may call them forth on occasion, it treats them as honored servants. As for the Exalts, they have the opportunity to call forth elementals without fearing the contest of wills — and if the restrictions grow onerous, they can either demand a renegotiation or call an elemental not bound by the bargain.

Elemental Snares

Ritual spaces designed to bind elementals much resemble demon cages. The underlying principles of sorcerous binding are the same. Even the materials are often similar. However, while the sorcerer binds both demons and elementals with the Essence flows of Creation, elementals are fundamentally a part of that Creation, and demons are not. Summoning techniques and substances interact with the two creatures in a polarly opposite fashion. Therefore, an elemental snare and a demon cage built by the same sorcerer will often have the same basic form but many subtly reversed elements, including mirror-image structures, inside-out runes and up-down inversions. Also, certain ingredients are used at functionally different moments. Others are replaced with elements of a different symbolism — for example, frog skin instead of bird feathers or the tears of an aged courtesan instead of a virgin.

Like a demon cage, a proper elemental snare costs Resources ••• to build and uses Resources •• in expendable ingredients each summoning. The consequences of cutting costs are identical in both cases.

Choosing an Elemental

Sorcerers summon elementals either by name or by outlining some combination of species, Essence, element and weakness. If the sorcerer so desires, he can leave the selection to the Celestial Hierarchy, sending his petition skyward for an appropriate aide. In the Age of Sorrows, this usually means that a series of disinterested deities fob the petition off on one another. Two hours later, the sorcery yanks an entirely random elemental from its place in Creation without warning. As a final option, the sorcerer can make petition to an elemental court he has some alliance with. In that case, one of the elementals in the court chooses an elemental to answer the call.

As with demons, if a sorcerer does not fully specify the elemental he calls, sympathy and contagion help to determine which elemental answers. In this case, sympathy favors relatively local elementals, elementals from similar locations in Creation or elementals whose life circumstances in some fashion resemble the sorcerer's. Contagion favors elementals with a personal connection to the sorcerer.

The Summoning

An Exalted sorcerer stands astride the world. As she speaks the words of summons and invokes the tools Essence provides her — the bells that none can hear but Heaven, the knives that cut and splice the dragon lines, the cords on

which the pattern spiders dance and the blood of generations fallen in war — Heaven heeds her. The threads of fate that comprise the elemental summoned shift, ever-so-delicately, to a different portion of the Loom of Fate. The Exalt holds the creature apart from Creation with the force of her will and the puissance of her sorcery, while, under Mercury's auspices, it flies to her side. When her concentration ends and the creature appears, a flare of yellow starlight fills the ritual space, momentarily brighter than the sun. The air around the creature shatters, sending wind-splinters in all directions. The sorcerer and elemental are safe, but others in the room are vulnerable, and their players must succeed at a reflexive Dexterity + Dodge roll or have their characters suffer three dice of soakable lethal damage from flying needles of broken air. This attack may not be parried. These splinters fade to nothing a moment after impact.

Summoned elementals can interact with Creation during the summoning contest. However, it is a significant breach of protocol — one likely to get the elemental or Exalt responsible for doing so sanctioned by Heaven — for either elemental or sorcerer to use Charms or force against the other before the contest for dominance is complete. Some elementals are unaware of this fact; after a variable period of confusion at the summoning itself, they respond with rampant curiosity or brutal violence. Most well-constructed elemental snares include physical or magical barriers that will contain the elemental until the summoning contest resolves. As when summoning demons, the sorcerer must construct and lock all such barriers herself, and they open immediately if the elemental wins the contest.

Although they share certain traits with demons, elementals do not automatically integrate binding oaths into their souls. If the sorcerer negotiates with an elemental, Celestial protocols allow her to sanctify its promises with the Eclipse anima ability, a Charm, a spell or an artifact. The elemental may also take measures to ensure the Exalt's compliance with any promises made.

All Essence spent on the spell remains committed until the sorcerer finishes casting the spell — that is, from the first word of the spell is spoken until the elemental arrives. The Willpower + Essence rolls for the contest of wills are reflexive and take place on the sorcerer's initiative.

Social Issues

In most of the world, demon- and elemental-summoning Exalts are rarer than housetrained yeddim. Each poses a unique problem and opportunity for the local authorities, and such characters make alliances or enemies on their own terms rather than on the basis of law. In the Realm, however, and in areas under the Realm's influence, summoning can influence a character's social position.

The Immaculate Philosophy

If one accepts the Immaculate perspective, then an elemental's proper duties are the management, oversight and tending of Creation. This place differs from that of the Dragon-Blooded, however, in that the Perfected Hierarchy does not expect an elemental to possess a broad or enlightened perspective. Where every Dragon-Blooded is in some small way responsible for all of Creation, filling the role of a prince, lady or executive officer of the Earth, elementals have Heaven's permission to look at the world through the blinders of their most specific duties. In a proper interaction, they receive the respect due a high-ranking servant and acknowledge in turn that an Exalt's vision of the elemental's proper behavior must necessarily override its own.

The Immaculate Order has no clear sense of what constitutes "mistreatment" of an elemental and spells out no specific obligations save courtesy. If a Dynast oversteps her place when using Summon Elemental, it is visible through the chaos it causes. An elemental driven to leave its home and return to the Dynast's company for revenge is a disruption in the natural order. While the malcontent creature must be slain or driven forth, the fault ultimately resides with the Exalt whose actions initiated this chain of events.

In general, the Immaculate Order frowns upon Cselenite pacts — bargains between superiors and inferiors can only support the order of things, in which case they are redundant, or interfere, in which case they do harm. However, as with diplomatic agreements with Threshold nations, the Order accepts the necessity of law and treaty to help guide those who would not naturally abide by its blueprint for the world. Certain Cselenite elementals have approached the Order, offering to abide by the Immaculate Philosophy. The Order's representatives have extensively explained their proper duties and expectations when dealing with the Dragon-Blooded. This lacks the status of a formal pact, as certain elementals and a few Dynasts have discovered to their displeasure, but contacting the appropriate elementals gives the devout access to Cselenine-style summoning in some cases.

To the Immaculates, demons are a chaotic force that worked great harm against the world before the Five Immaculate Dragons bound them into servitude. Their slavery is payment for their crimes — not to the Exalted, but to the world. So long as their chaotic nature is properly bound, they may labor to contribute to Creation. Thus, the Immaculate Order has no direct issue with demon summoning — but it is one of the greatest tests of a soul, and only the Dragon-Blooded are worthy of attempting it. Mortal thaumaturges who call forth demons stand at risk of becoming Anathema, and even the Dynasts can fall to demonic temptation.

The Celestial Hierarchy

The stance of the Celestial Hierarchy on elemental summoning is peculiar. On the one hand, the gods care little for the elementals — the creatures are petty, embarrassing cousins, rarely even worthy of a place in Heaven. On the other hand, elementals do have a rank and position in the

Celestial Hierarchy, if only on the lowest rung. What the Exalted do to an elemental, they may do to the gods. The Exalted need have no real respect for the elementals as beings, for the Celestial gods themselves do not — but Heaven is watching and judging, by their actions, the respect the Exalted have for the entire Hierarchy.

An Exalt who inflicts permanent and intentional harm on elemental slaves, such as by demanding that elementals mutilate themselves for her purposes, has no respect for the elemental's place as a servant of Creation. Such an Exalt could as easily maim an important god. An Exalt who summons elementals recklessly and continuously has no respect for the elementals' other duties — the statement is no longer "I have a more important task for you" but an arrant disregard for the fact that the elementals have duties to begin with. Such an Exalt could as easily wrest a god from its proper place. An Exalt who unnecessarily inflicts cruel and inhumane conditions upon elemental servitors may inflict equal cruelty upon the gods. Such a person deserves righteous outrage. In essence, for the Celestial Hierarchy to smile upon a summoning, the gods must feel that the summoning amounts to nothing more than an alternate assignment, where the Exalt temporarily replaces the creature's duties with personal service. Assignments such as even Heaven would not give one of its own — or would give only as punishment — are not appropriate.

Demon summoning, of course, lacks these limitations. Tormenting demons in whatever fashion seems fit is the prerogative of all Exalted, and the Celestial Hierarchy will not interfere. In the modern day, few Dragon-Blooded learn the principles of demon summoning without a mentor capable of teaching them caution. Much the same applies to Sidereal and Lunar Exalted who learn to call demons of the Second Circle. Solars who learn to call demons are presumably — or at least hopefully — strong enough to know what they're about. The Celestial Hierarchy frowns on Abyssal Exalted summoning demons, much as it frowns on everything else they do, but even then, it is preferable to their calling forth elementals. When an Abyssal begins turning elementals to her own service, the gods of Yu-Shan glance nervously away from their paper-shuffling and Games-watching and consider whether they can accept the risk of attempting corrective measures.

The Realm

Sorcerers are not terribly popular in the Realm, and the power to call forth demons does nothing to improve their standing. Those who can summon demons are expected to do so when it serves the interests of their careers or their Great Houses. This brings them no exceptional benefit. Demonic servants substantially improve the lifespan of a combat sorcerer. At the same time, however, having hideous and odious monsters guarding one's life earns one no respect. Those who call demons are ultimately tarred with the same brush of disregard and distaste that the Realm applies to the demons themselves. If summoners practice long enough, rumors will eventually paint them as diabolists.

Those who call elementals suffer less thereby. Elemental bodyguards are a touch embarrassing, but they are rarely so hideous and never so alien as their demon equivalents. Elemental servants are generally acknowledged as less useful than and their enslavement less righteous than that of their demonic peers. Accordingly, a mere elementalist receives less pressure to summon endlessly for the good of the Realm. Conversely, they have less leeway to summon endlessly for their own purposes. The authorities of the Realm frown upon offending the Celestial Hierarchy by calling forth too many elementals — it causes more trouble than a sorcerer's convenience is worth.

Long-Term Pacts

This section lists a pair of the standing elemental pacts in Creation. There are others, but these are representative. Some individuals have concluded similar pacts with the Yozis, but the outlaw nature of the Demon Princes makes it difficult to bind them, and the operations of Heaven make the delivery of aid erratic. Still, there are those who have cast their lot in with the Yozis and benefit from similar agreements. Certainly, the Lintha have a pact that gives them easy access to eristrufa.

The Principality of the Shore

The Principality of the Shore is an elemental court governing most of the western shore of the Blessed Isle. Its creatures are beach monsters: the sandpipers that replenish washed-away grains of sand, the golden fire keepers that manage the reflection of the Unconquered Sun and lure mortal nuisances away from the beach to drown, the black tar vortices, the urchin kings, the sandpit fires and the undertows. Leading the court are five three-clawed sages, great and bulky crablike elementals. Four of them respond occasionally to a summons. The fifth has a private arrangement with the Scarlet Throne. She spends her life holding the sea against the shore of the Blessed Isle, lest the two slip apart and the Wyld take hold in the gap.

Long accustomed to dealing with the Dragon-Blooded, the Principality of the Shore decided centuries ago to offer the Dynasts a Cselenite pact. Tepet Isai, then a young scion of his house, woke after a night of debauchery to find a human-sized crab looming over him, dripping brine and clad in an elaborate skirt of gold and silk. Negotiations went poorly at first, but they cleared up once the three-clawed sage found a moment's breathing room to clarify its intentions.

Tepet calls upon the Principality only rarely. The Great House does not favor sorcery and has minimal use for the creatures of the shore. On occasion, Tepet unwilling to spend the motes to beat an elemental's Willpower + Essence

pool down to a manageable size have called upon members of the Principality of the Shore for services. While the elementals of the court are often unsuited to their needs and are protected from excessively hard use by the pact, better these limits than a frustrating failure. More regularly, the Principality hints to the members of other Great Houses who begin calling its elementals forth in numbers — or pestering the three-clawed sages — that they should respect its alliance elsewhere. House Tepet would be unlikely to stand behind its "allies" in a conflict unless it had something else to gain — but even this is an improvement over those elemental courts that must stand alone.

Potential exists for the Principality of the Shore to prove itself genuinely useful to an aspiring Tepet sorcerer. While the elementals are of little use as generic inland labor, many have peculiar talents that a thoughtful sorcerer could turn to her advantage.

Black Tar Vortex (Earth): Black tar vortices sit sulkily on the beach, spread into pools no more than half a yard in diameter. These elementals hoard the heat of the day, growing progressively sweatier and less comfortable, until night comes and they can erupt into sandpit fires. When someone treads on a black tar vortex, it erupts upward in a column of inky black that can flail myriad pseudopodia with the force of a sledgehammer. Black tar vortices can move only three yards per turn. Typical Charms include Dematerialize, Details, Form Match, Paralyze, Principle of Motion, Stillness, Stoic Endurance and Stoke the Flame. Typical elemental powers include Aegis and Rejuvenation. Most have Essence 3, Compassion 3, Conviction 2, Temperance 1 and Valor 2, giving them 61 motes.

Golden Fire Keeper (Fire): Golden fire keepers are shimmering one-sided sheets of flame, peculiarly adapted to life on the surface of the sea. Typical Charms include Confusion, Dematerialize, Details, Harrow the Mind, Host of Spirits, Ignite, Landscape Travel, Stoke the Flame, Sustenance and Tiny Damnation. Typical elemental powers include Dragon's Suspire and Element's Domain. Most have Essence 2, Compassion 1, Conviction 4, Temperance 2 and Valor 2, giving them 59 motes. Golden fire keepers cannot be injured while in direct sunlight, may control reflections in all mirrors within their Essence in yards and can speak telepathically with anyone they desire to harm.

Sandpiper (Earth): Sandpipers are small birdlike elementals, their plain brown feathers laced with gleaming gold. Typical Charms include Affinity Element Control, Dematerialize, Hurry Home, Landscape Camouflage, Landscape Travel, Measure the Wind, Sense Domain, Stillness and (among the more compassionate sandpipers) Touch of Grace. Typical elemental powers include Aegis and Enshroud. Most have Essence 2, Compassion 3, Conviction 4, Temperance 2 and Valor 3, giving them 59 motes. Sandpipers can create up to five pounds of sand per minute without cost.

Sandpit Fire (Fire): Sandpit fires burn merrily through the night, melting a hole down into the beach, until dawn comes, the walls of their pit collapse, sand drowns the flame and they bubble to the surface as black tar vortices. A sandpit fire, burning atop any mundane material, forms a trench five yards in depth between the sunset and the dawn. Sandpit fires cannot move, although they can reshape themselves. Typical Charms include Dematerialize, Details, Dreamspeak, Element Touch, Harrow the Mind, Host of Spirits, Ignite, Natural Prognostication, Principle of Motion and Stoke the Flame. Typical elemental powers for these fire elementals include Coarse Skin (always active), Dragon's Suspire, Element's Domain and Enshroud. Most have Essence 3, Compassion 2, Conviction 3, Temperance 2 and Valor 3, giving them 71 motes.

Three-Clawed Sage (Water): Five three-clawed sages, who wear the shapes of great three-clawed crabs, rule the Principality of the Shore. Though they call themselves warrior-savants, their ponderous shells make them little match for the Dragon-Blooded in a straightforward battle. Conversely, their knowledge of the sea, supported by their Intelligence and Perception ratings of ••••••, is almost peerless. Typical Charms include Affinity Element Control, Benefaction, Confusion, Dematerialize, Details, Dreambane, Dreamscape, Dreamspeak, Element Kiss, Element Touch, Form Match, Geas, Harrow the Mind, Host of Spirits, Hurry Home, Instill Obedience, Landscape Camouflage, Landscape Travel, Lend Authority, Measure the Wind, Memory Mirror, Memory Sponge, Portal, Principle of Motion, Sense Domain, Shapechange, Stoke the Flame, Summon Food (normally fish), Tiny Gift, Tracking and Weather Control. The three-clawed sages have all elemental powers. All have Essence 6, Compassion 3, Conviction 5, Temperance 3 and Valor 5, giving them 119 motes. Breaking the clinch or hold of a three-clawed sage has a +4 difficulty modifier, and the sage can increase the difficulty further when initiating the clinch by committing 10 motes for each +1 difficulty.

Undertow (Water): See pages 70-71 of the **Exalted Storyteller's Companion**.

Urchin King (Water): Urchin Kings are the honor guard of the Principality, their thousand spines always ready to spear anyone who comes too close. Small glands in the tips of their spines secrete a selection of poisons, antidotes and aphrodisiacs. They often dose their weapons with snake venom (see **Exalted**, p. 243), but, given a minute's time, can create a dose of any poison or medical herb of value up to Resources ••. Although the urchin kings trade with mortals to obtain women for their harems, which they keep in air-filled grottoes, their odalisques can offer them nothing save prestige among their kind, as the creatures have no practical way to take advantage of either concubines or aphrodisiacs themselves. Urchin kings can hurl their spines at a rate of one per turn, to a range of 20 yards. Typical Charms include Affinity Element Control,

Elementals of the Shore

Elemental	Physical Att. Str/Dex/Sta	Will.	Health Lvls.	Attack Spd/Acc/Dmg	Dodge/Soak	Abilities
Black Tar Vortex	5/4/5	5	-0x2/-1x2/ -2x2/-4/I	Pound: 1/7/15L	6/6L/14B	Awareness 1, Brawl 4, Dodge 2, Endurance 4, Stealth 1, Survival 1
Golden Fire Keeper	3/3/4	7	-0x2/-1x3/ -2x3/-4x3/I	Burn: 5/7/5L	5/5L/5B	Awareness 2, Brawl 4, Dodge 2, Endurance 3, Presence 2, Resistance 1, Socialize 2, Survival 2
Sandpiper	2/4/3	5	-0/-1x3/ -2x4/-4/I	Peck: 9/6/3L	7/2L/4B	Athletics 1, Awareness 3, Brawl 2, Craft (Beach) 2, Dodge 3, Endurance 3, Lore 1, Performance 1 (Dance +1), Resistance 2, Sail 1, Stealth 1, Survival 3
Sandpit Fire	2/5/4	7	-0x2/-1x3/ -2x3/-4x2/I	Burn: 9/9/5L	9/6L/13B	Awareness 2, Dodge 4, Endurance 1, Martial Arts 4, Performance 3, Socialize 2, Survival 1
Three-Clawed Sage	6/3/6	9	-0/-1x6/ -2x6/-4/I	Claw: 2/7/8L	8/14L/17B	Athletics 1, Awareness 4, Brawl 5, Bureaucracy 1, Dodge 5, Endurance 4, Investigation 2, Linguistics 6, Lore 4 (Oceanic +2), Medicine 4, Occult 5, Resistance 2, Presence 3, Socialize 2, Stealth 1, Survival 3
Urchin King	2/1/5	8	-0/-1x5/ -2x4/-4x2/I	Spine: 5/5/5L	1/4L/10B	Awareness 4, Brawl 3, Endurance 1, Medicine 1, Resistance 3, Survival 1, Thrown 3

Dematerialize, Essence Bite, Host of Spirits, Measure the Wind, Paralyze, Principle of Motion, Summon Food and Weather Control. Typical elemental powers include Coarse Skin (always active), Mobility and Rejuvenation. Most have Essence 3, Compassion 3, Conviction 4, Temperance 2 and Valor 3, giving them 78 motes.

The Wood Dragon Pact

Three of the lesser elemental dragons of wood — the First Wood Spider, the Willow Ichneumon and the Shapeless Tangle — bound themselves and House Cynis together in this pact. Nine times total, and five times remaining, the sorcerers of the Great House can call the wood dragons forth. Nine times total, and five times remaining, they will turn their powers to Cynis' service for 10 full days, scathing the enemies of the house from the land. In exchange, the dragons have won a promise that the House will kill any other Exalt who dares to summon them, prayers on many occasions and yearly donatives of living slaves for the great wood spirits to hunt.

The Three Wood Dragons

Description: The First Wood Spider much resembles its lesser kin, save for its endless cunning and the layers of thought that surround its will to harm. It dreams of a day when it may merely twitch a limb upon its web and all Heaven will scurry to serve it. When it does not affect a human or draconic form, it much resembles a long, lean wood spider, 10 yards in height.

The Willow Ichneumon flies through the forests of the east as the most hideous of wasps. It can transform itself into a swarm of lesser wasps, each carefully carved from willow wood, for 5 motes. This renders it immune to harm from attacks that cannot affect an area, but halves the raw damage from its own physical attacks. Those it stings become host not to its eggs but to the raw Essence of wood.

The Shapeless Tangle is a writhing mass of roots and branches as large as a city. (In this form, attackers receive five extra successes to all attacks made against it.) Where the First Wood Spider hunts for satisfaction and the Willow Ichneumon from need, the Shapeless Tangle tracks and kills its human slaves because it finds their reactions amusing. Those whose panic is particularly embarrassing survive longer, allowing the Tangle to prolong its enjoyment of their fear. One slave has lasted more than seven years in the heart of the Shapeless Tangle's domain, and the dragon sometimes wonders if the human's antics — the man is truly incompetent, both at survival and escape — have moved its heart to love.

Nature: Conniver (*the First Wood Spider*), Survivor (*the Willow Ichneumon*), Jester (*the Shapeless Tangle*)

Attributes(*all*)**:** Strength 7, Dexterity 6, Stamina 10, Charisma 4, Manipulation 4, Appearance 6, Perception 5, Intelligence 4, Wits 5

Virtues(*all*)**:** Compassion 3, Conviction 4, Temperance 3, Valor 4
Abilities(*all*)**:** Athletics 5 (Climbing +1), Awareness 5, Brawl 4, Bureaucracy 6, Dodge 5, Linguistics 6, Lore 5, Melee 5, Occult 5, Presence 5, Performance 5, Socialize 2, Stealth 4
Backgrounds(*all*)**:** Artifact 5, Allies 5, Contacts 5, Followers 5, Manse 5, Resources 5
Charms(*all*)**:** All available spirit Charms
Elemental Powers(*all*)**:** All elemental powers
Cost To Materialize(*all*)**:** 50
Base Initiative(*all*)**:** 11
Attack(*all*)**:**
Bite: Speed 14 Accuracy 12 Damage 15L Defense 10*
Claw: Speed 17 Accuracy 14 Damage 12L Defense 14*
Elemental Breath: Speed 18 Accuracy 13 Damage 21L (Rate 1/10, Range 30)**
* Lesser elemental dragons may make two claw attacks and a bite attack every turn without splitting their dice pools.
** The dragon exhales noxious venom or a blast of thorns, but at most once every 10 turns.
Dodge Pool(*all*)**:** 8 **Soak**(*all*)**:** 15L/30B (Dragon hide, 10L/20B)
Willpower(*all*)**:** 8 **Health Levels**(*all*)**:** -0/-0/-0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap
Essence(*all*)**:** 7 **Essence Pool**(*all*)**:** 122
Other Notes: The First Wood Spider's bite is venomous. It functions as a wood spider's bite (see **Exalted**, p. 297) save that the difficulty of the Stamina + Resistance roll to avoid poisoning is 5.
The sting of the Willow Ichneumon replaces its bite and infects the victim with the Essence of wood. The victim's player must make a successful Stamina + Endurance roll each hour thereafter, or the character takes one level of unsoakable lethal damage as his muscles turn to wood and leaves and twigs burst from his flesh. Exalted can halt the progress of this disease by achieving three successes on the Stamina + Endurance roll. For mortals, the process continues until their last health level is gone. Those who "die" from this infection normally become nonsentient, immobile trees. If the relevant player succeeds at a difficulty 2 Conviction roll, the character can instead cling to life as a wood-elemental God-Blooded. All previous Traits remain intact save those specific to the Exalted (such as Charms, Abyssal resonance, Sidereal colleges and so forth) — those cannot be sustained, as the Exaltation has fled. In addition, the character gains the Dematerialize Charm and an elemental power of his choice.
The Shapeless Tangle is peculiarly unattached to its physiology. Damage done to it by ordinary attacks is undone immediately by new growth deep within the tangle. Artifact weapons, non-vegetable poisons, fire and stunts that do particularly brutal damage overcome this restriction and inflict lasting harm.

Task-Based Summoning

Demons and elementals summoned to perform a task resemble machines more than slaves. Sorcery imposes a fundamental loyalty upon them, not to the sorcerer, but to their duties. Their task becomes an obsession. Once the sorcerous binding falls upon the creature's will, the sorcerer can do little to influence it, nor is such influence necessary. The spirit performs as it performs, with the graces and foibles natural to its character.

Licensing and Permissions

On the Blessed Isle, maintaining a demonologist's license imposes a yearly cost of 4 minae (Resources •••). When first obtaining such a license, and for any renewal after a lapse of one year or more, the sorcerer must demonstrate an appropriate mastery of occult lore and knowledge of his practical responsibilities to an officer of the White Registry (see **Exalted: The Dragon-Blooded**, p. 143). Such a demonstration usually requires Lore •, Occult ••• and study of the relevant laws. Licensed demonologists may take apprentices. An "apprentice's license" costs 1 mina (Resources ••). Apprentices do not need to prove their worth to the White Registry, but the demonologist takes secondary responsibility for any damage wrought by an apprentice's mistakes.

Licensed demonologists have no responsibility for minor vandalism or mischief committed by their demon servants. More specifically, the license reduces the civic burden of each such crime by an obol (Resources •). If damages plus the cost of any investigation are less than this "obol exemption," the sorcerer pays nothing. If the summoned monsters wreak more significant damage or start eating people, this can lead to a hit on the sorcerer's pocket book. Only if the demons begin killing Dragon-Blooded, slaying significant numbers of patricians or destroying more property than the demonologist can afford to replace is there a risk of license loss, and the matter does not become a criminal offence unless the sorcerer is also negligent, malicious or a Yozi slave.

Demon laborers working on public works and large enterprises must, by law, be insured with the Scarlet Throne. Insuring demon labor is expensive — typically, a Resources •••• expense per nine months covers a demonologist and one or two apprentices, while a Resources ••••• expense protects a major enterprise for that amount of time. The exact costs vary.

Bound demons are considered the property of the summoner, usually valued at 1 shekel (Resources ••). If a demonic labor force causes too much trouble for Immaculate temples or Dynastic residences near the work site, it may end up mysteriously killed or blatantly executed. Even if the killer reimburses the owner — either at a later time or with a "demon shekel" tossed onto each corpse — most summoners find such a resolution dissatisfying. Accordingly, a sorcerer wishing to practice demonology does well

to cultivate good relations with his neighbors and to reasonably address any of their concerns.

Elementalist Licenses

A demonologist's license includes permission to summon elementals. The Celestial Hierarchy may look upon elemental summoning with some disfavor, but Dragon-Blooded society considers it more benign. Properly bound elementals coexist more pleasantly with people than properly bound demons do, and elementals who break free often cause less trouble.

A sorcerer can obtain a restricted license, suitable only for summoning elementals. The requirements are substantially identical, but the test is a cursory matter of a few questions rather than a serious investigation of worth. More importantly, an elementalist's license attracts fewer rumors of diabolism.

A sorcerer may also wish to negotiate elemental-summoning rights with the Celestial Hierarchy or one of the elemental courts. A resident of Yu-Shan vouching for the sorcerer's actions can smooth over the consequences of mildly mistreating summoned elementals. A direct superior of the elemental in question can sign away its rights entirely. The pride of the participants rarely permits Dragon-Blooded to make the appropriate negotiations with Yu-Shan, but many Great Houses have made alliances with powerful elementals. These alliances can force a low-ranking elemental to serve — though without the loyalty sorcery would enforce — even if the sorcerer loses the summoning contest.

Outside of the Realm

In the regions of the Threshold that properly honor the Realm, a demonologist's license carries weight. If a licensed sorcerer causes great trouble, it is a mild blemish on the Realm's reputation, worth concealing behind a political ointment of jade. If an unlicensed sorcerer wreaks havoc on a Threshold kingdom, imperial representatives can politely ask why the local authorities "permitted" an unlicensed and unworthy sorcerer to call forth monsters — admitting that they dared not impede an Exalt's activities does not strengthen the aggrieved party's negotiating position.

Relatively few demons or elementals have no skill in combat — even demonic courtesans compare favorably to elite troops. Those who summon demons or elementals in Nexus must ration themselves strictly, lest the Council of Entities judge their collection a private army.

Planning

Before beginning to call forth servitors, a sorcerer must plan out the project. If it a work of artifice, see Chapter Two of this book. If it is a Manse, then see Chapter Three of this book. Military efforts generally involve an Intelligence + Craft (War) Ability roll. If no obvious alternative exists, an Intelligence + Occult roll governs appropriate demon and elemental selection and management in general. This roll is an extended one.

As described on pages 245-246 of **Exalted**, the player can roll for his character indefinitely. However, each additional roll requires more time. A simple project begins with a roll every few days, then every few weeks, then every few months as the sorcerer refines the plan. A more complex project may begin with months of planning between rolls and scale quickly upward to decades. If the sorcerer wishes, he can delegate planning to an appropriate demon or elemental. For simplicity's sake, this gives three immediate successes and one additional success to each of the next seven planning cycles.

Planning successes generally determine the overall quality of the outcome. The Storyteller may set a minimum number of accumulated successes for the project to succeed at all or may compare them against the tactical or strategic planning successes of an intelligent opposition. If the sorcerer wishes a solid plan to mean something more than "doing well" — such as developing a military plan that needs many fewer demons than one would expect or a style of architectural construction sure to win the heart of the dashing Dynast lad who lives in sight of its towers — it requires a good stunt. The player can also earn stunt dice toward the basic extended roll's success with clever annotations to the plan or with impressive descriptions of the demons (or elementals) and their labor.

Part of every developed plan is a measure of the project's Scope. Scope defines the appropriate number of servitors for the task.

Project Scope

Scope	Servitor Complement
•	One demon or elemental
••	Pack (3-5 demons or elementals)
•••	Mob (15-20 summoned workers, 1-5 summoned taskmasters)
••••	Horde (80-120 summoned workers or varying species or types, 20-25 summoned taskmasters, 1-5 summoned or assigned leaders and savants)
•••••	Army (1,000 demons or elementals and an appropriate administrative hierarchy)

Every task suitable for demonic or elemental labor comes with a natural Scope. Individual plans for addressing that task also have a Scope. Even the most breathtakingly brilliant or astonishingly idiotic plans typically have a Scope within one dot of the basic task requirements.

When the labor pool equals the Scope of the plan, summoned servitors proceed efficiently. Normally, a First Circle demon or an Essence •• to •••• elemental does the work of three skilled mortals or one heroic expert.

A labor pool of (Scope + 1) can generally apply itself to the plan with minimal inefficiency — the extra servitors halve the time requirement or somewhat increase the

quality of the outcome. Beyond that point, additional laborers offer no further benefit.

A labor pool of (Scope - 1) has a dramatically negative impact. The task takes roughly 10 times as long as it ought or yields noticeably shoddy results. One demon doing the work of five is more than five times' slower, and corners are invariably cut.

A labor pool of (Scope - 2) or less is essentially nonfunctional. A lone First Circle demon struggling to construct a Manse may one day complete the task, but not within the duration of a typical series. A pack of war demons sent against a Fair Folk army is little more than a nuisance. On rare occasions, task-bound demons and elementals use inspired stunts and tactics to exceed their limitations, but a sorcerer can't rely on it.

Summoning

After completing her plans, the sorcerer begins the summoning. The standard grueling approach calls forth a new demon or elemental each night that the sorcerer has the strength for it. She calls forth a never-ending wave of servitors who throw themselves against the job at hand.

Mass Summoning Rules

The Storyteller can use the following rules for mass demon and elemental summoning. They are only suitable for projects of Scope •• or more and are most appropriate when the sorcerer either pursues Scope •• projects on a regular basis or wishes to summon servitors for a project of Scope •••.

For large-scale summoning projects, the servitors do not contest the summoner's will individually. Instead, the Storyteller rolls 10 dice — once — for the labor pool in a contest against the sorcerer's Willpower + Essence. He may add the Scope of the project as automatic successes. The sorcerer can reduce the opposing dice pool by spending Essence, as usual, but must spend this Essence on every summoning. The sorcerer cannot normally spend Willpower or use nonpermanent Charms on this roll. Each net success the demons or elementals achieve, over and above the sorcerer's successes, results in one "incident" — a scene or story wherein something goes horribly wrong.

If mass summoning is rare in the series, then the Storyteller can assume that most dangerous incidents consist of nothing more than a demon or elemental breaking free and attacking the weakened sorcerer. In games where summoning is frequent and constant combat with demon servitors uninteresting, the Storyteller can diversify — a summoned creature might escape, plaguing the local region; a demon may pretend falsely to submit and then strike subtly against the character; the character, particularly on a botch, might unintentionally call forth a hostile Second Circle demon; an elemental may suffer some kind of magical backlash during the summoning and complain to its superiors; or some external force could take undue interest, interrupting while the summoning takes place.

Time Requirements for Mass Summoning

The following time estimates assume that the sorcerer fails reasonably often to bind the summoned demon or elemental but succeeds — except on the occasions of an incident — at banishing or efficiently killing the thing called forth.

Scope	Sorcerer-Days Spent Summoning
•	N/A
••	Six days
•••	30 days
••••	180 days
•••••	1,800 days

Yozi Possession

As noted on page 91 of **Games of Divinity**, the Yozis can possess a given First Circle demon for up to a minute in any given day. They can destroy it by possessing it for one turn longer. Thus, no binding truly protects the sorcerer from betrayal, and the Yozis can abort any task to which sorcerers set the Demon Princes' children.

The sorcerer's primary protection against this practice lies in the mindset of the Yozis themselves. For a Yozi, squeezing its consciousness into a demon — even a Third Circle demon, much less a lowly First Circle servitor — is difficult, demeaning and a poor use of time. On some level, though such petty concerns scarcely register on the Yozi consciousness, it is even painful. The Yozis do not disregard the opportunity that possessing summoned demons represents, but they consider it a tool for materially advancing their plans in Creation — not for indulging fits of pique and spawning cautionary tales. Accordingly, a sorcerer has more reason to fear her servants tweaking their work in minor ways to advance the Yozis' cause than to worry that her summoned demons will go berserk for a minute every day. Only if the Yozis become desperate will they actively interfere with the use of summoning. Though it is unprecedented in the Age of Sorrows, history proves that Exalts have the raw potential to individually threaten the Yozis and their plans.

There are no known methods to conceal a demon summoning from the Yozis, although, with First Circle demons, the metaphysical possibility exists. A Yozi instantly knows if a sorcerer calls one of its Third Circle souls to Creation. For First and Second Circle demons, it must consciously check the status of its bindings. The Ebon Dragon contemplates these matters near-continuously, while the other Yozis give it attention on rare occasions.

Early Stages

Demons and elementals bound to a task obsess about it. It drives them. Their ability to stall is, therefore, limited. This can prove problematic when the task in question involves risk — as when the sorcerer wishes to overwhelm an army or to construct a city in Fair Folk infested lands. Summoned creatures, unhappy though the idea of their deaths might make them, have the tendency to force their way out of the sorcerer's home and set immediately to work.

In this kind of situation, a labor pool of (Scope - 2) or less usually suffers a counterproductive level of attrition. Hostile conditions or enemies pick off the arriving demons or elementals faster than the sorcerer can summon them.

A labor pool of (Scope - 1) generally suffers serious attrition. Assuming that the sorcerer has a decent plan and can convey it to the servitors in one way or another, the sorcerer can summon new servitors more quickly than the old ones die — but depending on the level of the danger, it may slow the accumulation anywhere from "slightly" to "tenfold."

A labor pool of appropriate Scope can still suffer casualties. This attrition is, however, accounted for in the project plan and is unlikely to prevent success.

In less dangerous situations, the Storyteller can instead consider a labor pool of (Scope - 2) inadequate to protect itself from environmental threats. Therefore, servitors die at some fixed rate, which may or may not be comparable to the rate of summoning. At (Scope - 1), the mortality rate diminishes to the point where the sorcerer can assume it already factored into his plan.

Sorcerers have two traditional options if they wish to keep their entire force from throwing itself, one servitor at a time, onto the spears of a hostile army. The first is confinement. Immediately after giving a demon or elemental its task, the sorcerer (possibly with the aid of his Circle or demon enforcers) chains it up so it cannot set to work. This makes the sorcerer an active obstacle to the creature's plans and, while he pursues this policy, a legitimate target for its wrath — but it allows the sorcerer to accumulate the nucleus of a fighting force. The second option is to actively protect the sorcerer's servants until they grow into a proper military. Human soldiers can die beside them, and Exalts can fight to protect them, until the sorcerer's horde is self-sustaining. A multistage plan can give some consideration to the tactics of this early phase of the project. Demon and elemental servitors may refuse to sit and wait, but many are intelligent enough to proceed cautiously while their forces are weak.

Under most circumstances, bound demons and elementals accept a sorcerer's guidance regarding how they should carry out a given task. Doing things the way the sorcerer wants them done is — to a certain degree — implicit in the basic task description. Elementals and demons therefore follow the sorcerer's orders when they lead in a reasonably obvious fashion toward progress on the task. Obstructive or irrelevant orders ("wait here for a few days," "stop spinning towers of brass and fire," "don't eat my cat," "detour and destroy that town") are ignored, however, and on rare occasions, an arrogant servitor may decide its own plans better suit the task than the sorcerer's.

To provide the relevant guidance, the sorcerer's player makes another extended roll — Intelligence + Craft for construction, Intelligence + Occult for general tasks and Intelligence + Presence or Intelligence + Craft (War) for military command. Again, the player can roll repeatedly, with the time interval between rolls increasing as the project progresses. When telling stories related to the project, the Storyteller should keep the accumulated successes in mind. When directing summoned workers, the sorcerer *can* run out of time on these rolls — they may "finish" the project before the Exalt considers it ready.

Task Execution

Demons and elementals cannot change their natures. No matter how brilliantly and precisely a sorcerer defines the task that sorcery sets them upon, spirits cannot and will not understand it as humans do. Orders cannot give them an intuitive understanding of human behavior. Sorcery cannot teach them a human aesthetic. Some have manners, self-discipline and artistic talent far exceeding the human norm. Others operate at the level of animals or insects. Some can build detailed mental models of human behavior. Others cannot even communicate. In all cases, however, the creature's approach to the world differs on a fundamental level from a human's. This gap never closes. Demons are once and forever creatures of Malfeas. Elementals are eternally the alien heirs of Oceku, Urwl, the Great Garda, Mindful Forest and the Wind Master.

For this reason, a sorcerer using summoned labor must resign himself — to an extent — to seeing the task accomplished in an inhuman fashion. He cannot instruct the blood-apes to build him "a light and airy spire of ivory and glass, beauteous to look upon." In the absence of precise blueprints, construction erymanthoi build dank and blood-stained gothic cathedrals, full of low dark alcoves into which one might drag a body and crunch its bones at night. It's just the sort of sound, homey design that the beasts, left to their own discretion, will create. Even less gruesome demons are equally inhuman, and demonically designed architecture generally encounters a certain social prejudice.

On behalf of the labor pool assigned to a given task, the Storyteller rolls to determine the hidden costs of that labor. For elemental-based labor, roll Scope in dice. Demon-based labor adds an additional die. Even on a failure, the servitor carries out its duties in its own characteristic fashion. Unless common sense dictates incipient disaster, however — as when one sends erymanthoi to conduct a delicate diplomatic mission or hopping puppeteers to tend a nursery — the results are essentially as the sorcerer desires.

A single success indicates the cosmetic influence of the demonic or elemental aesthetic on the results of the task. A wood elemental dancer set to performing upon an auditorium's stage might prefer slow twining to vigorous motion, occasionally stinging her partner with her thorns; a guardian monster could build a visible nest of bones in the sorcerer's yard; or an infernal lover summoned to tend to the sexual education of a scion of a royal line might teach unpleasant as well as traditional practices.

Two or more successes lead to active but minor difficulties. For example, the demon managing a stable might occasionally "thin the herd" to improve its vigor; the elemental maintaining an indoor river, hearing rain against the roof, might consider it proper to flood the river's banks; or an army sent to raze a Fair Folk encampment could destroy a Guild caravan trading with it.

Task Conclusion

Upon the conclusion of their task, demons step instantly from Creation into the Yozi Cecelyne and are no more of import to the world. Elementals are obscured from Creation, traveling the dragon lines for two hours to return to their place of origin. If their service reaches its natural limit — a year and a day — before they finish their task, the Storyteller may attempt a difficulty 3 Willpower roll for the elementals to abort this journey and remain where they are.

Generally, a sorcerer need not worry about task conclusion. Bound elementals and demons work loyally. Once they have the critical mass necessary to follow the sorcerer's plan, the task accomplishes itself.

Denouement

Once the primary task is complete, the sorcerer can begin the cleanup job. He must secure and garrison beachheads constructed by servitors. He must soothe the jangled nerves of allies traumatized by the nearby use of demons. He must effect any necessary changes to make the final work desirable: mucking out areas frequented by erymanthoi, removing unwanted architectural frills and so forth. In most cases, a handful of additional servitors handle the nastier cleaning jobs; the sorcerer can begin summoning discreet cleanup crew as soon as the main labor pool is complete. Regardless, the sorcerer should still survey the results and adjust them to his taste.

Limit Profiles

The terms of service for a demon or elemental bound directly to the sorcerer differ dramatically. To serve well, it must interpret its orders and the situations in which it finds itself with discretion. Rather than assuming that a summoned creature can rationally interpret the spirit of its orders, the spell imposes loyalty directly to the sorcerer

herself. This loyalty guides how it interprets the letter of the sorcerer's commands.

This creation of a personal relationship between servitor and sorcerer allows for greater friction than a task-based relationship creates. In the creature's eyes, it is simultaneously vassal and slave — as close to the sorcerer as a lover, yet bound and controlled in a way that degrades any esteem the sorcerer may hold for the creature. The more the servitor confronts this contradiction, the more erratic its behavior.

The relationship between the sorcerer and her sorcerously bound vassal-slaves uses the Limit system. Sorcery is like a piton driven into the cracks of the creature's soul. Under stress, the weakness exploited to bind the creature spreads through its soul until it becomes a consuming passion.

Limit Rules

Each summoned creature has a Limit condition. The major conditions are based on a Virtue. For demons, this Virtue must be 3 or more. For elementals, unless otherwise noted, the Virtue must be 3 or *less*. More unusual conditions draw on other Traits.

When it experiences its Limit condition, roll the creature's relevant Virtue or Trait. Each success adds one point of Limit.

A sorcerer can generally reduce a summoned creature's Limit in some fashion. The amount of effort required and the amount of Limit reduced are not typically predictable, although a successful Limit-reducing stunt lowers Limit by at least one point per stunt die, to a minimum of 0.

When a summoned creature reaches Limit 10, it suffers a Limit Break. Sorcery-fueled madness consumes it for a time. Then, it reverts to normal, with its Limit reset to 0. It gains Willpower from a Limit Break in the same fashion as a Solar Exalt.

The pattern of a creature's reactions as it gains Limit is its Limit profile. Sorcerers who learn demon summoning from a comprehensive source or who have access to the plates of *The Abscissic Guide* can summon demons with one of the 10 weaknesses and accompanying Limit profiles below. Others must be created by the Storyteller and discovered by the sorcerer from manuals or from experience.

Sorcerers can summon demons with specific Limit profiles but cannot summon demons with specific Limit Breaks. The Storyteller can create additional Limit Breaks for the profiles below. In general, Limit Breaks inspire the demon to twist its orders and circumvent its servitude. In the worst case, a Limit Break can damage the sorcerous binding and give the demon limited freedom of action. From the sorcerer's perspective, the more beneficial Limit profiles tend to have nastier Limit Breaks.

Why Limit?

Any demons or elementals who accompany the character for any length of time — where one measures "length" in sessions of play and not game days — inevitably transform from sorcerous furniture into minor characters. These rules are intended to make a demon or elemental's foibles strong enough to express their basic alien nature and create both plot hooks and risk, while making them predictable enough that the spells remain primarily beneficial.

The Courtesan

She sprawls in a pool of crimson silk and ichor. She is in dishabille, and her diaphanous clothing scarcely conceals her form. Her spines and tendrils are relaxed. She is sated. Blood trickles from the corner of her mouth. Behind her is the symbol of the serpent, etched against the void in the colors of cold starlight and the rough strokes of chalk. In the corner of the card, one can see a harp; it plays the note of E.

Weakness

A courtesan's spiritual weakness is *degradation*. Summoned courtesans do not place a value on the integrity of the self. They willingly abuse their bodies, minds and souls to achieve whatever goal they aim themselves toward. Their primary motivation is duty — the greater glory of the

Yozis, for demons, and of the Celestial Hierarchy, for elementals. Their secondary goal is control over the situations in which they find themselves.

In the contest of wills, a sorcerer plays against this weakness with implications that the courtesan loses nothing from its slavery. The sorcerer hints at opportunities to serve the courtesan's masters in the mortal world, subtly indicates weaknesses in character that will allow a clever courtesan to dominate its master, reminds the creature that it already exists in a state of imprisonment or servitude or lavishly promises a position of favor.

Limit Conditions

Roll to increase courtesans' Limit whenever they feel the sting of powerlessness. This is a Temperance Flaw.

Low Limit: 0-3

At low Limit levels, a courtesan lives to please its master. From self-degrading service, it receives confidence in its power. It believes — rightly or wrongly — that it holds a place of value at its master's side. This does not mitigate its slavery or any underlying anger it feels, but pragmatically, it affects devotion in order to survive the situation in which it finds itself.

Medium Limit: 4-6

As a courtesan's Limit increases, it begins to doubt that its degradation bears fruit. It begins an active quest to become necessary. It does not suffice that the master indulge himself with the courtesan — the creature must be addictive, indispensable, a requirement for existence. If it can obtain power over its master, it does so. It uses that power not to undermine its master's interests — it is, after all, bound to loyal service — but to ensure that it knows the details of its master's life and participates in the achievement of its master's goals.

High Limit: 7-9

A courtesan with a high Limit generally believes that its master has no interest in its goals. In the absence of control, it must forge its own. It therefore begins enacting its own agenda, constricted by the fundamental constraints of its loyalties. This generally involves the conception and execution of plans that either superficially or profoundly advance the master's life, often in a fashion that elevates the courtesan and at a cost that the master might not have willingly paid. The demon or elemental is a fractious and obdurate ally.

Limit Break

Fury of the Scorned: On hitting their Limit Break, some courtesans seek to teach their masters what their suffering is like. Their minds harden with new purpose. They watch always for an opportunity to place their masters in positions of utter helplessness, dependence or humiliation. They cannot disobey direct orders, but they can twist them. At the first such opportunity, they strike. The creature suffering Limit Break longs to impose one day of suffering for each dot of Temperance it possesses. However, "loyal service" may force it to cut its revenge short — as when a paralyzed master's enemies attack and it must release him. Conversely, a courtesan may be able to justify a sufficiently minor punishment on an indefinite basis: If the master can no longer achieve intimacy with other individuals and does not know the servitor is to blame, where is the harm?

Lash of Self-Hatred: On hitting its Limit Break, the courtesan discards all sense of empowerment. Its will is broken. It becomes listless. Even when driven by direct orders, it cannot spend Willpower or engage in creative activities. There is one exception: If the relevant action offers the creature the potential to do itself harm, it takes the task up with a will. This state lasts one month for each dot of Temperance the servitor possesses.

Reducing Limit

A sorcerer can reduce a courtesan's Limit with indications that it has a vital role in his life. These indications may include direct involvement in his plans, gifts, apparently sincere flattery, sharing of information and so forth.

Practical Management

Two traditional methods for managing demonic courtesans exist. The first is welcoming them wholeheartedly into one's life. Magic binds their heart and mind. Their loyalty is absolute. Treating them as trustworthy adjutants involves only one small risk: that they will experience the sting of helplessness at others' hands, raising their Limit to the point where they must grasp for control of their master's life.

Certain sorcerers instead ruthlessly ignore their courtesans' mindset, fencing them in with orders and assuming that, in good time, their minds will snap. If they give their courtesans no opportunities for power, they reason, then their hunger for power poses no threat. A courtesan that suffers the Lash of Self-Hatred is boring but "safe," while the frustration of those that fall into the Fury of the Scorned makes them interesting and amusing toys.

Demon Courtesans

When he calls forth a literal courtesan, a wise sorcerer summons a neomah — neomah exist for no purpose other than erotic and procreative gratification. For more general entertainment, the angyalkae — the harpists of Malfeas — are talented and easily bound. The 10-bodied decanthropes can serve certain perverted needs well and also have skill at performance.

Elemental Courtesans

While demonic courtesans rely on Temperance to restrain their hatred, most elemental courtesans are fluttery creatures who degrade themselves as much from

self-indulgence as self-hatred. Nymphs and fire butterflies are the standard summoned courtesans, although water children often observe this Limit Profile. Sorcerers wishing to admire captive strength sometimes call forth thunderbirds and jokun as their courtesans.

The Ecstatic

He dances on a black-paneled and gold-seamed floor. His eyes reflect green sunlight. Far behind him, one can see courtiers, a throne and a withered king slouched upon it. In a cavernous space beneath the floor, one can barely see starving, twisted beggars, twined together like larvae. His foot has come down. The floor is cracking. His chest gapes open beneath his shirt, and he has no heart.

Weakness

The ecstatic's weakness is *love*. Its heart is open to the things of Creation, and it can be struck with love for them. Though neither demons nor elementals love as mortals do, their love is no less strong.

One aspect of the capacity for love is something unfulfilled in the entity's heart that love can answer. In the summoning contest, the sorcerer exposes that weakness, grinds her heel against the creature's emptiness, grief and incompleteness and then hints — ever so subtly — that existence as the sorcerer's servant allows opportunities to fill that void.

Limit Conditions

Roll to increase the ecstatic's Limit whenever the creature witnesses others fulfilling or attempting to fulfill great passions. This is a Compassion Flaw, rolled, at most, once per scene.

Low Limit: 0-3

The ecstatic bides. Its service is empty, but honest.

Medium Limit: 4-6

The creature is driven to pursue the completion of its nature and find the soul or activity that will bind its heart. The world around it manifests an intensifying level of its demonic or elemental Essence — for demons, this usually manifests as minor misfortunes for others.

High Limit: 7-9

The creature's nature is in the ascendance; it approaches its culmination. In a demon's presence, failures become botches. An elemental causes significant, often damaging, quixotic elemental phenomena. The effects for high-Essence demons and elementals are even more extreme.

Limit Break

Love: On reaching its Limit Break, or shortly thereafter, the creature finds love. There is little more terrifying than a demon's love, which, by its own force, can warp a

mortal's Essence and threaten an Exalt's integrity of spirit. The alien and unbending love of an elemental is only marginally kinder. For the creature's Compassion in days, not even the sorcerer's orders can keep the creature from expressing its newfound devotion — save that it cannot do bodily harm to the sorcerer, whether out of love for her or to protect its love from her.

Shattered Heart: The time is not right. For an elemental, neither Venus nor Saturn endorses it finding love at this time. For a demon, the horrid eon of its promised culmination has not yet come. The creature becomes empty for a number of months equal to its Compassion, suffering +1 to the difficulty of all rolls.

Reducing Limit

A sorcerer can reduce an ecstatic's Limit by forcing it to spend time in isolation from all other creatures.

Practical Management

Most sorcerers summon ecstatics when they feel they can profit from the side effects — when a pocketful of bad luck or elemental radiance is worth more good to them than ill. An ecstatic also makes a fine choice for creatures kept in reserve — while they reach their Limit Break quickly when they spend a story in an Exalt's company, they remain elegantly reliable up to that point. Ecstatics are, therefore, fine demons to keep in featureless cubical cells beneath one's fortress, activating them only when their strengths are necessary.

Demon Ecstatics

There are few demon races who reliably qualify as ecstatics. The vulnerability to love is rare in Malfeas. Some angyalkae, neomah and sesseljae have this flaw, and there are a small handful of potential ecstatics available from most of the other demonic races.

This profile applies to the Second Circle demons Gervesin and Mara.

Elemental Ecstatics

In elementals, the ecstatic Limit profile indicates not simply a weakness for love, but that that weakness stands out in its soul. The creature's empathy for the world around it runs at such a low ebb that falling in love reshapes its nature. For elementals, this profile is usually the province of monsters — black tar vortices, wood spiders, garda birds, brine curs and the like. Such creatures, for all their potential vulnerability, rarely find love or even vague warmth of emotion unless some sorcerer opens the door by playing sorcerously upon this weakness.

The Functionary

She half-kneels, sitting on one knee and one foot. A lesser demon, shapeless, sprawls before her. She is writing on its back with a bone-handled brush: In the calligraphy of the Old Realm, it reads "THE PRESENT." Mirrors surround them on every side, marked with numbers from 5 to 19. Her hair is bound back. She wears vermilion robes. She is gagged, and her eyes have been put out.

Weakness

A functionary's weakness is its *obsession*. So intent is it upon a certain ritual activity or gratification that it scarcely notices the sorcerous summons. It does not truly live in Creation or Malfeas. Its environment is the space of its duties, laid out within its mind.

In the contest of wills, the sorcerer encourages the functionary's focus, so that it cannot gather its resources for defiance. Its nagging obsession, fueled directly by sorcery and indirectly by the sorcerer echoing elements of the creature's activities within the summoning chamber, distracts it from its rage at the seizing of its mind.

Limit Conditions

Roll to increase the functionaries' Limit when other duties or the situation at hand interfere with their obsession. This is a Compassion Flaw, rolled, at most, once per scene.

Low Limit: 0-3

The functionary's mind eternally echoes the process or continuously embraces the desire that obsesses it. The security this gives allows it the mental resources for other activities.

Medium Limit: 4-6

The functionary continually suffers a mild, sourceless panic. Its ability to satisfy its obsession is impaired. It cannot effectively concentrate on other tasks, suffering a +1 difficulty penalty on rolls unrelated to its obsession or to survival. Its natural aesthetic colors its activities to a greater extent.

High Limit: 7-9

The functionary suffers significant distress and a +2 difficulty penalty on all rolls unrelated to its obsession. It may plead incoherently with the sorcerer, or it may nurture a grievance. However, even if a desire for revenge takes root, the creature suffers the penalty when implementing it. It performs its fundamental task in the alien fashion of its kind rather than that appropriate to an Exalt's servant.

Limit Break

Absolute Obsession: The creature cannot act outside of its core function. For its Compassion in days, it regains no Essence, it regains no Willpower, it takes a +4 difficulty penalty on all tasks unrelated to its obsession, and if the sorcerer does not wish it to indulge its function, the sorcerer must remind it of this on an hourly basis. It cannot practically communicate, and it loses one health level per day.

Compassionate Gift: On hitting its Limit Break, the creature conceives of an ultimate service. It drives itself to

manifest its duty on a grand and unprecedented scale — as when a neomah constructs a monstrous child for its master, of a like neither imagined or desired before in Creation. The result is more of a curse than a blessing, but it has aspects of both. The creature spends up to its Compassion in months working on its gift.

Reducing Limit

The sorcerer can reduce the functionary's Limit by giving it a significant span of time (5-10 days) to mix relaxation with progress on its function. Creatures with limited time sense may only need a day or two.

Practical Management

Managing functionaries is straightforward: Keep them focused on their appropriate goal, and they provide little in the way of trouble. Screening out distractions preserves the limited flexibility of their mindset for understanding how the sorcerer's desires differ from the equivalent requests for service in the outskirts of Creation or the Demon City.

Demon Functionaries

The standard demonic functionaries are the angyalkae, the neomah and the sesseljae. The function of the angyalkae is to play the flow of Time as a harp; the function of the neomah is to slake others' lusts and assemble strange composite children from pieces of their bodies; the function of the sesseljae is to heal and purge fleshy impurities.

This profile applies to the Second Circle demon Makarios, whose function is to bargain for dreams.

Elemental Functionaries

While demon functionaries perform their function as the closest exercise to generosity their closed spirits can possess, elementals focus on their function in the absence of empathy for the remainder of Creation. Artisans are commonly summoned as functionaries, as are mercury ants, sandpipers, wind makers and water children.

The Horror

It rests, curled, within an unsavory nest. It licks one insectile claw. It leans its weight on the soft, warm viscera of its victims. Its eyes are black. Behind it, three men in tragedian masks gesture. It does not see them. The night sky above shows not stars, but great blotches of fire.

Weakness

A horror's spiritual weakness is *delusion*. Unwilling or unable to understand the difference between Creation and Malfeas, a demonic horror transfers its vague instinctive loyalty to the Yozis to the sorcerer, never really acknowledging that its existence has moved to a different context.

In the contest of wills, the sorcerer fills her words and actions with the overtones of the Yozis. As it stands in the ritual circle, lost in confusion, she feeds it a comfortable lie

— that the warm Unconquered Sun is only a dream-distorted view of the mad green sun of Malfeas, that her hands are not so much soft flesh as claws, that the Exalted will that beats at its mind is nothing more than a variation on the demons of the Third Circle, Unquestionable, who rule in the Demon City's reach.

Limit Conditions

Roll to increase horrors' Limit when they encounter the three conditions most unnatural in Malfeas: silence without death, power without ambition and love without pain. This is a Conviction Flaw. The demon must have an Intelligence, Perception or Manipulation Trait of 1 or less. The other two can be higher.

Low Limit: 0-3

The horror is content. It interprets the Exalt's orders as the voice of its own instinct. It interprets the world around it as a bizarre and confusing district of Malfeas. So long as it can feed, all is well.

Medium Limit: 4-6

The light of the Unconquered Sun… disturbing! Fearsome! The horror shuns it. People… do not behave properly. They should be shredded, and there should be dancing in their internal organs to bring the world into proper alignment. That wall is not right. Scratching it will make it better. The horror still heeds the orders of the perfect godlike being that summoned it.

High Limit: 7-9

The horror knows something is deeply, horribly wrong. Its actions, in every fashion not constrained by its orders, become erratic and destructive. It will not venture out into the sunlight — even under orders — except to kill.

Limit Break

Autistic Paralysis: While suffering its Limit Break, whenever it is confronted with things unsuited to Malfeas — including such things as innocence, beauty, virtue and compassion, which exist there but in different or rarer forms — make a Conviction roll. On a success, it curls up in a whining, twitching hulk. Failure triggers a fight or flight reflex. Only the sorcerer and those protected by regularly reiterated orders are safe from direct assault. The creature's vulnerability lasts for its Conviction in days, after which time, it can safely encounter innocence and the like again.

Madness of Creation: On hitting its Limit Break, the creature recognizes Creation for what it "truly" is: a monstrous and painful world that is even now corrupting its master from a glorious Yozi-like state into a foul corpse riddled through with the maggoty rays of the Unconquered Sun. With a mad, fey awareness uncharacteristic to creatures of its limited mentality, it hunts down those things that most corrupt its master away from the darkness. This state also lasts for the creature's Conviction in days, save that the madness does not leave it until it has destroyed at least one thing that its master loved but did not issue sufficiently clear orders to protect.

Reducing Limit

The sorcerer can reduce the creature's Limit by assigning it time in a kennel or other environment deliberately designed to mimic Malfeas.

Practical Management

Cruel and peremptory treatment of summoned horrors is essentially obligatory. To coddle and love them is to reek of Creation. Horrors are best kept in artificial environments that approximate Malfeas. The prices necessary to reproduce such an environment range from a Resources • expense for a few touches of home to a Resources ••••• expense for a den that can cut Limit by a point every night.

Demon Horrors

The classic demon horrors are the amphelisiae, anuhles, bisclavarets, firmin, hopping puppeteers, passion morays, sesseljae and tomescu. All of these creatures have a mindset capable of suffering delusion. While sorcerers may call forth demons of these types with other weaknesses, all are suitable for life in a Malfeas-aspected grotto of the sorcerer's crafting. Erymanthoi whose bestial minds fall into active worship of the Yozis that surround them occasionally reach Conviction 3 and qualify for this profile.

Elemental Horrors

This profile applies only to demons.

The Hunter

He stands at a cliff, dressed in scarlet. There are three trees. He holds a long thin blade in his left hand, reversed. A small dog nips at his heels. The blade is through its throat. A wind blows up from the cliff. A noose hangs from one tree. A small jade harp, cracked, jangles on the ground behind him. He has no nose. He has no mouth. He is looking out of the page.

He can see you.

Weakness

The hunter's weakness is *restlessness*. The hunter grows unhappy when it cannot pursue a target. For most hunters, this involves stalking and either fetching or killing a living creature. For a few, it involves the pursuit of a more abstract goal — although, in every case, the hunter has no overall life's work, but rather, a series of achievable hunts to undertake.

In the contest of wills, the sorcerer uses this weakness against the hunter by distorting its experience of time. The madness the creature experiences as hours of subjective time drag by without the opportunity to act divert it from its struggle.

Limit Condition

Roll for a hunter to gain Limit when it's suffering enforced idleness. This is a Conviction Flaw.

Low Limit: 0-3

The hunter accepts its binding. It would rather stalk the sorcerer and bring her down, would love nothing more than to chase her for months of moonlit terror and then crunch her bones, but on balance, it can live with hunting the targets of her suggestion instead.

Medium Limit: 4-6

The hunter is frustrated. It no longer entirely trusts the sorcerer. It plans and, insofar as it can, executes tasks or hunts of its own in the moments between its other jobs. Any constraints imposed by its binding — such as reduced free time — simply increase the challenge of these hunts.

High Limit: 7-9

The hunter begins to see the binding as a challenge of its own. Its own loyalty becomes the most interesting of constraints. It actively desires a means to turn its talents against or upon the sorcerer without betraying her — perhaps it can convince the sorcerer to betray her own deepest principles, so that loyalty means killing her before she goes too far astray?

Limit Break

Fair Play: On hitting its Limit Break, the creature begins manufacturing its own challenges. It may encourage the sorcerer to pit it against creatures or projects at the limit of its ability; it may set itself formally against the sorcerer, first pretending that attempts to lower its Limit are successful; or if forced to perform inferior tasks, it handicaps itself to make the hunt more fun. This state lasts for its Conviction in months.

Madness of Shadows: On hitting its Limit Break, the creature begins to confuse targets for one another. For its Conviction in days, it hunts targets or performs tasks chosen in an essentially random fashion (although the Storyteller should make the choices interesting ones.) It is capable of inadvertently betraying the sorcerer by this hunt but not of harming her directly.

Reducing Limit

The sorcerer can reduce the creature's Limit by ensuring that it has a very successful hunt — although a petty hunt and a petty success thereon do nothing. Any time the creature is genuinely satisfied with the results of its endeavors, its Limit goes down.

Practical Management

Hunters are best employed by sorcerers with many projects to give them. If a sorcerer has a hit list, then summoning hunters to bring her the people from it is worthwhile. If she has a single enemy, calling forth a hunter to kill him may not be wise.

Demon Hunters

Demons summoned as hunter-killers include anuhles, bisclavarets, decanthropes, eristrufa, luminita, teodozjia and tomescu. Demons summoned as builders and creators using this Limit profile include firmin and hopping puppeteers. Amphelisiae, angyalkae, chrysogonae, gilmyne, perronele and sesseljae are poor fits for the role. These species are neither hunters nor builders by nature, and while individuals may have this Limit profile, the sorcerer cannot easily predict what kind of hunts the creatures will favor. A sorcerer can generally find sufficient tasks for a neomah or a passion moray to keep it occupied, but the obligation undertaken by summoning one forth as a hunter should be considered.

This profile applies to the Second Circle demons Alveua, Lucien and Zsofika.

Elemental Hunters

Where Conviction gives demons ruthless dedication to their sorcerously assigned tasks, elementals become hunters when willing to turn their talent to any hand. Common elemental hunter-killers include huruka, brine curs, terraserpents, wood spiders and need fires. Builders and creators include the wind makers and the artisans.

The Killer

She sits, cross-legged and dainty, atop a pile of bodies. The corpses face every direction. Each sprawls one arm toward you. She wears green. She is suckling at the corner of a bloody axe. Her face is content. Her shoes have long toes. Her hair is coarse, like spider legs, and in disarray. Behind her rise ivory pillars. A blue banner displays a stylized key ring with three keys. A dog chews at one of the bodies' feet.

Weakness

A killer's weakness is *lust*. It craves freedom from the circumstances of its life so that it can indulge its particular desires for blood, murder, sex, food, wine or corruption. To slake its desires, it will surrender even its freedom.

In the contest of wills, the sorcerer hints at the glorious pleasures the demon or elemental can earn in his service. He may promise specific rewards or may simply indicate that opportunities for indulgence exist.

Limit Conditions

Roll to increase killers' Limit when they are denied their characteristic pleasure. This is a Valor Flaw.

Low Limit: 0-3

The killer is satisfied with its lot. It obeys the sorcerer implicitly, seeing the sorcerer as the font from which treasures or opportunities come. The creature is on its best behavior.

Medium Limit: 4-6

Deprived of its pleasures, the killer becomes sullen and brooding. It takes small, petty revenges as expressions of displeasure, although the idea of seriously hurting its master would horrify it. Vandalism and crude behavior are common. In particular, the creature no longer interprets orders carefully — thus, a naturally decorous demon can be compelled to "refuse further mischief," but an erymanthus will begin defiling its environment unless the sorcerer carefully considers everything unfortunate that the creature might do.

High Limit: 7-9

Lean and desperate, the killer spends its life in a state of contained rage. Where is the mountain of flesh the sorcerer promised? The tables groaning with jade and slaves? The pleasure barges that are the creature's due? No longer trusting the sorcerer to provide, it angles fiercely to obtain its pleasures for itself.

Limit Break

Sorcerer as Target: On hitting its Limit Break, the killer targets the sorcerer. At the first opportunity its orders allow, it strikes out — seeking to slake its desire for death, blood, food, wine, sex or corruption using the master's flesh. It regains its senses after attacking for its Valor in turns or after successfully inflicting an injury of any magnitude.

Unstoppable Indulgence: On hitting its Limit Break, the creature enters an insatiable frenzy of greed. Its mind ceases to recognize anything save its desires. No longer understanding other purposes, it processes orders only in order to determine what pleasures they allow it to take. Told to build a castle, the killer builds it of corpses (or, depending on its characteristic greed, of the remains of gorged meals, of the concubines it sates itself upon (limbs removed to ensure immobility), of the emptied bottles of a stolen wine shipment and so forth.) Told to protect the sorcerer, the killer stands in confusion — how will this action get it the pleasures it must have? This state lasts for the creature's Valor in days.

Reducing Limit

Sorcerers can reduce a killer's Limit by feeding its fundamental hunger. The more lavish the indulgence, and the longer since it last indulged, the more Limit this feeding of the creature's lust removes.

Practical Management

Killers become unreliable primarily when refused. Many sorcerers lock them away where they face no temptations, releasing them for specific assignments and then rewarding them immediately thereafter. Others regularly gauge the mood of their killer slaves and — when they begin to turn desperate — fete their unusual tastes in a fashion that drains their hunger away and leaves them sated.

Demon Killers

The anuhles crave murder, and the erymanthoi blood. The firmin wish to build and decorate their nests. The gilmyne wish an audience capable of understanding their dances, and the hopping puppeteers desire to construct and reconstruct to their particular aesthetic. The luminita love nothing more than their hunt, while the neomah have a practical interest in gathering flesh for their experiments. The teodozjia lust after opportunities to spread their gospel.

This profile applies to the Second Circle demon Octavian, who hungers for conquest.

Elemental Killers

The killer profile is an exception to the general rule. Suitable elementals must, like demons, have a Valor of 3 or more. Heketa long for vengeance; vodonik, for the chance to drown others; the kri, for vengeance; thunderbirds, for flesh; and the storm serpents, for destruction. Many powerful elementals fit the killer profile.

The Slave

She shuffles across a great emptiness. She travels a bridge of human children, their legs and arms twisted together. She wears armor of iron, and the footprints she leaves behind her are full of blood and white splinters. In the sky behind her, a maggot-white dragon flies. Her face is a smooth round mask of skin into which a knife has carved the shapes of eyes, mouth and ears. In one hand, she holds a flute.

Weakness

The slave's weakness is *emptiness*. It does not hate. It does not love. It does not care. It is a mindless mechanism of the Yozis, the Celestial Hierarchy or whomever binds it to service. It can think, it can solve problems, it can even reason about emotions, but it has no self-awareness. Its fundamental selfhood hibernates, either because of the summoning sorcery or because of an innate flaw.

In the summoning contest, the creature cannot spend Willpower. The sorcerer need take no special action.

Limit Conditions

Roll for the slave to increase Limit when it is forced to care — specifically, when the results of a Virtue roll force it to act in a certain fashion (such as succeeding at a Compassion roll forced by a Compassion 3+ and being unable to spend Willpower to avoid action or failing a Valor roll when faced by a fear effect). This is a Temperance Flaw.

Low Limit: 0-3

Nothing tarnishes the slave's emptiness. Its spirit is a pure, clean void. It cannot spend Willpower. It has no sense of time.

Medium Limit: 4-6

The slave is troubled by memories or premonitions of a break in its oblivion. It still cannot spend Willpower. It begins to form impressions of the sorcerer and those around it. It has a marginal sense of time.

High Limit: 7-9

The slave struggles to remain absent, with some success. It spends Willpower when its orders so dictate or when doing so helps it suppress an emotion-fueled reaction. It has rudimentary and well-suppressed emotions.

Limit Break

Flare of Rebellion: On hitting its Limit Break, the creature acquires a burning anger for the sorcerer who owns it. Sometime in the next lunar month, the creature can spend up to its Temperance in turns (or, if out of combat, in minutes) actively undermining the sorcerer, in defiance of orders and loyalty alike. At the conclusion of that period, sorcery entirely obliterates the creature's nascent selfhood, and it falls back to the emptiness.

New Self: On hitting its Limit Break, the creature snaps free from the void and becomes its true self. The sorcerer must engage it in a new contest of wills immediately and may do so even if the creature is far away. If the sorcerer declines to focus on the contest, the creature wins by default. Even if the sorcerer triumphs, the creature adopts a new and unknown Limit profile upon its renewed enslavement.

Reducing Limit

A slave's Limit can only be reduced by means of its Limit Break.

Practical Management

Traditionally, sorcerers consider it humane to kill a demonic slave or release an elemental slave when its Limit grows high. Fortunately, this does not happen often.

Demon Slaves

Sorcerers commonly impose blankness upon, or find it within, the hearts of angyalkae, chrysogonae, decanthropes, metody, neomah and tomescu. This does not generally harm an angyalka or a neomah's performance, but it much diminishes the artistic skills of a decanthrope and the social abilities of a chrysogona.

This profile currently applies to the Second Circle demon Stanewald.

Elemental Slaves

Elementals with low Temperance, lacking the power to cast Essence-fueled emptiness from their minds, fall victim to this profile. Nymphs, fire butterflies, black tar vortices and storm serpents are the most vulnerable, followed by the thunderbirds.

The Vizier

He stands on a blood pentagram in layered purple robes. He holds a book in one hand and a back-curving knife, point down, in the other. Behind him, an endless hallway extends, littered with bones and lit by the crescent moon. His eyes burn

with ghastly fervor. His horns arch back. A severed hand twitches near his feet, fingertips in a puddle of water.

Weakness

A demon vizier's spiritual weakness is *the desire to own*. Its hunger to seduce mortal souls to darkness is its driving passion. Opportunities to corrupt the sorcerer or others to the Yozis' service override the demon's judgment, risking its own interests.

In the contest of wills, a sorcerer makes herself a tempting target. She speaks of her great power, as if to intimidate the demon, but couches it in terms of mortal authority. She strains at the summoning, as if her will is weak. She makes demands that the demon advise her in its many secrets or otherwise explains its duties in a fashion that indicate potential for long-term interaction. A vizier becomes desperate if it imagines itself exiled to guard an empty tomb and gluttonously content if it believes it shall spend its life in the sorcerer's close company.

Limit Conditions

Roll to increase viziers' Limit when they spend five days without mortal company or when a primary target for their demonic subversion ignores their words entirely. This relies on subjective judgment — if the target shuts the demon's words out or orders its silence because she fears its growing influence on her soul, this is palatable. If she airily ignores the attempted corruption, the demon slowly goes mad. This is a Conviction Flaw, and it requires Intelligence and Manipulation scores of 2 or higher.

Low Limit: 0-3

At low Limit levels, the demon feels utter confidence that it will, in time, claim the sorcerer's soul. This contents it and makes it eager to serve — after all, the more useful it is, the more the sorcerer can appreciate the power that the Yozis offer. It proselytizes evil and the way of the Yozis in a perfunctory fashion.

Medium Limit: 4-6

As a vizier's Limit increases, it begins a concentrated study of its master's psychological weaknesses, targeting them for subversion. It may subtly arrange circumstances so that defiance of Heaven and betrayal of mortal ties is the simplest way out of the sorcerer's various dilemmas. It is still utterly reliable in its service, but its advice is slanted and its actions directed toward corruption.

High Limit: 7-9

Not even a high Limit clouds the loyalty the vizier feels — but surely, turning to the Yozis' service and becoming an Infernal Exalt would serve the master's interests best? Such certainty eventually skews the vizier's expressions of loyalty. Tasks that would distance its master from the darkness are handled slowly and sloppily or are directly undermined. The vizier branches out, working to subvert all those around its master to the way of the Yozis or to use them as tools in the ultimate corruption of its master.

Limit Break

Body Hunger: On hitting its Limit Break, the demon abandons subtlety. A hard gleam enters its eyes. It will pursue any ongoing attempts at corruption as long as they show progress. If these existing options close before it achieves a magnificent success, it snaps. Unable to steal souls for Malfeas, it hungers for flesh and begins a rampage of destruction and murder. Once begun, this rampage lasts one hour for each dot of Conviction, plus any additional time the demon's orders actively frustrate its desire to maim, ruin and kill.

Cruel Measures: The demon knows that the true measure of its service is to deliver its master to the Yozis. At the first opportunity that its orders allow, it arranges for its master to fall helpless before the forces of Malfeas, so that they can torture or coerce the Exalt into compliance. Even if the Exalt escapes, the demon remains unreliable for its Conviction in months.

Reducing Limit

A sorcerer can reduce a vizier's Limit by succumbing to its advances — that is, by allowing it minor victories in its plans to gain a hold on her soul. Actively pledging to the Yozis does not make a sorcerer immune to a vizier's Limit,

however. Once the sorcerer sells out to Malfeas, the demon's overriding goal becomes personal ownership of the sorcerer and her choices.

Practical Management

For a functional relationship with a demon vizier, an Exalt should listen to the demon on a regular basis, keep it guessing regarding her psychological weaknesses and accept a certain degree of moral compromise. Killing a friend, for example, increases the Exalt's isolation and makes her more vulnerable to Malfeas, but it also reassures any demonic advisors who advocated the notion. This can reduce complications in the future.

Demon Viziers

The Exalted favor chrysogonae and teodozjia as their demonic advisors: the chrysogonae because their social advice remains worth listening to up until the moment of Limit Break and the teodozjia because their skill at seducing humans and Exalted to darkness also breeds patience. The seductions of angyalkae, decanthropes and gilmyne are often pleasant, sharing the demonic perspective through the alien art of Malfeas. However, these creatures often lack the long view necessary to distinguish between a sorcerer who rejects their allure and a sorcerer who callously ignores it. Neomah and luminita make peculiar viziers — suitable primarily for those Exalted who share their passions for (respectively) reproductive studies and the hunt. The perronele are almost invariably viziers. It is the standard weakness in their nature, although their Limit Breaks are generally regrettable.

This profile applies to the Second Circle demon Gumela.

Elemental Viziers

This profile applies only to demons.

The Warden

She crouches on a man's chest, long-limbed and lean. He lies on a cot, dressed in armor, his body stiff and his expression terrified. One of her claws rests lightly against his breastplate. Behind him, a splash of acidic blood eats its way through the wall. In the center, a ragged hole opens to a moonlit field of grain. The moon is red, and a mouse nibbles at fallen wheat. Before her stand three lovely women. In their hands, clutched where she cannot see them, one holds a knife and one holds a wedding ring. A flute plays the note F#.

Weakness

The warden's weakness is *possessiveness*. It defines the world in terms of the things that belong to *it* and cannot truly conceptualize itself as a slave. The true nature of the sorcerous relationship eludes it — its binding is a non-concept.

In the contest of wills, the sorcerer permits the creature its delusions. To the murky depths of its undermind,

the sorcerer suggests that its service allows it ownership of the sorcerer, rather than vice versa — that it will serve him loyally, not out of weakness, but to cultivate and protect its new possession.

Limit Conditions

Roll wardens' Limit when the sorcerer is threatened. Also roll their Limit when anything they are ordered to protect is threatened. This condition applies to threats the warden knows of, imagines or learns of later. This is a Valor Flaw, rolled, at most, once per threat.

Low Limit: 0-3

The warden feels secure. Its possession is safe and of good quality. Its reasons for coming to Creation or traveling to the sorcerer's vicinity are proving valid.

Medium Limit: 4-6

The world is full of danger! What hand can the warden trust not to betray its charge? It must monitor its charge as regularly and as carefully as possible. Scaring off or killing potential threats is a priority. The creature retains the capacity for discretion, but this must be balanced against its need to protect.

High Limit: 7-9

The creature's dominant thought is "Do not touch MY possessions." Its sense of discretion and balance is lost. Specific orders can leash it, but otherwise, it spends its time

maniacally watching the things it guards and driving away any potential threats.

Limit Break

Stone-Hearted Gargoyle Warden: On hitting its Limit Break, the creature concludes that its charge lacks the wisdom to protect himself. It conceives of a strategy in which it stops its ears to prevent contrary orders, imprisons the sorcerer (or some other specific ward) so that its charge cannot get into trouble and then keeps all other creatures at bay for its Valor in days. This strategy is delayed or modified as necessary to take into account the sorcerer's abilities and any standing orders that interfere.

Terrible Guardian Vengeance: On hitting its Limit Break, the creature takes it upon itself to remove all potential threats to its charge. Until it has slain a number of apparent enemies equal to its Valor, it displays no discretion at all. It initiates a full-out assault against those who make the slightest wrong or threatening move in dealing with its master, whether friends, lovers, diplomats or assassins.

Reducing Limit

Unless the creature is in its Limit Break, helping kill a legitimate threat to its charge wipes away its Limit entirely. Days of apparent safety may reduce its Limit by a point. The amount of time required depends on the creature's mood and mindset.

Practical Management

Generally, a sorcerer does not summon forth a warden unless he expects to find a devoted bodyguard worthwhile — in other words, unless he faces actual danger on a regular basis that a demonic warden can prevent. If a sorcerer calls one forth in other circumstances, then reassuring it regularly regarding his safety — or ordering it to protect something that it can easily and wholly guard — is wise.

Demon Wardens

A sorcerer's best choices for wardens include the agatae, the erymanthoi, the tomescu and, conceivably, the metody. For guarding objects, places or prisoners, the anuhles have their strong points. When guarding the sorcerer, however, the demon-spiders express their possessiveness in uncomfortable terms. For any living creature, firmin, hopping puppeteers and luminita make poor guardians, as they lack the perspective to understand the task. Gilmyne and neomah make acceptable dual-purpose wardens. Teodozjia wardens are dangerous. To summon one forth as a guardian compromises the sorcerer's soul.

This profile applies to the Second Circle demons Berengiere and Sondok.

Elemental Wardens

The warden profile is an exception to the general rule. Suitable elementals must, like demons, have a Valor of 3 or more. Wood spiders guard locations or objects well. Many elemental warriors — the huraka, ifrit, jokun, kri, stick people and wind makers among them — can valiantly defend the sorcerer or other mortal targets.

Minor Profiles

Minor Limit conditions draw on miscellaneous Traits — primarily Abilities, but Storytellers can define Limit conditions based on Attributes, Backgrounds, Essence or Willpower. The 34 minor plates of *The Abscissic Guide* described the methodology for imposing these Limit profiles. The default for minor profiles is that both demons and elementals must have the relevant Trait at 3 or more.

Most of these Limit profiles force a creature into obsessive, unnatural reliance on one of its natural strengths. This technique is a special-purpose one, often requiring more work or finesse on the sorcerer's part than the major profiles demand. If a minor profile applies to a wide range of demons and elementals, it should have significant drawbacks.

The Sufferer

Gaunt, pale and dressed in a loincloth, he sits across the table from a wealthy merchant. The merchant has pushed a cup toward him. It contains maggots and metal shards seething in a base of wine. He is smiling. The symbol of Venus is carved into his back. A dead child sits on the merchant's knee, its upper body leaning upon the table. The sunlight is white. A mandolin is propped against the table, a clip holding the strings in the position for A# minor.

Weakness

The sufferer's weakness is *self-loathing.* If a demon, it carries in it the Yozis' hatred of the weakness that led to their surrender. If an elemental, it carries the poisonous knowledge that it is nothing but a tool of the world.

In the summoning contest, the sorcerer batters the sufferer with her knowledge of its lack of worth. It has no pride to sustain it as the sorcery eats acidly at its will. It has no claim to the freedom of its soul.

Limit Conditions

Roll for the sufferer to gain Limit when it knows a surcease from pain or learns to cope with all the pains it has. Roll for it to gain Limit, at most, once per day. This is a Resistance Flaw — that is, one rolls its Resistance Ability, which must be 3 or more.

The sufferer is an example of a minor Limit profile. Its image is the minor plate from *The Abscissic Guide* still in common circulation.

Low Limit: 0-3

The creature's suffering properly manifests its self-hatred. It can channel all of its native aggression into simple survival. If not maintained at a -2 wound penalty, roll its Limit daily.

Medium Limit: 4-6

The creature is not suffering sufficiently to satisfy its weakness. At medium Limit, it channels this into self-mortification, lashing out at itself when it can for various failings — including, of course, failing to serve the sorcerer properly and allowing itself to be bound to the sorcerer's service at all. The Storyteller can tailor this for comic or disturbing effect, as the series' needs dictate. The creature must be maintained at a -1 wound penalty, lest its Limit be rolled daily.

High Limit: 7-9

The horror of its lot is no longer sufficient to satiate the creature's self-loathing and distract it from its circumstances. Without the continuous feedback loop of masochism and pain, it stops taking the sorcerer's righteousness in abusing it for granted. It begins trying to share its pain with those around it, interpreting all of its orders from the perspective that all creatures it encounters should suffer.

Limit Break

Suicidal Frenzy: On hitting its Limit Break, the creature spends its Resistance in minutes attempting to kill itself. It chooses a method with maximum collateral damage and, if all satisfying methods are thwarted by standing orders, it delays its Limit Break until an opportunity appears.

Transcendence of Pain: On hitting its Limit Break, the creature breaks free of the hatred, loathing and horror that eats at its soul. It conceives a new purpose, adopting the Visionary Nature and gaining temporary Willpower equal to its Resistance. Its design typically has bearing upon the sorcerer's destiny, although some quixotic creatures have benevolent wishes rather than malign desires. Should the creature die before it accomplishes this purpose, that purpose remains with the Essence that formed it — even if the creature is a First Circle demon or elemental that does not reincarnate as such, its purpose will return to the world. The creature remains bound and no longer accumulates Limit, but it can spend a Willpower point to pursue its purpose for a scene, defying its orders insofar as they directly conflict with its new goal.

Reducing Limit

The sorcerer can often reduce the creature's Limit by torturing it into incoherence. The sorcerer must use new and creative methods regularly to circumvent the creature's natural ability to resist pain.

Practical Management

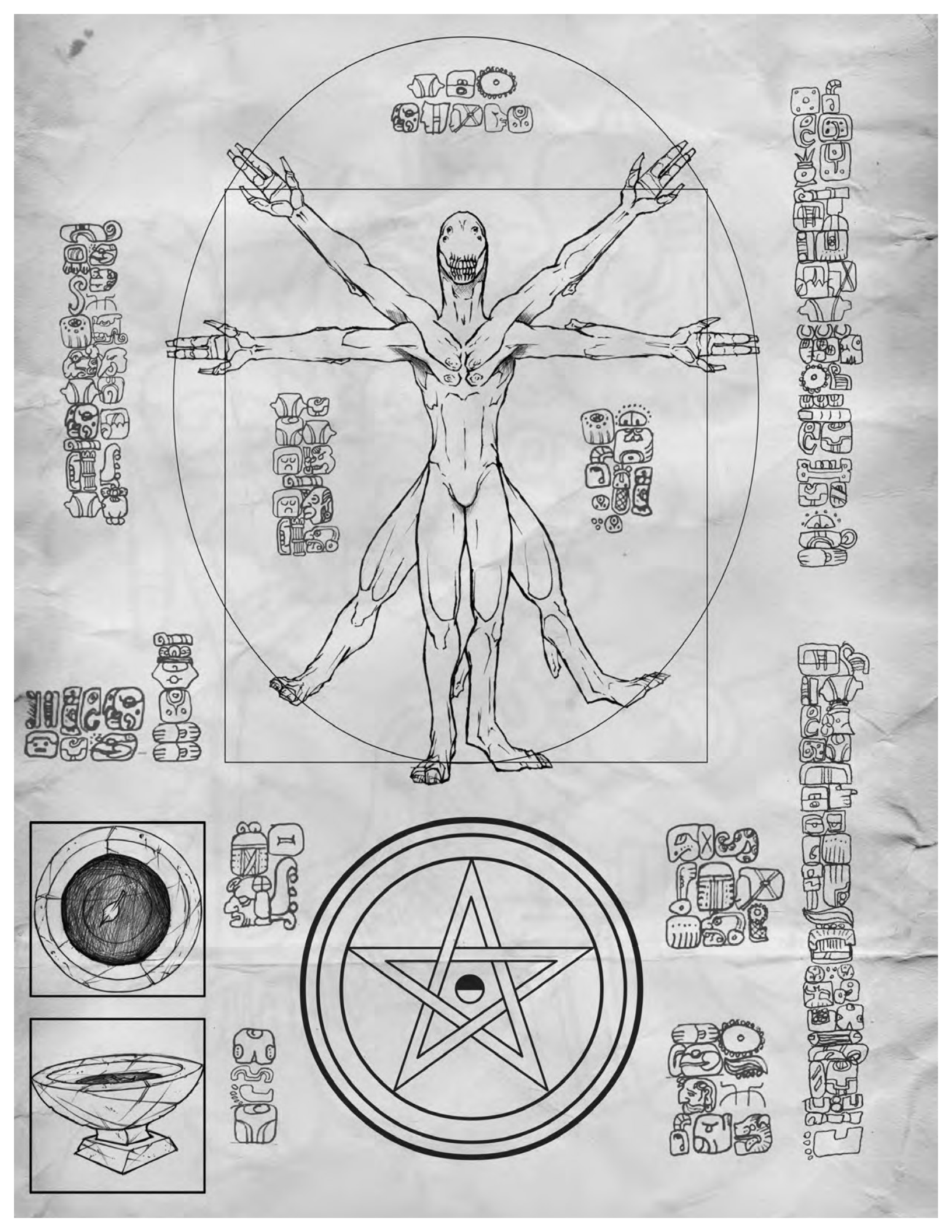
Managing a sufferer is fairly straightforward. Keep it in misery, and it will not transcend. The First Age text *Neshir's Manual of Torture* includes methods useful in providing proper agony to these hardy demons and elementals.

Demon Sufferers

Demons known to be vulnerable to the weakness of the sufferer include the chrysogonae, hopping puppeteers and teodozjia. Each poses its own problems. After the sorcerer exhausts the possibilities their arthritic fingers offer, the wooden chrysogonae have little sensitivity for pain. The hopping puppeteers do not perceive the world normally and have peculiar identifications for pain and pleasure. The teodozjia know no pain and no sorrow and, further, share a group mind. Torturing one properly requires supernatural effects, and even then, the matter is difficult.

Elemental Sufferers

Elementals, like demons, must have a Resistance of 3 or more for this profile to apply. Appropriate elementals to torture include jokun, nymphs, urchin kings, vodonik, water children, wind makers, wood spiders and zephyrs.



CHAPTER FIVE
SPELLS

Taken with the spells from the main **Exalted** book, those that follow are those most remembered by the sorcerers of the Second Age.

The Circle of Emerald

The spells of the Circle of Emerald are the simplest form of sorcery. Even the Terrestrial Exalted can master these spells, and they are the mainstay of every sorcerer's repertoire, providing the magician with sword, shield and wings, as it were. Their scope is generally limited, affecting at the utmost a few hundred individuals, but the spells often take only a few moments to cast, making this the only circle that is particularly useful in pressing confrontations.

Becoming the Wood Friend

Cost: 14 motes
Target: Caster

With a swirl of emerald mist, the caster channels Essence into herself and creates an empathic bond with the elemental aspect of wood. The caster's skin gains a greenish cast, and her hair becomes like leaves. The sorcerer can now feel the living plants and trees around her with supernatural clarity, and nature itself responds to the caster's desires.

Until the next time she sleeps, the caster may move unhindered through even the densest foliage and can run at top speed in it without Athletics rolls.

This spell does not protect the caster from rocks, mud or dangerous animals, but even mindless carnivorous plants will think the caster more plant than prey. Intelligent plant life feels an empathic bond with the caster of Becoming the Wood Friend but can choose to ignore the effects at will.

For purposes of speed and fatigue rolls, any forest, scrubland or even cultivated field is treated as open terrain to a sorcerer under the effects of this spell. In addition, no method of mundane tracking can be used to follow the being. Even the target's scent becomes more like the plants she passes through. The sorcerer may engage in supernatural tracking contests, and supernatural trackers suffer a +2 difficulty to rolls made to track the caster. This sorcery renders useless any Charm or other effect that makes the caster harder to track.

In addition, the caster becomes completely at home in the trees. She adds her Essence Trait to her Strength when determining her jumping distance when leaping or brachiating through wooded environments. She also adds her Essence Trait to her Dexterity when determining her base movement speeds in forests, jungles, savannas or other green environment. finally, she adds her Essence Trait to any other Athletic rolls involving moving through or balancing on plant life.

The empathic bond works on the sorcerer as well as plants. She must make a successful Willpower roll to do any serious harm to a plant or tree. She cannot cut live

wood or set unprotected fires, nor can she join in a large scale harvest. Gathering fruits or nuts, gathering fallen wood or pruning dead branches does not count as serious harm. Performing such an act of harm instantly ends the spell effect, and the caster is unable to use this spell again for three whole days under such circumstances.

Blood Lash

Cost: 10 motes and 1 health level
Target: Caster

When this spell is cast, blood explodes from the casters wounds, and Essence twists this blood and the caster's pain into a lethal red whip. To cast blood lash, the sorcerer must have suffered at least one health level of lethal damage without healing and must pay not only the motes of Essence necessary, but an additional health level of lethal damage. This health level represents the blood loss necessary to form the physical aspect of the spell. Such damage is a committed cost and does not trigger reflexive Charms, nor does it heal until the spell ends.

The blood lash appears as a whip of swirling vermilion liquid, anchored to the caster's wounds and wrapping around his limbs to protrude from his weapon hand. The blood lash, though a weapon, is also a part of the sorcerer's body and cannot be disarmed or taken away. The blood lash has a speed equal to the sorcerer's Occult score and an accuracy and defense of +1 each. The caster uses his Dexterity + Melee pool to attack and deals a base lethal damage of his Strength + permanent Essence + the number of health levels of lethal damage from which he is currently suffering. The sorcerer may make attacks against targets up to a range in yards equal to his Willpower Trait.

For Example: Rosh the Triumphant is fighting for his life (and the lives of a small group of villagers) against a tyrant lizard. He has taken three health levels of bashing damage and four levels of lethal damage. When he casts blood lash, he takes an additional level of lethal damage, for a total of five lethal health levels. His Strength and Essence are both 3, making his damage with the sorcerous weapon equal to 11L (3 Essence + 3 Strength + 5 health levels). His Willpower is 8, allowing him to attack the creature from up to eight yards away.

The caster of blood lash must concentrate while using the weapon, so no other spells may be cast until it is dispelled. Charms may be used normally. Most sorcerers consider blood lash to be a last-ditch recourse, when fighting is the only option. The blood lash lasts for one scene, or until dispelled or countered.

Burning Eyes of the Offender

Cost: 10 motes
Target: Caster

With this spell, the sorcerer charges her anima with Essence to create an enthralling and fearsome visage before her enemies. A single word and gesture cause all enemies within 100 yards to avert their eyes from the glory and the power of the Exalt. If they do look at her, their eyes sear with pain, and they begin to weep uncontrollably. This spell stays in effect for 10 minutes, during which time all attacks against the sorcerer from those affected suffer a difficulty penalty equal to the caster's permanent Essence. Anyone entering into the field of effect is also similarly struck by the aura of the caster, but those who can attack from beyond the spell's range suffer no penalty. The caster appears quite glorious to all who see him, whether within range of the spell or not.

Characters may attack the sorcerer with their eyes closed and, while doing so, do not suffer the magical penalty. However, characters with their eyes closed suffer the normal -2 penalty for being blind, unless they have a Charm or magical effect that negates the need for vision.

The sorcerer may dispel Burning Eyes of the Offender as a reflexive action. Only enemies are affected by this spell, though the sorcerer needs not be aware of enemies within the spell's range for the spell to affect those enemies.

Calling the Wind's Kiss

Cost: 10 motes + 2 motes per additional hour (maximum 20 additional motes)
Target: One sailing vessel

The sorcerer channels Essence into the air about him to create a steady wind, which he can use to either assist a sea vessel's passage, or to confound the voyage of an enemy. The wind lasts for a number of hours equal to the caster's permanent Essence, and the effect may be extended at the cost of 2 motes per hour. The sorcerer may choose to pay this Essence cost up front or may choose to renew the spell at the end of every hour for the required 2 motes. A sorcerer may not spend more than 20 motes of Essence to extend the spell. Paying the cost up front frees the sorcerer for other tasks, but paying for it on the hour requires that the sorcerer stay on deck to manage the ship and not meditate.

The caster may only target a vessel within visual range, up to a maximum of (his permanent Essence x 3) miles away.

If this spell is cast to the benefit of a ship, the ship's sails fill with a magical wind that appears with a funnel of pale-blue light, almost indistinguishable from the sky on a clear day. The ship will be able to maintain its maximum speed with the aid of this wind, ignoring normal currents or small storms. Heavy storms, unusually strong or sorcerous currents and obstacles will all still hinder the ship. However, the spell will grant the ship and its crew an additional three dice to any Sail rolls made to keep the ship on course during such extreme conditions.

If this spell is cast with ill intent toward a ship, the funnel that forms will have a slight gray cast to it, similar to a storm cloud. The wind blows counter to every move the targeted ship makes, and that ship will have to sail as if it is tacking into the wind no matter what direction it

faces. Sail rolls to control a ship cursed by this spell suffers a three-die penalty.

This spell can be countered by the use of countermagic spells or by casting Calling the Wind's Kiss in opposition to the original effect. In addition, a spirit of the air with a permanent Essence equal to or greater than that of the casting sorcerer may attempt to take control of the spell with a Willpower roll, difficulty equal to the casting sorcerer's permanent Essence. The caster will always know if his spell is being controlled in this manner. The caster can also choose to dismiss the spell at any time, unless it has been commandeered by a spirit.

Commanding the Beasts

Cost: 10 motes
Target: Nearby animals

This spell can be used to stop rampaging beasts, to cause animals to join in combat or to tame and befriend unfriendly creatures. The sorcerer gathers Essence about her and then speaks a command word. Her Essence changes to a bright primary color and then rushes out toward nearby animals, wrapping around their bodies and dissolving into their flesh. The caster's Essence suffuses and takes control of the Essence of the creatures, making their will subservient to the sorcerer's own.

The casting sorcerer may choose a number of animals within 20 yards (approximate hearing distance) equal to her permanent Essence x 2. The targets experience the effects of the spell for one scene, unless the spell is countered. Commanding the Beasts may be countered by Emerald Countermagic or an equivalent spell, by the use of beast-calming Charms or by another use of Commanding the Beasts. In the case where another casting is used, it simply negates the effects of the first spell.

The caster may target only creatures of animal intelligence (those with an Intelligence Attribute of 1). If she targets Wyld-shaped creatures, creatures of magical origins, automata, plants, undead, elementals or possessed beasts, the spell has no effect, and the Essence dissipates harmlessly.

The player of a sorcerer who commands beasts adds three dice to any Survival or Presence roll used to deal with these creatures. If she does not attempt to tame the creatures by the time the spell ends, they revert to their pre-spell state.

If beings other than the sorcerer try to interact with animals under the effects of this spell, their players must make a successful Charisma + Ride or Charisma + Survival roll, with a difficulty equal to the caster's permanent Essence. Charms or sorcery will have their normal effect on afflicted creatures.

Conjuring the Azure Chariot

Cost: 15 motes
Target: Caster

This spell summons four cerulean elemental horses that tow an ornate azure chariot behind them. The chariot has room in it for the sorcerer and up to 200 pounds of goods and people per point of permanent Essence the caster possesses. The horses ride out of a billowing fog bank, snorting steam and striking sparks with their hooves against the wind. They ride toward the ground and land in front of the caster to await his bidding.

The sorcerer needs only step into the azure chariot and grasp the reins, and the steeds will begin to climb into the air. The caster then commands them to bring him and his cargo to a location of his choosing. The chariot will circle once in the air, finding its bearings, and then fly off at a rate of 200 miles per hour (nearly 600 yards per turn). The chariot lasts for as long as the sun is in the sky, and this spell can only be cast during daylight hours. If the sun sets before the destination is reached, then the chariot circles to land on the nearest safe, dry land. Once the chariot lands, the caster and his companions have one minute to unload everything before the horses ride again into the air and vanish.

The azure chariot is a magical construct — and nearly indestructible. It has 25 health levels and a soak of 25L/35B. It provides 90 percent hard cover to those who ride in it (see **Exalted**, p. 229). In addition, the chariot's speed makes attacking its passengers exceedingly difficult. Thus, only one attack can be made against the chariot or its occupants unless it is matched in flight by the attackers. Attacking out of the chariot is similarly restricted.

The azure chariot protects its occupants and cargo from most ranges of temperature and weather, though extreme conditions such as hurricanes or blizzards are still hazards to both the chariot and its occupants. The caster's player may add three dice to any roll for Ride maneuvers made when flying the azure chariot through extreme weather conditions due to its magical nature.

The azure chariot lasts until it reaches its commanded destination, until it is commanded to land prematurely, until the sun sets or until it is countered.

Corrupted Words

Cost: 10 motes
Target: One creature

This spell curses one target so that she is unable to speak of a single chosen subject matter. The sorcerer must make eye contact with the target of the spell at the time of casting and be within 10 yards of the victim. To cast this spell, the sorcerer intones a chant and gathers Essence around him, then forces it into a bilious green ball in his hands. The sorcerer names the subject matter that the target cannot speak about and releases the ball to rush toward the mouth of the target, where it squeezes past her lips and down her throat. The target chokes for a moment as the spell dissolves in her throat and, from then on, can never speak of the subject matter. Exalted characters and physically manifested spirits may resist the effects of this spell with a Stamina + Resistance roll that has a difficulty equal to the caster's Occult Ability. This spell may also be parried or dodged with appropriate Charms.

Any attempt to speak of the subject matter causes the target to begin to vomit forth white maggots. The target is

crippled while retching by the pain and horror of what is happening to her. The target cannot act or move and can use only reflexive Charms if they are available.

Corrupted Words affects the victim's intent to speak. Trying to hedge around the topic or speaking in code will trigger the vomiting. The only way for a victim to avoid such an excruciating and humiliating result is to avoid the defined topic, which may be as specific as "Lady Emiliana's indiscretions" or as broad as "the current war."

The curse lasts until broken by countermagic or until the caster dies.

Curse of Slavish Humility

Cost: 10 motes
Target: One creature

While not in itself an overwhelmingly dangerous spell, this sorcery causes humiliation and embarrassment to its victim. The sorcerer calls forth Essence and targets a being within 10 yards, exhorting the victim to worship the caster or a nearby subject. Essence extends forth in ruby tendrils that batter the victim and force him to his knees. The victim is then caused to grovel and abase himself in humble self-effacement before the chosen subject. Although this spell will in no way prevent the victim from attacking the chosen subject, should he choose to do so, the spell will oblige him to do so in a browbeaten, groveling manner ("Forgive me, Eminence, for inflicting this blow upon your radiant brow…."). While this will not affect a combat, it can be devastating in a social situation. Alternatively, a sorcerer can simply use it to flatter her ego and impress captives or to force the victim to worship before a statue.

A character targeted by this spell may attempt to resist it. To do so requires his player make a successful Charisma + Occult roll, its difficulty equal to the caster's permanent Essence. If the roll fails, the victim suffers a -3 penalty to all Social Attribute rolls for the duration of the scene. Characters may make social stunts to negate this penalty, working their groveling and mewling into some kind of advantage in the situation.

Dance of the Smoke Cobras

Cost: 15 motes
Target: One creature

When this spell is cast, dark fiery Essence flares from the caster and strikes the ground at the target's feet. The earth shakes, five cracks appear in a star pattern around the target, and thick gray smoke flecked with emerald lightning billows out from the ground. The smoke quickly shapes itself in to five huge cobras with their hoods open and their venomous, fanged mouths yawning to strike. Poison glints on the cobras' teeth, and where it drips, the ground blackens and chars.

Smoke cobras are magical conjurations made from Essence, earth and fire. They have no will of their own and can only strike at the target specified by the spell. They have the Attributes, Abilities and other statistics listed below. Their venom is magical and can harm Exalted, spirits, mortals, beasts and the walking dead alike. Magical protection or immunity to poison, whether from Charms, spells or artifacts, can ward a target against the venom's effect. Smoke cobra venom is quite lethal, and its resistance factor is equal to the caster's permanent Essence. Additional applications of the venom do not add to the venom penalty, but add an additional minute to the duration of the penalty. Mortals unable to resist the venom and not treated immediately usually expire at the end of the duration of the poison, if not immediately. (See the rules for poison in **Exalted**, p. 243, for more information.)

The sorcerer may choose for this spell any single target within 30 yards. The smoke cobras appear and attack on the same turn that the spell resolves, and they act on the sorcerer's initiative count in subsequent turns. The cobras array themselves about a yard away from the target and can reach up to three yards away from the ground out of which they issue. They will attack only the target of the spell and not his friends or allies. If the victim moves out of the circle of cobras, they will continue to strike at him until he is out of range. A target cannot hide from the cobras because they able to sense their victim through the bond of the spell. They never need to make Perception rolls to find a target, should the target try to conceal himself.

Whenever a cobra is destroyed before the spell expires, it regrows on its next action and can attack the turn after regrowth. When the spell expires, the smoke cobras dissolve back into the cracks in the ground, and the earth heals itself, leaving little trace of the spell's existence. When a victim of the smoke cobras dies, his blood turns to smoke, exudes from the victim's pores and orifices and soaks into the ground — leaving behind a desiccated corpse frozen in agony.

Smoke Cobra

Attributes: Strength 3, Dexterity 6, Stamina 4
Virtues: Automaton, cannot fail Valor rolls, cannot make any others.
Abilities: Brawl 6, Dodge 6
Base Initiative: 8
Attack:
Bite: Speed 8 Accuracy 12 Damage 5L* Defense 0 (never parries)
* plus venom, see "Other Notes" below.
Dodge Pool: N/A (never dodges) **Soak:** 2L/4B
Willpower: N/A **Health Levels:** -0/-0/-0/Incap
Essence: 1
Other Notes: Damage listed is the physical damage from a bite. Once the Cobra has successfully dealt at least one health level of damage to a victim, the player of that victim must make a reflexive Stamina + Resistance roll to see if his character resists the poison or not.
The smoke cobras are conjurations and do not have Mental or Social Attributes. Nor do they have a Willpower rating or Virtues. They are mindless and only attack the victim of the spell.

Venom Type	Difficulty	Success	Failure	Duration/Penalty
Smoke Cobra Venom	(Caster's Essence)	1L	2L	3 minutes/-6

Smoke cobras all act on the same initiative. They cannot split their dice pools for multiple actions.

Disguise of the New Face

Cost: 15 motes
Target: One creature

Disguise of the New Face is a complicated illusion that alters not only the physical appearance of the target, but his voice, his mannerisms and even his anima. The spell requires careful study and preparation before it is cast, so as to make sure the disguise is as complete as possible.

The spell takes 10 minutes to cast, but it is not a ritual, as it does not require magical preparation, only a small hand loom. The caster faces the target, who must remain standing and immobile while the sorcerer works. The caster summons her Essence, spinning it into thin multihued threads and then weaving these threads about the target. The sorcerer must work quickly to cover the target in a tapestry that, when complete, bears the image of the intended disguise. When the spell is complete, the tapestry of Essence melts into the body of the target, forming the new visage of the creature.

While casting the spell, the sorcerer's player must make an Intelligence + Larceny roll and adds a number of successes equal to the caster's Occult Trait. The number of successes dictates the detail of the disguise and its ability to fool observers. (See **Exalted**, p. 255, for more information and limitations of disguises.)

Emerald Circle Banishment

Cost: 10+ motes
Target: One First Circle demon

When a demon summoning has gone awry or a creature of Malfeas has found some other way to roam freely in Creation, it can either be hunted down and slain or it can be banished. Neither option is likely to endear the denizens of Malfeas to the caster, but the banishment option is much more likely to play to the strengths of a sorcerer. Emerald Circle Banishment is a very fast spell, like Emerald Countermagic, that goes into effect as soon as the Terrestrial Circle Sorcery Charm is activated and the Willpower is spent. The caster immediately goes into a contested Willpower + Essence challenge with the demon. The caster may spend Essence in 5 mote increments to lower the demon's Willpower + Essence dice pool by one die. Continue to make the Willpower + Essence rolls every turn for the demon and the sorcerer until one of them accumulates his opponent's Essence in successes. If the demon wins, the spell ends, and the demon remains free. The sorcerer cannot attempt to banish the demon for another five days. If the caster wins, the demon is immediately ejected back to the demon realm of Malfeas.

There are Sapphire and Adamant Circle versions of this spell for use in banishing Second and Third Circle demons. They cost 15 and 20 motes of Essence, respectively. Using Sapphire Circle Banishment on a First Circle demon or Adamant Circle Banishment on a Second Circle demon grants the caster three automatic successes on the first Willpower + Essence roll. A sorcerer using Adamant Circle Banishment on a First Circle demon automatically succeeds in banishing it.

Eye of Alliance

Cost: 5 motes per participant
Target: Participants

Creates an arcane link

This spell is a ritual that links the emotions of a number of characters equal to the sorcerer's permanent Essence x 2. Each participant links hands with the sorcerer in a circle while the caster begins an incantation lasting half an hour. While she does this, the sorcerer is suffused with a brilliant white aura, which then spreads to each of the participants in the ritual. When the ritual ends, the white auras around each participant drain into a depression carved into the ground at each character's feet. The light pools and then hardens into a crystal with a number of facets equal to the number of participants. These crystals may then be mounted into pieces of jewelry or merely be carried by each participant. The spell costs 5 motes of Essence per participant to create the white crystals, and 1 mote of Essence is committed by the sorcerer per crystal.

The crystals last for a year and a day, during which time any bearer of the crystal may choose to send simple emotions to the other bearers of the crystals. Examples of such emotions are fear, love, happiness, hatred, sadness or loneliness. Each person bearing a crystal instantly knows which bearer sent the emotion.

The power of the crystals does not allow characters to locate each other, nor will the bearers know what is causing the emotion that was sent. However, they make excellent foci for magical divinations.

If a character dies while bearing a crystal, the crystal dissolves, and one facet of each of the remaining crystals turns black. All bearers of the crystals instantly know which character died. The crystals dissolve if destroyed and at a year and a day after Eye of Alliance has been cast.

Only a participant in the ritual can use one of the crystals to send emotions to the other bearers. However, if the sorcerous nature of the crystal is discerned, it may be used as an arcane link to scry upon or magically trace the other bearers.

Flight of Separation

Cost: 10 motes
Target: Caster

This spell instantly transforms the caster into a flock of birds that explodes into the air with a rush of rainbow Essence. The effect of this spell occurs at the end of the turn in which it is cast, rather than on the sorcerer's next action. The birds fly together at a speed of 20 miles per hour and can travel for up to a number of miles equal to the caster's permanent Essence before merging back into the sorcerer's original form. While under the effects of Flight of Separation, the sorcerer maintains all of her Attributes, Abilities, Willpower, health levels, Virtues and soak (including armor). However, she adds her permanent Essence to her Dodge rating for evading attacks.

The caster may not perform any actions other than to move and dodge while in bird form, but she can easily fit through narrow apertures one bird at a time. She may not use Charms, attack, parry or communicate with others while under the spell's effect.

Any health levels of damage taken while in bird form is represented by the death of several birds until the caster returns to normal, at which point the wounds manifest visibly upon her body.

The color and species of birds into which the sorcerer transforms varies according to the temperament and nature of the caster — it is noted, for instance, that Abyssal Exalted tend to manifest as murders of raitons. The caster transforms into a number of birds equal to her permanent Essence + health levels x 10, thereby providing some indication of her power. Players of characters with the Occult Ability may make a Perception + Occult roll, difficulty 3, for the character to determine the caster's permanent Essence rating.

Flight of the Brilliant Raptor

Cost: 10 motes
Target: One creature

This spell summons a savage fire elemental that takes shape as a huge bird of prey in front of the caster. When the summons is complete, the caster chooses a single target he can see within 1,800 yards (about a mile) and commands the brilliant raptor to attack. The flaming bird streaks across the distance at an impossible speed, leaving a trail of smoke and burning embers in its path, to plunge into the body of the victim. When it hits, the brilliant raptor explodes in a fiery holocaust that engulfs everything within three yards of the victim.

The caster must make a reflexive Wits + Occult roll when choosing the target, and this serves as the attack roll. The attack cannot be parried without the use of Charms, only dodged. The brilliant raptor delivers a base lethal damage equal to the caster's Perception + Occult rating upon impact, with a number of automatic successes equal to the caster's permanent Essence. Successes on the attack roll add to the damage as usual. In addition to the impact of the raptor, the victim's nervous system is shot through with searing heat as the flames pass through it. For every two health levels of damage successfully dealt by the

brilliant raptor, the target's player suffers a one-die penalty to all Dexterity rolls on the next turn. This penalty decreases by one on each successive turn, so that if the brilliant raptor successfully deals seven health levels of damage, then, on the turn after the spell is cast, the target suffers a three-die penalty, a two-die penalty on the turn after that, and so on.

The pyrotechnic explosion afterward causes flammable objects, hair, skin and even the ground to catch fire. The players of the target and of any characters within the three-yard radius of effect must make a Stamina + Resistance roll, difficulty 3, for their characters to withstand the flames. Characters whose players fail this roll suffer a two-die penalty to all rolls involving Physical Attribute for two turns, until the flames subside. The explosion may also ignite any explosive or highly flammable materials nearby, such as firedust or barrels of lamp oil.

Flying Guillotine

Cost: 10 motes
Target: One creature

This spell gathers Essence into a three-foot-wide circle of silver chain with razor edges that hovers in the air before the sorcerer, spinning ominously. Once summoned, the caster chooses a single creature within line of sight and no more than 500 yards away to be its victim, and his player rolls the character's Perception + Occult as a reflexive attack roll against the target, with a number of extra successes equal to the attacking sorcerer's Essence. The silver loop of chain then flies after its target, attempting to loop about her neck and decapitate its victim. The guillotine will avoid obstacles and even turn corners to chase its foe. Normal environmental penalties apply to the attack, except for cover bonuses. The flying guillotine moves at a rate of 500 yards per turn (approximately 340 miles per hour!).

The flying guillotine does a base damage of 18L, plus additional dice of damage for successes on the attack roll. If the damage dealt by the spell exceeds the number of health levels of the target, the victim is decapitated, and the guillotine becomes a silver band that seals the neck of the victim just below the chin. The victim dies instantly, instead of expiring slowly as if reduced to Incapacitated (see **Exalted**, p. 233). If the spell is successfully dodged, parried or countered, the Guillotine disappears in a flash of silver light.

Food from the Aerial Table

Cost: 10+ motes
Target: N/A

With this spell, the sorcerer may conjure nourishing but bland food for herself and her companions. As the caster invokes the spell, the air around her begins to swirl and fill with a pale pink light. On the turn after it is cast, the pink light coalesces into small flakes of soft, textureless foodstuff that looks very similar to flower petals. When the spell ends, the flakes fall to the ground and can be gathered and consumed. Enough food for five servings is produced in this manner.

The casting sorcerer may choose at the time of casting to invest more time and Essence to produce more food. Every additional turn and 5 motes of Essence invested will produce another 10 servings of magical sustenance. This additional cost must be paid at the beginning of the spell. If the spell is interrupted during casting, the food produced already exists, but no more will be conjured, and all the Essence spent is lost.

The magical food produced by Food from the Aerial Table lasts for a number of days equal to the caster's permanent Essence. At the end of this duration, any uneaten food turns to gray ash. The food will not rot before the end of the spell's duration, and it cannot be poisoned.

With enough water and continuous use of this spell, the sorcerer and her allies can survive for a long time. However, most creatures will quickly get bored with such fare and begin to pine for real food. Carnivorous creatures may refuse to eat the substance after a day or two in favor of finding meat. This "meat" could well include the sorcerer.

Over the course of years or decades, creatures will find that the food does not quell their hunger and that the nourishment it provides can no longer sustain them. Characters must find non-magical sustenance at least once a year, or they suffer a one-die penalty to all actions until a full meal can be eaten. This penalty is cumulative per year.

Fugue of Truth

Cost: 10 motes
Target: Caster

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

The ritual requires that the sorcerer meditate in a lightless, soundless place for an hour while she focuses her Essence around her. Once the ritual is complete, the sorcerer is in a trance similar in effect mechanically to being stunned (see **Exalted**, p. 235). All maneuvers such as attacking and dodging or any use of the Athletics Ability are performed at a -2 penalty. In addition, the sorcerer suffers a -1 penalty to all Social Attribute rolls, as she moves and acts slowly, in a stupefied manner. However, the sorcerer's player may add four dice to any Perception Attribute rolls involving magical deceptions. Additionally, the sorcerer's player may add three dice to Perception rolls involving non-magical lies or bluffs and two dice to rolls to determine the purpose of First Age artifacts.

If the caster is the target of mind-affecting spells while under the effect of Fugue of Truth, her player may make a reflexive Perception + Resistance roll, with a difficulty equal to the permanent Essence of the character trying to affect the sorcerer, for her to resist the effect.

Fugue of Truth ends if the casting sorcerer botches any roll, is wounded or voluntarily leaves her altered state. This spell can only be countered during the casting ritual.

The Horse that Travels Earth and Water

Cost: 10 motes
Target: One summoned creature

This spell summons a lesser elemental of air in the form of a perfect stallion whose coloration depends on the sorcerer's proximity to one of the elemental poles. A sorcerer in the West will summon a blue horse with a green mane. In the South, the stallion appears as a red horse with a yellow mane. In the East, the horse will have a green body and a brown mane. A horse from the North will be white with a purple mane. Near the center of Creation, the stallion will be brown with an orange mane.

The stallion appears riding on a gust of wind and lands next to the caster, tossing and stamping, eager to be ridden. The stallion will serve the caster willingly until the next sunrise and is, in most ways, similar to a trained warhorse. The elemental stallion never tires and is able to traverse water as easily as it crosses land. It can travel at its full speed until the spell ends, at which point, it is returned from whence it came in another short gust of wind. The stallion is capable of carrying the sorcerer and his gear, and even another rider, but it balks at being used as a pack animal. In combat, the horse is fearless in its service to the sorcerer and never fails Valor checks.

The caster may command that the horse carry another person in his stead, and if so, the stallion will take that person toward a chosen location or in a specified direction. The stallion will not allow the new rider to direct it, and if the rider should dismount or fall off, the stallion rides on and dematerializes.

Horse that Travels Earth and Water (Elemental)

Attributes: Strength 6, Dexterity 5, Stamina 5, Charisma 2, Manipulation 1, Appearance 4, Perception 3, Intelligence 2, Wits 2
Virtues: Compassion 1, Conviction 2, Temperance 1, Valor 3
Abilities: Athletics 4, Brawl 3, Dodge 2, Presence 2 (Intimidation +1)
Charms: Principle of Motion
Elemental Powers: Rejuvenation
Cost To Dematerialize: 26
Base Initiative: 7
Attack:
Bite: Speed 7 Accuracy 9 Damage 6L Defense 6
Kick: Speed 4 Accuracy 7 Damage 8L Defense 7
Dodge: 7 **Soak:** 5L/5B (Immaculate skin, 3L/0B)
Willpower: 6 **Health Levels:** -0/-0/-0/-1/-1/-2/-2/-4/Incap
Essence: 2 **Essence Pool:** 52
Other Notes: The sorcerer cannot become dematerialized, but he may force the horse to dematerialize. The horse will only use its Charms to protect itself in case it is in mortal danger. It will serve the summoning sorcerer in any other way the caster commands.

Hound of the Five Winds

Cost: 15 motes
Target: One conjured automaton

A sorcerer channels Essence into the sky, pulling to him winds from the five elemental poles, which swirl together and sculpt a massive, horse-sized wolfhound. This magical automaton is a superb tracking beast that can scent its prey up to 100 miles away and chase it ceaselessly. The hound of the five winds is nearly as intelligent as a human — and is an excellent fighter as well. The hound will serve the casting sorcerer without reservation for up to eight hours as a warrior, as a bodyguard or even as a riding beast. The hound is most effective at tracking prey, and this is its most common use. These hounds can understand complex instructions, rarely ever tire and do not need to eat or drink. A hound will hunt alone, lead the sorcerer or an assigned deputy or take control of a pack of trained war dogs. Some sorcerers choose to create packs of hounds at a time to chase their prey, and in this case, even Lunar warriors will fear if hunted.

The hound of the five winds is a supernatural tracker, and as such, it automatically succeeds in tracking mortal prey. In addition, Charms, sorcery and other magical means of foiling mundane tracking are only a minor hindrance to it. The hound may track prey that uses Charms with a Perception + Survival roll that has a difficulty equal to the Charm user's permanent Essence score (unless otherwise stated by the Charm). Only magical effects that completely remove the scent of the victim, such as Sound and Scent Banishing Attitude (see **Exalted**, p. 203) are effective at confusing the hound. Even then, if the Charm or other magical effect wears off within 100 miles of the hound, it will immediately know and begin the chase anew. Hounds of the five winds only need to have been introduced to one tiny bit of material that bears the victim's scent to home in on their prey.

This spell can only be countered during casting, and once the hound is formed, it must be killed or banished to get rid of it before the duration of the spell ends. If it is killed or at the end of the hound's duration, it explodes in a violent burst of wind that deals five health levels of bashing damage to everything within three yards. The hound cannot be healed.

Hound of the Five Winds (Automaton)

Attributes: Strength 5, Dexterity 6, Stamina 5, Charisma 1, Manipulation 1, Appearance 2, Perception 5, Intelligence 3, Wits 3
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Awareness 3, Brawl 5, Dodge 3, Endurance 3 (Running +5), Presence 5, Resistance 2, Stealth 2, Survival 3 (Tracking +5)

Base Initiative: 9
Attack:
Bite: Speed 9 Accuracy 12 Damage 7L Defense 9
Dodge Pool: 9 **Soak:** 7L/7B (Rough hide, 5L/2B)
Willpower: N/A **Health Levels:** -0/-0/-1/-1/-2/-2/-4/Incap
Essence: 1
Other Notes: None

Hypnotic Piping

Cost: 21 motes, and 10 motes to activate
Target: See text

This spell has two parts. The first part is a ritual in which the casting sorcerer makes an enchanted set of pipes, through which the second part of the spell is then later cast. The ritual takes several hours and requires a set of pipes made from the bones of a hybroc or other immense bird, requiring an Intelligence + Craft roll, difficulty 3, to construct. The bone pipes are etched along their length with magical inscriptions before the ritual begins. Then, the caster begins the ritual at moonrise, pouring 21 motes of Essence into the pipes while chanting the 555 lost names of Luna, the trickster. When the ritual ends, the inscriptions on the pipes will have filled with moonlight to glow faintly silver. In addition, a number of dark amethyst-colored jewels equal to the casting sorcerer's permanent Essence will appear implanted at the base of the pipes. For each jewel, the caster must commit 3 motes of the Essence paid for the ritual, and the number of jewels represents the number of times the enchantment on the pipes may be used. The pipes can only be used by the sorcerer who performed the ritual, and the Essence remains committed until one of the jewels is used and shatters.

Activating the pipes requires 10 motes of Essence, but it does not involve the actual casting of a spell and, therefore, requires no preparatory turn or Willpower expenditure. The sorcerer needs only to begin to play a mournful tune and pay the Essence cost. The music itself does not matter, and the player does not need to make a roll for his character to perform music. The music that comes from the pipes is ethereal and beautiful no matter the skill of the sorcerer and can be heard up to a quarter mile (about 450 yards) away. The sorcerer may choose to play the pipes for up to five turns before the melody ends and one of the amethyst-colored jewels turns black and cracks (releasing the committed Essence within). While he is playing, he attracts any nearby sentient beings, who will be enthralled by his sorcerous music.

When the sorcerer finishes playing, he may then issue a single command to anyone in the area who was listening. Make a Willpower roll for mortals who are affected by the Hypnotic Piping, with the difficulty equal to the number of turns the sorcerer played the pipes (maximum five) for them to resist the enchantment.

Make a Wits + Occult roll at a difficulty of 3for Exalted, elementals and spirits hearing the pipes to realize that the music being played is an enchantment. If that roll is successful, make a reflexive Willpower roll with a difficulty equal to the number of turns the music has been playing for the characters to ignore the sorcerer's enchantment. If the roll fails, they know they have been enchanted and can stretch the command to its limits, but they must obey. If the roll succeeds, they may ignore the beguiling music and act normally, often to attack the caster.

If the caster is interrupted while playing the pipes, the song's effect is nullified, and one gem, as well as the Essence paid, is lost. If the caster is attacked while playing the tune, he may abort to a dodge but cannot activate Charms, reflexive or otherwise, and the spell is broken. If the sorcerer wishes, he may ignore the attack and continue to play, but his player must make a successful reflexive Stamina + Resistance roll with a difficulty equal to the amount of damage the Exalt takes from the attack.

The pipes have no effect on the undead, automata, beasts or any creature with an Intelligence Attribute of less than 2.

The effects of the enchantment wear off after a day and a night, at the end of which all who were affected awaken as if they were sleepwalking. They will have memories of what they have done while enchanted, but they may choose to dismiss the incident as a dream until provided with evidence to the contrary.

When all of the amethyst-colored jewels have broken and turned black, the pipes crumble into colorless bone powder.

Incantation of Spiritual Discretion

Cost: 20+ motes
Target: An area with a radius in yards equal to the character's Occult + permanent Essence

This spell is used to secure an area against intrusion by dematerialized beings and prevents the use of the Dematerialize Charm within its area of effect. The area to be effected by the spell must be ritually prepared by the caster and the boundary marked with a line of salt. This ritual takes six hours, and the salt and ritual implements may then be removed. This spell may not be cast at the site of a sanctum or while any spirits are present in the area to be secured. While the spell is active, dematerialized beings simply find themselves unable to move into the area or to become dematerialized while in the area. This spell also affects beings who use sorcerous effects to change into shadow form.

Essence cannot be spent to dematerialize and cannot be wasted. This spell has no effect on beings whose permanent Essence is greater than the caster's. This spell lasts for a number of days equal to the caster's Occult + permanent Essence. This spell can be renewed at any point in its duration by any sorcerer who knows Incantation of Spiritual Discretion. A shortened version of the original ritual must be performed, taking one hour, and the 20 motes of Essence must be paid again.

Internal Flame

Cost: 15 motes
Target: One creature

This spell causes molten metal to flow through its victim's bones, causing excruciating pain until the victim dies. With a word and a gesture, the sorcerer attempts to transmute a target's marrow to boiling iron, burning the body from the inside out. The sorcerer must have line of sight on the target and must be within 300 yards to cast the spell. The sorcerer radiates waves of red and gray flame to wash across the target's body, which seep past armor and clothing to enter the victim's eyes, nose and mouth. The caster's player makes a reflexive Willpower + Occult roll as an attack, with a difficulty equal to the target's Stamina. This attack cannot be dodged and can only be parried with Charms.

If the attack fails, the target has successfully resisted the enchantment. If the attack is successful, Internal Flame deals a base damage of 3L, plus the successes on the attack. This damage may be soaked only by the victim's natural soak, ignoring armor bonuses. Charms that increase a character's soak apply normally. If damage is successfully dealt by the Internal Flame, then the molten metal continues its course through the victim's body. It continues to deal 1L of damage for a number of turns equal to the caster's permanent Essence or until the victim receives medical attention (Intelligence + Medicine, difficulty 3).

The effects of having one's bone marrow transformed into molten metal is agonizing beyond belief. Regardless of whether or not the target resists the damage of the spell, she will suffer a -2 penalty to all actions for the remainder of the scene. This penalty is a wound penalty and stacks with any other wound penalties from which the target currently suffers. Only targets that are wholly immune to wound penalties are immune to the paralytic effects of the pain. Without powerful magical healing that is capable of regenerating lost tissue, such as Healing Trance Meditation, mortals targeted by this spell will surely die within a month at most, from the destruction of their marrow. Exalts, spirits and fey will recover normally from these wounds.

Lightning Spider

Cost: 10+ motes
Target: Caster

When this spell is cast, eight long legs made of lightning sprout from the torso of the caster, supporting her weight and allowing her to climb any surface. The legs are each three yards long and insubstantial, but they support the sorcerer and all her gear easily. These legs allow the caster to move along any surface at her normal movement rate, whether it is a vertical wall or a domed ceiling or even just rough terrain.

Because they are insubstantial, the legs cannot be dislodged by mundane means. Objects pass right through the coherent lightning, and if the legs touch a living being, they will immediately shift to find purchase on an inanimate object. Living creatures may feel a slight tingling, like static electricity, but are otherwise unharmed by the effects of the Lightning Spider spell. The number and magical strength of the legs adds five dice to the caster's Strength check for purposes of clinch maneuvers made against the sorcerer.

The lightning spider not only allows the caster to move unhindered along surfaces, but for an additional Essence cost, she can produce an electric dragline. This line is also made from cohesive lightning and can support up to 100 pounds per mote of additional Essence spent. The caster may not spend more motes in this manner than she has points of permanent Essence. Unlike the sorcerer's spider legs, this dragline is solid and can be tied to or around objects ≠— or people. It has a soak of 10L/10B and can take 15 health levels of damage before it is severed.

Manifestations of Vigorous Design

Cost: 5+ motes (committed)
Target: One inanimate object

This spell allows a sorcerer to invest Essence into small, inanimate objects and give them the semblance of life. Objects animated by this spell can receive simple commands and will fulfill those commands to the best of their ability. The nature of an object defines its abilities and dictates what it might be commanded to do. A broom can be commanded to sweep, a table to walk behind its owner, a toy soldier to march, or a ball to bounce.

The sorcerer may animate any object she touches simply by invoking this spell and committing 5 motes of Essence. She can animate any simple, nonmechanical object weighing no more than 10 pounds per point of permanent Essence she possesses. The object glows with a bright yellow light for a moment, and then, it begins to move about.

The animated object has Physical Attributes equal to one dot per every five pounds it weighs, rounding up. An animated object has other Attributes at one dot each. It will also have one Ability of the caster's choosing at a rating equal to the caster's permanent Essence, but it cannot be higher than the caster's rating in the Ability.

The caster may choose at the time of casting to spend an additional 5 motes of Essence and give the object an additional Ability at the same rating as her permanent Essence. Alternately, the sorcerer can spend additional Essence to give that object a specialty of +1 in its Ability or to increase an Attribute by one dot. No more than 20 motes of Essence can be spent in this manner. All Abilities granted to an animated object must have something in common with the object's design and intent. Shovels can dig, brushes can paint or write, and boxes can open or close. An object with legs can walk or run, follow and even be ridden. Weapons most often are granted the Melee Ability. Pens or chalk can be granted the Linguistics Ability. Characters should work out with their Storyteller exactly what Abilities can be granted to an object.

Unless otherwise interrupted, an object animated by Manifestations of Vigorous Design will continue with its last command until the sorcerer removes her committed Essence or the object is completely destroyed.

Mast-Shattering Spell

Cost: 20 motes
Target: One ship or vessel

The caster's anima flares with dark-blue Essence, which gathers itself into a spiked ball of blue tempered steel hovering before the sorcerer. The sorcerer utters a single word and points toward his enemy's ship, and the ball flies across the distance to smash into the main mast of that ship. The mast then explodes in a shower of splinters that rain across the deck and imbed themselves in bare flesh. Everyone within 20 yards must Dodge this explosion, at difficulty 1, or suffer 10 lethal health levels of damage.

The target of this spell must be a ship within one mile of the sorcerer and must be clearly visible. Any weather conditions such as fog or rain that would obscure vision lower the range of the spell appropriately.

Masts that have been magically reinforced, such as through the use of Mast's Unbreakable Will Prana (see **Savage Seas**, p. 115), may survive this spell. The casting sorcerer's player must make a reflexive Wits + Occult roll with a difficulty equal to the permanent Essence of the being who reinforced the mast. If the roll fails, then the mast shudders and groans but survives intact. First Age vessels commonly have reinforced masts. Masts made of the Five Magical Materials are completely immune to this spell.

A variant of this spell targets the oars of a ship and is useful against ships that have no masts. In this variant, the spiked ball of Essence crashes across the visible oars from prow to stern, flinging splinters in all directions. Creatures manning the oars suffer five lethal health levels of damage from the spray of shards, soaked normally.

Mists of Eventide

Cost: 15 motes
Target: Creatures in the area of the spell

This spell conjures a small cyclone of opalescent mist that quickly expands to cover a circle 10 yards in diameter, putting any creatures within its area to sleep. The sorcerer may create the mists anywhere in view within 50 yards.

The mists need not be inhaled. Just their touch on bare skin is enough to put a victim into a magical slumber. The spell's effects last until the sun has set and risen again, during which time the victims remain comatose unless awakened forcibly. If awakened before the spell ends, the victims suffer a -3 penalty to all actions, acting as if they've been drugged with a powerful narcotic. The magical sleep invoked by Mists of Eventide is not restful. Creatures who slumber so will awaken at the end of the spell without having regained any motes of Essence and will require normal sleep as if no time had passed. The magical sleep is also completely dreamless, and victims of the mists cannot be the target of magical effects that invoke nightmares or other mind-influencing effects.

Mists of Eventide affects mortal creatures instantly. Exalts, spirits and Wyld-shaped creatures may resist the effects of the spell with a Stamina + Resistance roll, the difficulty of which is equal to the caster's permanent Essence. This spell does not affect Fair Folk, the undead, intangible spirits or ghosts or automata.

The mists fade and disappear after three turns, leaving no mundane trace of the spell having been cast.

Paralyzing Contradiction

Cost: 15 motes
Target: All creatures within range

The sorcerer casting this spell draws a complicated figure in the air out of fiery white Essence and speaks a philosophical koan that is immeasurably complex. Anyone with an Intelligence Attribute greater than 1 within 50 yards of the caster must immediately stop what he is doing and contemplate this fascinating self-contradiction. This spell affects anyone who sees the sigil or hears the words of the caster. So, if a person were to be blind and deaf, he would be immune to the spell. It affects mortals, Exalts, spirits, Fair Folk and even any undead creatures with the requisite Intelligence. It does not affect automata.

To solve the contradiction, all affected creatures must spend their entire actions contemplating the enigma, except for speaking amongst themselves about the koan. The players of all those affected may make an Intelligence + Lore roll on each of their actions, with a difficulty equal to the caster's permanent Essence to solve the riddle. These rolls are cumulative, and once someone has gained enough successes to break free of the contradiction, he will be able to act again. He cannot, however, assist others that are affected by the paralyzing contradiction. Each must solve the koan on his own.

The rolls to solve the contradiction are not reflexive. They constitute a full action, and during the effects of the spell, no one may take any action or split his dice pools until the paralyzing contradiction is solved. Those who have held actions when the spell is cast must immediately abort to pondering the enigma. Similarly, those who are in the middle of an extended action, such as a full dodge, must immediately stop. The only defenses that a character may continue to take are those that work automatically, such as Flow Like Blood, Five-Dragon Blocking Technique and Virtuous Guardian of Flame.

If a person affected by Paralyzing Contradiction is attacked, he is immediately freed from contemplation. The spell ends when all characters have successfully solved the koan, if the spell is countered or if the casting sorcerer dies. When Paralyzing Contradiction is finished, the sigil in the air burns out, and all those who were affected forget the nature of the koan — and its solution.

Peacock Shadow Eyes

Cost: 10 motes
Target: One creature

The caster's eyes glow with a terrible, iridescent flame that holds the attention of a victim with whom the sorcerer makes eye contact and compels the target to stunned silence. The target must be within 10 yards of the caster and both parties' eyes must meet for the spell to be effective. The players of the caster and the target then make opposed Willpower + Occult rolls. If the victim is successful, then the

spell fails, and no effect occurs. If the sorcerer wins the opposed roll, then the victim falls into a light trance and will be intensely susceptible to suggestion. The target will believe anything and everything the caster tells him over a period of five minutes. At the end of that time, the victim snaps out of his trance with no memory of what has happened to him. He will think he was engaged in normal conversation with the sorcerer and will continue to believe what was told to him during his trance, even when faced with evidence to the contrary. It will take someone providing irrefutable evidence to the contrary (and a successful Intelligence + Bureaucracy roll, the difficulty of which equal to the caster's permanent Essence) to convince the victim of Peacock Shadow Eyes that he has been duped.

Personal Tempest

Cost: 15 motes
Target: Caster

This spell causes the air around the caster to become violently agitated, creating short bursts of wind that deflect incoming blows. The wind is invisible and does not stop the sorcerer from attacking out of the it, but it reduces her movement to one-half of normal due to resistance. Attacks against the sorcerer suffer penalties as if the sorcerer were behind 90 percent hard cover on all sides. This means that hand-to-hand attacks suffer a -2 penalty and ranged attacks suffer a -4 penalty, as described on page 229 of **Exalted**. Wrestling maneuvers, reflexive or not, made against the sorcerer in the Personal Tempest suffer a -2 penalty as well, regardless of whether the sorcerer is already in a clinch or hold. See pages 239-240 of **Exalted** (or, alternately, p. 205 of the **Exalted Players Guide**) for more complete rules on wrestling.

Personal Tempest lasts either one scene, until voluntarily dispelled or countered or until the caster is rendered incapacitated.

Plague of Bronze Snakes

Cost: 15 motes
Target: Conjured automata

The caster conjures a brass hammer out of her Essence and strikes the ground with it three times, causing a small hole to open up and dozens of bronze serpents to issue forth. These ophidian constructs are nocturnal, hunting for human-raised livestock and animals only at night. During the day, they return to the hole from which they were conjured and await the sunset before venturing forth. The snakes will range 1,800 yards (approximately one mile) from the point of conjuration per point of the caster's Occult score and are attracted to motion. The strike silently, biting a victim, then retreating to their den for the night. The serpents have a swift and lethal magical venom that turns the victims of their bite to granite in an agonizing process.

This spell may only be cast at night and is usually performed outside a village or near an enemy encampment. The snakes last for a number of nights equal to the casting sorcerer's permanent Essence. The number of serpents conjured is equal to twice the caster's Willpower. If they have not been destroyed before the spell's duration ends, the snakes return to their den and decompose into tarnished metal segments.

Bronze snakes only hunt livestock and animals domesticated by humans. They will attempt to flee if attacked and only strike when cornered. They are creatures made of the caster's Essence and die if they take four health levels of either bashing or lethal damage.

Bronze Snake

Attributes: Strength 1, Dexterity 5, Stamina 4, Charisma 1, Manipulation 1, Appearance 3, Perception 2, Intelligence 1, Wits 3
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Athletics 2, Awareness 3, Brawl 3, Dodge 5, Resistance 3, Stealth 5 (Hide +2)
Base Initiative: 8
Attack:
Bite: Speed 10 Accuracy 8 Damage 1L*
Dodge Pool: 10 **Soak:** 10L/10B (Bronze body, 8L/6B)
Willpower: 2 **Health Levels:** -0/-0/-0/Incap
Essence: 1
Other Notes: While not terribly intelligent, bronze snakes are preternaturally aware of the best time to strike, often waiting until a victim is alone before attacking.
After the initial damage of the bite is dealt, then the magical venom is injected into the victim. This lethal poison has a resistance factor of 7. Failure to resist means that the victim takes 10 health levels of lethal damage. If this is enough to kill the victim, then he turns to granite, usually frozen in a position of excruciating agony. If the victim does not die, or successfully resists the poison, he still takes two lethal health levels of damage and suffers a -6 to all rolls for eight hours.

As with all poisons, these rules are for Exalts who suffer from a snake bite. Mortals and beasts die in agony and become granite statues over the space of a couple of turns, often before they can cry out.

Private Plaza of Downcast Eyes

Cost: 20+ motes
Target: An area with a radius in yards equal to the character Occult + permanent Essence

Venom Type	Difficulty	Success	Failure	Duration/Penalty
Brass Serpent Venom	7	2L	death	8hours/-6

This spell is used to secure an area against magical scrying and intrusion via teleportation. The ritual casting of this spell takes six hours and requires a procession through all of the areas to be protected by the spell. While the spell is active, no effect that magically allows for clairvoyance into or out of the area or translocation to or from the area functions.

This prohibition includes any Charm or effect that allows for the user's senses to perceive a location outside the bounds of mundane perception, such as (Sense)-Riding Technique or use of a dragonfly's ranging eye. Such effects fail instantly and without explanation when they strike the edge of the ward.

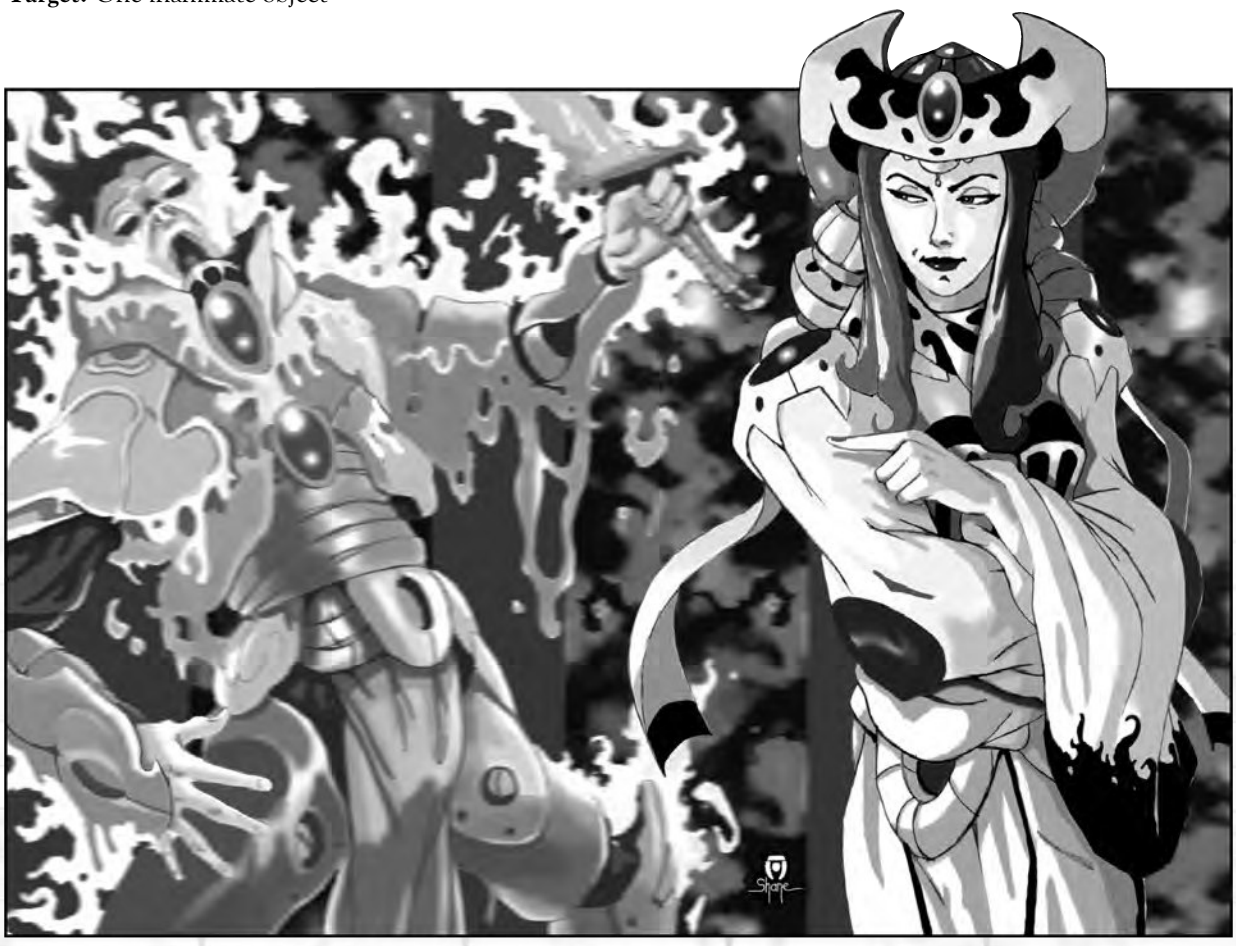
Teleportation attempts fail completely, and the Essence used to activate them is wasted. They do not transport the user to the perimeter of the spell effect or give the user any indication of how or why the teleport attempt failed.

This spell lasts for a number of days equal to the caster's permanent Essence. This spell can be renewed at any point in its duration by any caster who knows Private Plaza of Downcast Eyes. A shortened version of the original ritual must be performed, taking one hour, and the 20 motes of Essence must be paid again.

The Ravenous Fire

Cost: 15 motes
Target: One inanimate object

This spell conjures a magical fire that will consume any non-magical material as if it were dry timber. The sorcerer concentrates on the spell for a turn and then points at the object she wishes to incinerate. A jet of blue-white flame shoots from her fingertip up to one yard away and will instantly ignite the substance at which she points. Dead wood will be instantly consumed. Granite will soften and burn like candle wax. Metals will crumble to ash and slag under the heat of the ravenous fire. The flames will only consume the material to which it was first set, but they can spread to any other material of the same type as long as it is in contact with the substance first touched. Thus, if the sorcerer were to set fire to a marble pillar, it would spread to any other marble that pillar touches, such as the floor or the ceiling. It would not, however, burn any metal inlays or gems set into the marble. The Ravenous Fire can consume 27 cubic feet (the size of a human-sized statue and base) for every point of permanent Essence the caster possesses, and it takes approximately one minute to consume that 27 cubic feet. After the fire has burned itself out, if the substance was naturally flammable (such as wood) it will continue to burn as a normal fire until all of the substance is consumed or the fire is put out. The Ravenous Fire cannot be extinguished by any mundane means, only through the use of sorcery. The flames cannot consume enchanted objects, anything made of the Five



Magical Materials or any living substance. Creatures that touch the mystical flames will feel an intense but harmless cold rather than the burning heat they might expect.

Ritual of Elemental Empowerment

Cost: 30 motes
Target: One inanimate object

This powerful ritual is cast from dawn to noon on a clear day and must be performed with the aid of an elemental. This spirit must have an elemental affinity with the element to be empowered and must have an Essence of 3 or greater. The sorcerer begins the ritual by performing a purification upon the item to be enchanted during the ritual. He then invokes the blessings of the Five Elemental Dragons, beginning with the element that is to be empowered. When this is done the elemental strikes the item five times, once for each Dragon, spending 5 motes of Essence per strike. Together with the caster's Essence, this enchants the item to have fantastic powers. The nature of the powers is defined by the element and is listed in the boxed text below.

The Ritual of Elemental Empowerment permanently instills an item with the enchantment. The effects last for the life of the item or until the magic is countered or another Ritual of Empowerment is performed on it. One item can only have one enchantment. Additional castings of this spell may replace the element enchanted into the item but may not add to its effects. Only mundane items can be empowered, so artifacts, enchanted objects, Hearthstones and the Five Magical Materials are immune to this spell. In addition, this spell has no effect on the living or the dead, on spirits, on Fair Folk or on demons. The caster may enchant an object weighing no more than 5 pounds per point of permanent Essence she possesses. Clothing, jewelry and weapons are the most common items that are empowered, though very powerful sorcerers can enchant a suit of armor or barding for a steed.

River of Blood

Cost: 15 + motes
Target: One body of water

Air: An item enchanted with the element of air can have one of two effects. The first effect is to have the item's weight be reduced to one-fifth of its original weight. Heavy clothing becomes as comfortable to wear as the finest silk. Weapons become easier to carry and have their speed increased by 1. Armor enchanted this way has its fatigue and mobility rating reduced by 1.

Instead of making the item lighter, the caster can choose to enchant it so that it becomes cool or cold on command. To activate the effect, the bearer must either commit 1 mote of Essence to the item or spend one temporary Willpower point (if the bearer is not an Exalt or spirit). Clothing thus enchanted will keep the wearer comfortable in all but the most extreme heat. This does not protect the wearer from damage caused by fire or other heat effects, but it adds three dice to Endurance rolls made due to extremely warm weather. Weapons enchanted to become cold will ice over with a thin blue rime, and this frost adds two lethal levels of damage.

Earth: Enchanting an item with the element of earth makes it extraordinarily tough. Clothing so enchanted will never wear out, swords will never need to be sharpened, and armor gains additional protection for its bearer. Add 2L/2B soak to any item so empowered.

Fire: Fire empowerment is similar to air empowerment, in that it allows the item to become warm or hot on command. To activate the effect, the bearer must either commit 1 mote of Essence to the item or spend one temporary Willpower point (if the bearer is not an Exalt or Spirit). Clothing and armor will protect its wearer from extreme cold conditions, adding three dice to Endurance rolls made due to inclement cold weather, such as blizzards. This enchantment does not make the wearer immune to damage from cold, however. Weapons enchanted with the element of fire will turn white hot on command and add two health levels of lethal damage to attacks.

Alternatively, the caster may choose to enchant an item so that it becomes immune to fire. This does not protect the bearer of the item, but the enchanted object cannot be burned by any mundane means.

Water: An item enchanted with the element of water can change its shape on command. The object retains its material qualities, mass and weight, but it can adjust its form to the bearer's will. Clothing can retailor itself to specific needs. A weapon can become an unobtrusive item of similar size until needed later. Armor can fold itself up into a compact cube for easy carriage. An item damaged while it has been shapeshifted will retain that damage in any form, until the item is repaired.

To activate this ability, the bearer must either commit 1 mote of Essence to the item or spend one temporary Willpower point (if the bearer is not an Exalt or spirit).

Wood: Empowering an item with the element of wood allows it to regenerate itself rapidly. Dents and cuts in armor seal up. Clothing mends its own tears. Weapons become like new after a battle. So long as an item has not taken enough health levels of damage to destroy it, it will heal at the rate of one health level per hour.

This spell causes a natural waterway to flow with thick, rank blood instead of water. The caster conjures forth a draconic serpent of vermilion Essence that rises from the sorcerer's anima to strike against the surface of the water. From that point and radiating outward as far as the caster can see, the water is transformed into blood. The blood flows downstream for a number of miles equal to the permanent Essence of the caster. The sorcerer may choose to spend additional motes of Essence to increase the range, at 3 motes per every additional mile beyond the initial amount of the spell. This spell can only be cast on a river, stream or other flowing water that the caster can see across to the far shore. It has no effect on standing pools such as ponds, lakes, puddles, seas or oceans.

Any living creatures in the water will perish if they cannot find a source of clean water. Plants within a mile of the waterway will sicken and die over the course of several days. Beasts that live nearby will flee for a safer, healthier source of water. The liquid drawn from a river is useless as a source of nourishment to living things, except those heinous creatures that gain strength from drinking blood.

The sorcerous blood quickly begins to rot and stink of death, attracting malevolent creatures and driving away weak-willed mortals. Hungry ghosts and the walking dead are especially drawn to such a river, sensing the death and decay that surrounds the cursed waterway. Daily Stamina + Endurance rolls must be made for mortals and mortal beasts that remain within a mile of the afflicted body of water, with the difficulty equal to 2. If this roll fails, the victim will become incurably ill and suffer a -1 penalty for the remainder of the spell's duration.

The enchanted body will transmute back to normal water in a number of days equal to the casting sorcerer's Willpower. This does not cure or revive any creatures and plants that lived within a mile of the river.

The Sacred Tongue

Cost: 10 motes
Target: Caster

The sorcerer who invokes the Sacred Tongue can then speak a magical language that is understood by any creature who hears it. When the caster concentrates and spends the required Essence, a pale golden mask forms over his lower face, covering his mouth and chin and wrapping around his head to cover his ears. When the caster speaks, the mask moved its perfect lips and issues a deep, unnatural, echoing voice that covers the sound of the sorcerer's own voice. The language in itself is incomprehensible, but the echoes of the magical voice sound to listeners like their native tongue. Creatures who speak many languages will be able to make out several translations of the sorcerer's speech, which can be somewhat confusing or disconcerting. However, simple concentration will allow a creature to discern the true meaning of the caster's dialogue.

Arcane Links

An arcane link is an item that a sorcerer uses to cast many spells and rituals on a target that is not in the presence of the caster. An arcane links is often represented by a piece of hair, a sample of skin or a bit of blood or other bodily fluid from the target. Items of extremely personal significance to a creature may also be used as an arcane link. Generally, a sorcerer requires at least a gram of substance to be used in sorcery and rituals. Many sorcerous effects can create an arcane link between the sorcerer and her target, which are as effective or even more effective since they are not consumed in the casting of spells.

Arcane links can be difficult and dangerous for a sorcerer to procure, especially if the target is someone powerful or well guarded. Getting or forging an arcane link can be more strenuous and costly than the spell for which it is used!

All sorcerers are aware of the dangers of leaving behind objects and bits of themselves that might be used against them by rivals and enemies, so they go to great lengths to protect themselves.

The mask formed by the spell also allows the caster to understand any dialogue that is spoken around him, whispering into his ears with no noticeable pause in the sorcerer's native language.

The effects of the spell are so powerful that the sorcerer who uses it commands at least some respect from his audience. The caster gains one die to all Manipulation rolls when dealing with an audience that can hear the mystical language.

The language that is spoken is immediately recognizable as magical and fantastic, implying that the sorcerer who uses this spell is a powerful being. This can have several effects on the caster's audience, as many creatures will react strongly to being in the presence of a magical being. The sorcerer may be greeted with respect, awe, fear or loathing, but no creature will be indifferent to his presence. Casual interaction can be quite difficult, and frequent use of this spell will surely draw attention and rumor to the caster.

Shadow Summons

Cost: 15 motes
Target: One living creature
Requires an arcane link

This complex ritual pulls the victim's shadow from her and calls it to the casting sorcerer's side. The sorcerer must have or must forge an arcane link to the victim prior to the beginning of the ritual, but once established, the sorcerer may target the creature wherever in Creation she might be. The ritual is begun at midnight and lasts until the moon has

set, during which time the sorcerer boils a pot of pitch and spreads it into a pentagram. He then walks the lines of the pentagram in full, while repeating the name of the target, calling it out to the Celestial Incarna — the Maidens, Luna and the Unconquered Sun. This incantation is repeated 55 times, until, just before moonset, the sorcerer steps into the center of the pentagram and calls the name out to the rulers of the Abyss. As this is done, the shadow of the victim is torn from her body and travels over land and sea to reach the caster. The shadow moves at unfathomable speed and will arrive before sunrise.

When the shadow arrives, it takes the sorcerer's place within the pentagram and is bound until the sun rises fully. The sorcerer has until then to deal with it, which he can do in two ways. First, the sorcerer can use the shadow as a messenger, clearly dictating a message that the shadow will then return with to its host. When the shadow reattaches itself to the target, she and only she will hear the sorcerer's message clearly.

A more dire option for the captured shadow is for the sorcerer to destroy it in a burst of eldritch light. If this happens, the victim will suffer a sudden spasm of unquenchable pain, rendering her unable to act for one turn. While this causes no physical damage to the victim, she will suffer weakness and infirmity for one whole week. The victim will have a penalty to all actions equal to the casting sorcerer's permanent Essence for the entire week. This penalty is considered a wound penalty, and creatures who reduce wound penalties may temporarily ignore or reduce this effect but cannot maintain such a feat without tremendous cost.

If the shadow is destroyed, it will take one full lunar month to regrow, starting out as a stunted, pale thing and slowly becoming more solid and whole.

Silent Words of Dreams and Nightmares

Cost: 10 motes

Target: One creature

Requires an arcane link

This short ritual sends a dream or nightmare of the caster's own design to a single target anywhere in Creation. Prior to the ritual, the sorcerer must carefully craft the vision he wishes his victim to receive. The sorcerer may choose to send any type of message via dreams, including prophesy of forthcoming doom or a clue toward success in an upcoming venture. The dreams cannot be used to directly control the victim's actions, but the events of the dream will cause the victim to view waking events in relation to the vision. A general who receives a dream of going to battle and being defeated will carefully weigh his strategy the day afterward. A queen who has a prophetic vision of wealth and prosperity after signing a treaty will most likely view such a treaty more favorably in the morning.

The sorcerer must also establish an arcane connection to the victim, either by possessing an arcane link to the target, a bit of blood or skin or a carefully crafted portrait of the target done from memory. The ritual itself only takes 10 minutes to cast and involves a set of silvered mirrors and an incense made from lotus blossoms. These items have a total cost of Resources •••. The caster places the arcane link between the two mirrors and burns the incense so that the smoke flows around it. As the smoke thickens, the caster chants the words of the ritual and concentrates on the dream he wishes to send to the victim.

If the victim is asleep, her image will appear in the mirrors, and the smoke will flow through them and into the head of the target, carrying the dream with it. If the target is not currently asleep, the smoke will stay in a cloud between the mirrors until the victim does sleep and then enter her mind.

When the ritual is finished, the sorcerer's player makes a Willpower + Occult roll. If the sorcerer is advising of an action contrary to the victim's own choices, then the difficulty of this roll is determined by the Virtue of the target that is most appropriate to the action that the sorcerer wishes to urge. If the roll is successful, then the target of the spell will consider such an action to be the wisest course. Alternately, if the dream happens to be one bolstering a particular course of action, the victim will receive a bonus number of dice equal to the sorcerer's player's successes on a Willpower + Occult roll to one Virtue check appropriate to the recommended course of action. This bonus or penalty lasts until the target next sleeps without sorcerous dreams.

Instead of sending a specific message, the caster can plague the victim with horrific, nonspecific night terrors that play upon the victim's fears, weakening her resolve and shaking her confidence. If this is the case, then the victim's player must make a Willpower roll upon her character waking, with a difficulty equal to the caster's permanent Essence. If successful, then the victim suffers no ill effects. If the roll fails, then she looses points of temporary Willpower equal to the sorcerer's permanent Essence. This Willpower is lost until it can be regained normally. The casting sorcerer may choose to send nightmares on successive nights, and for each night, the victim not only may lose temporary Willpower, but her player suffers a one-die penalty to the morning Conviction roll (which cannot reduce the dice pool below 0). In this case, the victim may be totally drained of Willpower, unless she possesses the Cult Background, performs many successful stunts or has some other way of regaining Willpower. If the victim looses all of her temporary Willpower, she will suffer from a permanent derangement of the Storyteller's choosing.

The target of the Silent Words of Dreams and Nightmares will regard the visions sent by the sorcerer as naturally occurring, unless her player (or the player of someone who is told by the target of the visions) makes a successful Perception + Occult roll, difficulty 4.

Many Hearthstones and artifacts protect their users from nightmares and are effective against the Silent Words of Dreams and Nightmares.

Sleep of Stony Safety

Cost: 15+ motes
Target: Caster and optional allies

This spell creates a hardened magical stone encasement for the caster and her allies so that they may rest at night undisturbed. The magical stone is nearly indestructible, yet it provides those encased with a sleep so comfortable that they may rest in it in armor without penalty. The Sleep of Stony Safety may only be cast at night, and it ends with the dawn unless the sorcerer awakens before then. Every 5 motes of Essence spent beyond the initial 15 required to cast the spell allows the caster to encase one additional creature. So, if the caster spends 20 motes of Essence, then two creatures will participate in the Sleep of Stony Safety. The caster may not include in the spell more creatures than her permanent Willpower Trait.

The spell takes a minute to cast, during which time the sorcerer spreads fine white sand in a circle on the ground large enough to encompass all the participants in the spell. The caster and all participants then lay down within the circle with their heads at their center and their feet arrayed out touching the sand circle. The caster intones the words of the spell, and a white glow rises from the sand, creeping across the participants' feet and slowly moving up their bodies toward the center of the circle. When the caster finishes chanting, the light closes over their heads and solidifies into a white dome of sandstone. This magical stone has a bashing and lethal soak of 15, it takes 30 health levels to destroy, and it ignores damage of less than five health levels. It provided total cover, and the sorcerous nature of the dome protects against magical attacks against the participants that would normally ignore cover. The dome of stone takes damage as an object.

While encased, the sleepers are ignorant of their surroundings, but if the dome of stone is attacked, they are awoken by a soft chiming of bells. The sorcerer may choose then to end the spell and release all of the sleepers to face this attack, or she may choose to wait it out. If the sorcerer ends the spell, or at dawn, all of the participants are rise free of the stone into a standing position as the dome crumbles into harmless sand.

The Sleep of Stony Safety provides a means for rest and a safe haven against danger, but it does not ensure that the participants will sleep. Creatures who have trouble sleeping, either through psychological or physical limitations, may still suffer insomnia while participating in this spell. However, it does dampen the natural processes somewhat, so that those inside are never disturbed by the need to urinate in the middle of the night, for example.

Sorcerer's Irresistible Puppetry

Cost: 25 motes + 20 motes to activate
Target: One creature

This ritual prepares a creature for later possession by the sorcerer. The sorcerer must have a target creature unconscious and immobilized when he wishes to cast the ritual or have a willing subject who wishes to serve the caster unquestioningly. The sorcerer binds the target with ritual paper inscribed with mystic sigils and places expensive incense (Resources ••) about the body at key locations. The caster summons his Essence and channels it into the body of the creature through the spell papers, binding the creature's own Essence to himself. After an hour, the caster drains his Essence back out of the target and into a jewel placed near the creature's head. When this is complete, after an hour of concentration and chanting, the jewel becomes a focus through which the sorcerer may later possess the target creature's body and operate it as though it was the caster's own. The spell paper and incense are consumed in the ritual.

To activate Sorcerer's Irresistible Puppetry, the caster commits 20 motes of Essence and concentrates with the possession jewel clasped to his forehead. The caster and target then engage in a contest of wills that lasts for three turns, though the victim is unaware of the contest, only suffering from a sudden, strong headache. The sorcerer's player makes a Willpower + Occult roll, with a difficulty equal to the target's Willpower + permanent Essence. The sorcerer has three turns to gain enough successes to equal or beat the difficulty. If he succeeds, the caster possesses the creature and may operate its body for up to 24 hours, without the victim's knowledge. If the target's will proves too strong, the sorcerer still spends the motes of Essence and cannot gain them back for one full day, and he loses an additional point of temporary Willpower. He retains the jewel, however, and may attempt to possess the creature again in 24 hours. When the target successfully resists, make a reflexive Intelligence + Occult roll, difficulty 3, for it to realize it has been the target of a spell. If five or more successes are achieved, then it knows the nature of the spell and may take steps to prevent further possession by the caster, such as by slaying him or finding a sorcerer to remove the enchantment. If the target was rendered unconscious before the ritual, it will have no idea that it has been the victim of sorcery (having missed the spectacular effects of the ritual). The difficulty of the Intelligence + Occult roll for such victims is 5 to detect the enchantment and 7 to discern its nature.

The insidious power of Sorcerer's Irresistible Puppetry allows the caster not only to operate the victim's body, but to plumb its memories for the creature's Abilities. While possessing the target, the sorcerer has access to whichever is a higher rating of both his own and the creature's Abilities. In addition, the sorcerer uses the creature's Strength, Dexterity, Stamina, Perception and Appearance Attributes and his own Intelligence, Wits, Charisma and Manipulation Attributes. This allows a sorcerer to use a dog's sense of smell or an eagle's ability to fly or even an assassin's skill at hiding and ambushing victims.

The sorcerer does not have access to any of the creature's magical abilities, spells or Charms, but he may

use his own freely by spending his own remaining Essence. The caster may not regain any Essence spent while possessing the creature until he relinquishes the possession.

If the creature suffers damage while it is possessed, then the caster takes an equal number of bashing health levels of damage. If the creature should die while being possessed, then the jewel shatters, the spell is broken, and the sorcerer awakes having not only taken bashing damage but also having lost three points of temporary Willpower, which he regains at a rate of one per night of sleep.

The caster commits the 20 motes of Essence to activate the jewel and must concentrate without interruption while possessing the target. However, the Essence remains committed for 24 hours, and the sorcerer may willingly break his concentration during that time, remove his consciousness from the target, and begin concentration later that day to possess the creature again without having to spend additional Essence.

While under the possession of Sorcerer's Irresistible Puppetry, the target has no control and no conscious knowledge that it is being possessed. It may notice discrepancies afterward, though, and characters who interact with a possessed target may notice changes in its behavior and demeanor.

This spell only targets living creatures with an Essence rating and has no effect on the undead, automata, plants and dematerialized spirits. In addition, the sorcerer may find it exceedingly hard to possess creatures of high permanent Essence.

Spirit of Might

Cost: 10+ motes
Target: Caster

Unlike many spells, Spirit of Might activates the sorcerer's full anima banner when it is cast, for the duration of the spell. The caster gathers her Essence about her and fuels her anima banner, giving her unnatural strength to move the heaviest objects. Under the Exalt's charged anima banner, boulders that block a road shift easily, walls crumble at a mere touch, and bales of hay will fly across an empty field.

The caster concentrates for a turn and releases Essence into her anima banner. She may then perform a feat of strength using her Willpower + permanent Essence as a bonus to her Strength + Athletics, adding one additional dot for every 2 motes of Essence spent in the casting of Spirit of Might. Thus, a sorcerer with a Strength of 3, an Athletics of 2, a Willpower of 5 and an Essence of 3 who spends 10 motes can perform a feat of strength at the 18-point level, enough to tear iron bars out of a stone windowsill or to lift 3,500 pounds (see **Exalted**, p. 252, for more information on feats of strength). The caster may not spend more than 30 motes of Essence total in casting Spirit of Might.

Spirit of Might lasts for a number of turns equal to the caster's Occult Ability, during which time the sorcerer's anima banner is in full effect. At the end of this duration, or if the spell is countered, the anima banner returns to what it would normally be based on how much Essence the caster has recently spent.

Spirit Sword

Cost: 20 motes
Target: Caster

When casting this spell, the sorcerer forms a scintillating weapon of pure Essence that shimmers with a thousand opalescent hues and rings like an iron bell when it strikes. The sword formed from this incantation is as deadly as it is beautiful, for it strikes through mortal weapons and armor to bite directly into flesh.

The spirit sword is intangible and cannot be parried by normal weapons. Only weapons that are created out of Essence, forged out of one of the Five Magical Materials or otherwise subject to some form of enchantment can deflect the spirit sword's blows. Likewise, the spirit sword ignores non-magical armor and can only be soaked by Stamina or through the use of Charms. The weapon does a base lethal damage equal to the caster's Willpower (average of seven) plus successes on the attack roll, and the sorcerer's player may use the better of his character's Dexterity + Melee or Dexterity + Occult for attack rolls. The weapon adds 3 to the speed of attack and 2 to accuracy and defense. It may be used in conjunction with Melee Charms.

The spirit sword only cuts victims with an Essence Trait. It cannot harm objects, constructs of Essence or automata. It will pass harmlessly through stone, dead wood, metal and clothing. The downside of this is that the sword cannot parry non-magical weapons, for they pass right through the blade. The spirit sword is, however, able to harm dematerialized ghosts and spirits if the sorcerer is able to perceive them.

The spirit sword lasts for one scene or until countered. Thereafter, it dissolves into a fading rainbow and vanishes.

Sprouting Shackles of Doom

Cost: 10 motes
Target: One creature

The casting sorcerer causes thick, pulsing vines to appear and grow to encompass the victim of this spell. The vines wrap around the body of the target, looping through armor and beneath clothing to bind its arms and legs and squeeze the victim painfully, until she is rendered unconscious.

When casting the spell, the sorcerer chooses a target within 30 yards, and his player makes a Perception + Occult roll, adding a number of automatic successes equal to the Exalt's permanent Essence. These become the successes on a clinch attack made against the target. The shackles are an automaton that then uses its Strength + Brawl on successive turns to maintain the clinch. They act on the sorcerer's initiative, and the damage they deal ignores any armor the target possesses. The spell lasts until the clinch is broken or the shackles are destroyed.

If the shackles deal enough damage to the target to render it Incapacitated, then they cease to deal damage and will only hold the victim.

Shackles of Doom

Attributes: Strength 5, Dexterity 1, Stamina 6
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Brawl 3 (Clinch +3)
Base Initiative: 10
Attack:
Clinch: Speed 10 Accuracy 7 Damage 7B Defense 0
Dodge Pool: N/A **Soak:** 3L/6B
Willpower: N/A **Health Levels:** -0/-0/-0/-1/-1/-1/Incap
Essence: 0
Other Notes: Shackles are very simple and have no Attributes other than Physical Attributes. They are mindless and serve only one purpose.
Shackles cannot be healed and become inanimate wood when destroyed.

The Spy Who Walks in Darkness

Cost: 15 motes (committed), 5 motes to possess
Target: Caster

This spell creates an automaton out of the caster's shadow that can be sent on missions of spying, tracking and assassination. The spy who walks in darkness is virtually invisible when it moves among other mundane shadows, and it can slip through cracks in doors and through windowsills to get at its targets. Any space that can let in air is an open invitation to a shadow spy. In addition, the spy has the ability to smother an unwary victim, leaving a pristine corpse.

The ritual to create the spy who walks in darkness takes three hours and must be performed by the light of a full moon, so that the caster's shadow is clearly visible. The caster stands with his back to the moon, viewing his shadow, and has assistants paint a black clay paste along the ground where the shadow is cast, while the caster chants and expends Essence, which is committed for the life of the spy. After the shadow is filled in with paste, then the assistants paint a thick pine pitch over that, making sure that none of it seeps out of the shadow's outline. The pitch is then ignited, and the sorcerer casts several types of flammable powders (that cost Resources ••) into the flames. When the fire burns out, the newly formed automaton will rise and bow in obeisance to the sorcerer and serve with unswerving loyalty. It appears as an inky black, elongated version of the caster, with no facial features or distinguishing marks, and it is soft yet solid to the touch.

The spy who walks in darkness lasts for a number of days equal to the casting sorcerer's Intelligence + Occult rating. During this time, the sorcerer casts no shadow. The caster to may possess the spy at his leisure and is able to sense what it

The Spy Who Walks in Darkness

Attributes: Strength 1, Dexterity 3, Stamina 2, Charisma 1, Manipulation 2, Appearance 1, Perception 4, Intelligence 3, Wits 2
Virtues: Compassion 1, Conviction 5, Temperance 1, Valor 3
Abilities: Awareness 3, Brawl 3 (Clinch +3), Dodge 5, Investigation 2, Larceny 4, Stealth 5, Survival 2
Charms:

Invasion of Darkness

Cost: 5 motes
Duration: Instant

The spy who walks in darkness flattens itself when it invokes this Charm, enabling it to pass through tiny cracks in walls, underneath doors, through keyholes or even beneath the armor of an opponent. Any opening that might allow air to pass through it is wide enough for the spy to use Invasion of Darkness. Magical wards and traps may still be triggered by the spy when it passes through such openings, though the spy may use its Larceny Ability to avoid such things.

The spy will often use this Charm in conjunction with a clinch attack, in which case it gains an additional two automatic successes on the maneuver, due to its slippery nature.

This Charm is inherent to the spy who walks in darkness and cannot be learned by Exalts who may learn Charms outside their sphere.

Swallow the Breath

Cost: 10 motes
Duration: Special

This Charm is the spy who walks in darkness' most potent weapon. Once the spy has engaged an enemy in a clinch and successfully dealt lethal damage to her, the automaton may deal two health levels of lethal damage on every turn that it remains in a clinch with the victim. This damage cannot be soaked. This Charm is intrinsic to the nature of the automaton and cannot be learned by Exalts who may learn Charms from outside their own sphere.

Traverse the Depths of Night

Cost: 7 motes, 1 Willpower
Duration: Instant

This Charm is very similar to the Shadow-Stepping Motion used by Night Caste Solars (see **Caste Book: Night**, p. 70). The spy may activate this Charm to step into one mundane shadow and then appear out of another shadow up to five miles away at the beginning of the next turn. The spy may only use this ability at night, and if there are no shadows within 100 yards of the intended destination, the Charm fails and the motes of Essence are lost. Any sorcerous ward against teleportation is efficacious against Traverse the Depths of Night. Unlike Shadow-Stepping Motion, the automaton need not have seen the location to which it wishes to travel. Its nature and connection to shadows allows it to choose a direction and a destination without prior knowledge. This does not preclude the spy from choosing a shadow that vanishes between the time it disappears to the time it reappears.

This Charm is inherent to the spy who walks in darkness and cannot be learned by Exalts who may learn Charms outside their sphere. Instead, those Exalts should learn Shadow-Stepping Motion.

Base Initiative: 5
Attack:
Clinch: Speed 5 Accuracy 9 Damage 3L Defense 0
Kick: Speed 5 Accuracy 5 Damage 3B Defense 5
Dodge Pool: 8 **Soak:** 6L/6B (5L/4B, Shadowy substance)
Willpower: 4 **Health Levels:** 0/0/0/0/-4/Incap
Essence: 2 **Essence Pool:** 35
Other Notes: The Spy Who Walks in Darkness is made of tangible shadows, which makes it tough to wound. It cannot wear armor or use weapons due to its tenebrous nature.

The automaton cannot speak, but it can pantomime its meaning to others.

When the caster possesses the spy, he will immediately learn everything the spy knows. If the spy returns to the sorcerer at the end of the spell, it may impart its knowledge to the sorcerer when it becomes an ordinary shadow.

senses as well as direct its actions. This possession requires the caster to spend 5 motes of Essence to activate the link to the spy and then for him to concentrate fully on the possession. While possessing the spy, the caster may take no other actions and is oblivious to his own body's surroundings. The sorcerer is forced to use the Physical and Social Attributes of the automaton and cannot use his own Charms, except for sorcery Charms. The sorcerer may cast spells using his own Essence while possessing the spy, but rituals and lengthy spells are unavailable. The sorcerer also has access to the automaton's inherent Charms, but must use the spy's own Essence pool to activate them.

At the end of the spy's duration, it dissolves into a puddle of wet clay, and the caster's shadow reappears as a normal shadow. If the spell is countered or the spy is slain, the caster loses one point of temporary Willpower and two health levels of bashing damage, and his shadow returns, showing obvious signs of injury that heal over the course of the spell's remaining duration. If the caster had possessed the spy at the time of its destruction, then he suffers bashing damage equal to the amount of damage the spy has taken and loses two points of temporary Willpower.

Sting of the Ice Hornet

Cost: 15 motes
Target: One creature

A sorcerer casting this spell conjures a cloud of sharp ice needles that speed toward their target like a swarm of angry hornets. These ice needles are translucent blue in color, about four inches long and a half an inch thick. They are harder than normal ice and will shred clothing and foliage in their way. The caster must choose a target within 300 yards when the spell is cast, though the needles will travel up to 500 yards before falling to the ground.

The caster's player makes a Perception + Occult roll as her attack roll against the chosen target, with a number of automatic successes equal to her Essence. The Sting of the Ice Hornet does a base damage of 12L, plus successes. If used against objects, the needles will shatter against steel, chip stone surfaces and pierce wood up to one inch thick. Sting of the Ice Hornet cannot be parried, only dodged, and it ignores all cover modifiers — like hornets, the needles will swarm around simple barriers. The needles will chase their target, moving at a speed of 120 yards per turn, but can only make simple maneuvers and cannot make right turns or sudden stops. Targets of this spell may attempt to dodge it at a difficulty of 2 + caster's player's successes on the Perception + Occult roll.

The needles of Sting of the Ice Hornet only last for one turn after impact, though they may spend up to five turns in the air following a target. While in flight, the needles cannot be attacked, but they may be the target of countermagic spells. The only evidence left by this spell is a small, quickly drying pool of water, making this spell a preferred choice of sorcerous assassins.

Summoning the Lesser Minions of the Eyeless Face

Cost: 25 motes
Target: Summoned automata

The sorcerer casting this spell performs a six-hour long ritual, in which she creates from her Essence several automata to be her loyal servants for a year and a day. The ritual requires a barrel of thin, dark and fragrant oil, refined out of sludge dredged from the swamps of Mother Bog, stolen from under her children's noses. This oil costs Resources ••• and is difficult to obtain as it has no use outside of sorcerous circles. The oil is poured into a wide, shallow circular well that is inscribed around the edges with the words of the ritual. The caster spends the required motes of Essence while walking counterclockwise around the well and recites the words. The words summon forth wicked spirits and bind them into bodies made from Essence and the oil to form faceless humanoid creatures.

Minions are the color of water in the deepest swamps, swirling black and iridescent under direct light. They are completely sexless and have no facial features, hair or ears, but they are otherwise proportioned as humans are. They often mark themselves with piercings and crude jewelry after their creation so that they have some individuality. They have no mouths and therefore cannot speak. However, they are capable of pantomiming meaning with a preternatural skill. A number of automata are created during the ritual equal to the caster's permanent Essence + Charisma. As automata, the minions are immune to disease and poison and cannot be healed of wounds. Minions are not terribly intelligent and require strict direction to complete any but the most menial of tasks.

Minions have many Abilities available to them and can be equipped as if they were heroic mortals (see **Exalted**, p. 103). They will take orders from the casting sorcerer without question or will take orders from a designated lieutenant.

If a minion is countered or destroyed, it turns into a pile of ash.

Lesser Minion of the Eyeless Face (Automaton)

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 1, Manipulation 2, Appearance 1, Perception 2, Intelligence 2, Wits 3
Virtues: Compassion 1, Conviction 3, Temperance 2, Valor 4
Abilities: Athletics 3, Brawl 2, Dodge 4, Linguistics 1 (Pantomime +3), Melee 3, Presence 2, Ride 1, Stealth 2
Attacks:
Punch: Speed 6 Accuracy 5 Damage 3B Defense 5
Kick: Speed 3 Accuracy 4 Damage 5B Defense 4
Dodge Pool: 7 **Soak:** 5L/5B (Rubbery hide, 4L/2B)
Willpower: 3 **Health Levels:** -0/-0/-0/-1/-1/-2/-4/Incap
Essence: 1

Other Notes: The lesser minions of the eyeless face are proficient with a variety of simple martial weapons and armor. They can be equipped in any manner that their master sees fit, but they must be provided with their gear. It does not form as part of the spell.

Theft of Memory

Cost: 15 motes
Target: One creature

When casting this spell, the sorcerer plucks a memory from the mind of a victim and crystallizes it into a small gem. The memory vanishes in a flash of green light that, to the careful observer, can be seen to emanate from the touch of the sorcerer and curl around her hand before disappearing. The memory that is stolen is lost to the target of the spell completely, unless the gem is recovered and swallowed. Only the same creature that lost the memory can successfully regain the memory from swallowing the gem. Anyone else will suffer the effects of swallowing a non-magical emerald. There is no other way for the victim to recall the memory that has been lost.

The sorcerer needs to have an idea of what memory she wishes to steal before the spell is cast. To successfully steal a memory, the caster must have in the palm of her hand a flawless emerald, cut to the size of a man's thumbnail and valued at Resources ••. The sorcerer must touch the victim with the hand holding the gem after the spell is fully cast. The caster spends Essence, and her player makes a Charisma + Occult roll, with a difficulty equal to the target's Willpower. If the roll succeeds, the victim relives the memory in an instant before it is gone, crystallized into the heart of the emerald. Looking closely at the gem reveals the memory being replayed constantly within its facets.

The spell does not require any verbal expression to be cast. The touch and the Essence display are all that signify the spell to observers. The sorcerer's player may make a reflexive Dexterity + Larceny roll for her character to hide the Essence display as part of some other event, such as the pyrotechnics of a street performer or an odd weather phenomenon. The player of anyone trying to understand the effect must make a Perception + Occult roll, with a difficulty equal to the caster's Dexterity + Larceny roll (or her permanent Essence if no roll was made), for her character to realize that Theft of Memory has been cast. This spell cannot steal the memories of Charms, spells or other Traits, but only of specific incidents.

Once Theft of Memory is cast, any creature may clasp the gem to its forehead and concentrate for a turn to relive the memory as if it were the originator of that memory. Reliving the memory takes as long as the event remembered, and while reliving it, the creature can perform no other actions.

If the spell is countered or the caster's player fails to succeed at the Charisma + Occult roll, then the sorcerer cannot steal another memory from the victim and suffers a two-die penalty to all Mental Attribute rolls for the duration of the scene. Theft of Memory cannot be cast during combat, even though its effects are instantaneous.

Thunder Wolf's Howl

Cost: 10 motes
Target: Area of effect

The sorcerer chooses an area 20 yards across within 100 yards of himself and summons forth an unnatural sound that damages and stuns his foes. The wind swirls white around all victims within the spell's area just before the full force of the effect strikes. It comes as a noise like the howl of the behemoth Thunder Wolf, who ranged the ice plains of the Far North, hunting man and beast, until the Lunar general Shu-lin Seven Fangs thought to fight and tame him. The two fought to the death over the course of a month, their blood stained the snows red across the side of a mountain and their cries shook loose several avalanches. It is said that this spell was created by Shu-lin's savant widow in memory of him.

As the howl is unleashed, all within its radius suffer violent sonic disruptions that rip through their vital organs and smash fragile objects. The caster's player makes an Intelligence + Occult roll that becomes levels of bashing damage to all victims and all non-magical objects within the 20-yard radius. This damage ignores armor and cannot be parried or dodged, as it is not a direct attack. Only a creature's soak and any Charms that add to its soak are viable defense against the howl. Undead and inanimate objects half their soak against the damage of the howl.

After the initial damage is dealt, then the secondary effect occurs: All of the victims are stunned due to deafness and disorientation. All creatures within the area of effect suffer a two-die penalty to all dice pools due to stunning for a number of turns equal to the successes on the Intelligence + Occult roll. (Please see page 235 of **Exalted** for more information on the effects of stunning.) Players of Exalted and magical creatures may make a reflexive Stamina + Resistance roll, the successes of which reduce the number of turns of deafness and disorientation. This roll cannot reduce the duration of the penalty below zero.

The Tree's Many Branches

Cost: 5 motes per pair
Target: Caster

For one scene, the caster causes his Essence to coalesce on his body, sprouting into pairs of arms. These arms begin as leafy green sprouts and grow in the space of a turn into bark covered branches. When the spell is finished casting, the bark crumbles and explodes, revealing fully functional magical copies of the sorcerer's original arms. The arms have the same Physical Attributes as the rest of the sorcerer's body.

For each pair of arms that are grown, the caster gains +1 on initiative and reduces the penalty for multiple actions by

two dice. The sorcerer cannot reduce the penalty for split dice pools below zero. In addition, the caster gains one additional -0 health level for each pair of arms that are grown through the Tree's Many Branches. These health levels are lost first due to wounds and cannot be healed. Losing these health levels does not destroy the extra arms.

At the end of the scene, or when the sorcerer is slain, the arms turn into dead wood and fall off the body. A character cannot grow more pairs of arms than he has points of permanent Essence.

Unbreakable Bones of Stone

Cost: 20 motes
Target: Caster

Until the sun next crosses the sky, the casting sorcerer infuses her very bones with Essence, causing them to strengthen and harden. The sorcerer calls upon the spirits of the earth in the area to aid her, and they rise to encircle the sorcerer at the time of casting as she flares with silver Essence, and they sing as the Essence sinks into the sorcerer's body, then disappear.

Unbreakable Bones of Stone grants the caster several advantages. First, the sorcerer temporarily adds her permanent Essence rating to her Strength and Stamina Attributes. This latter bonus increases the sorcerer's soak as normal.

Second, the sorcerer becomes more resistant to pain, reducing any wound penalties by half (rounded down) for the duration of the spell. Finally, any damage taken from falling is also reduced by one-half, rounding up.

While under the effects of the spell, the sorcerer's eyes turn the color of granite, and her skin becomes cold, tough and ashen. Her body weight increases by 50 percent.

Unconquerable Self

Cost: 1 mote
Target: Caster

This is the last spell a sorcerer will ever cast. Creation is a dangerous place, and no one knows this better than the sorcerer. Capture by enemies, heinous effects of spells that backfire and the cruel machinations of demons are but a few of the worst things that a sorcerer might face in the pursuit of knowledge, power and fame. Sometimes, there is no escape. Proud savants often use this spell to spare themselves endless torture and shame and give themselves a dignified, defiant death.

A sorcerer only needs 1 mote of Essence to cast Unconquerable Self. This mote causes the sorcerer's anima banner to flare and triggers an eruption of Essence that incinerates him and all of his possessions in contact with him. No gestures or incantations are necessary either, the casting sorcerer only needs to be able to concentrate for the preparatory turn. This makes Unconquerable Self a surprise to all but the most learned of foes.

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

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

Unstoppable Fountain of the Depths

Cost: 20 motes
Target: Area of effect

With a shout and a flash of blue Essence, the caster strikes the ground with his staff, causing a crack to open at his feet and a great fountain to rise like an immense serpent. The sudden flood of water sweeps out in front of the caster, 10 feet wide and 5 feet high, flattening everything before it.

When the spell is cast, the sorcerer's player makes a Perception + Occult roll, adding a number of automatic successes equal to the Exalt's permanent Essence. This becomes the attack roll of the wave of water as it courses toward its targets. The fountain has a base damage of 10B, plus successes. The wave of water cannot be parried without the use of Charms, only dodged. Make a Stamina + Resistance roll, difficulty 5, for any creature who takes enough damage to be eligible for knockdown. (See **Exalted**, pp. 234-235, for more details on knockdown.)

In addition, while someone is knocked down under the crushing torrent of water, her player must make a Strength + Athletics roll, with a difficulty equal to the caster's Occult rating, in order to stand up. Any type of handhold, such as a rope or a tree, adds two automatic successes to a creature's attempts to stand. Each additional turn a creature spends in the path of the fountain, it takes three automatic levels of bashing damage, which is soaked normally.

The crushing force of the Unstoppable Fountain of the Depths lasts for 10 minutes unless countered. After 10 minutes, the force of the water slows to that of a gentle stream of pure water, suitable for consumption by any mortal creature. This stream will last for a number of days equal to the caster's permanent Essence. The water cannot be poisoned, salted or otherwise rendered undrinkable without the use of sorcery.

Viridian Mantle of Underwater Journeys

Cost: 20 motes
Target: Caster and optional allies

This spell allows a sorcerer and her allies to breathe and move freely underwater. The caster and a number of unarmored allies up to the caster's permanent Essence must be in contact with a body of water they wish to enter while under the influence of the Viridian Mantle and must

be no further than three yards apart. As the spell is completed, fronds of bright green seaweed rise up and envelop the targets of the spell, covering them completely as a second skin from head to toe. These fronds work like gills and process air within the water so that the targets can breathe freely. In addition, trailing fingers of seaweed respond to the movement of the targets, aiding them and allowing for anyone using the Viridian Mantle to walk or swim at their normal running rate.

The fronds are also extraordinarily tough and add 1L/2B to the targets' base soak. This bonus is not armor and can be used with Charms that do not permit the use of armor — the Viridian Mantle is merely a second skin that covers the targets.

The Viridian Mantle of Underwater Journeys lasts as long as the targets remain immersed in water. One turn after fully leaving the water, the seaweed shrivels up and flakes off the bodies of the targets, leaving them wet but unharmed by the spell.

Virtuous Guardian of Flame

Cost: 25 motes (committed)
Target: One creature

With this spell, a sorcerer molds his Essence into a being of magical flame that protects him from attacks. The virtuous guardian lasts until the sun next crosses the horizon or until the target dispels it. It is not truly alive, being solely a manifestation of the sorcerer's will and Essence, but it acts independently of the caster when in battle.

The guardian appears as a small flame, about the size of a torchlight when not in combat. If desired, this flame can even rest inside a lantern or on top of a torch so as to remain hidden as a mundane flame, so long as it remains within three yards of the sorcerer. To recognize a hidden guardian requires an Intelligence + Occult roll with a difficulty of 5.

The instant someone physically threatens the caster, the guardian expands into a man-sized gout of fire, interposing itself between the sorcerer and those who would harm him. If the target is attacked by missile weapons, then the guardian forms itself into a shield that provides 75 percent cover (-3 successes on all ranged attacks) and incinerates any mundane missiles that it blocks.

The guardian will also parry hand-to-hand attacks by becoming a great fiery sword. The guardian ignores initiative and does not split its dice pool to parry, nor can it attack. It uses the target's Occult + Essence when parrying incoming attacks, and any barehanded attacks that are successfully parried cause the attacker to take four lethal health levels of damage from the burning protector. This damage is soaked normally. The sword can parry a number of incoming attacks equal to the sorcerer's permanent Essence every turn. While protected by a virtuous guardian, a sorcerer may act normally and split his dice pools, but he is able to wait to respond to attacks, based on how successful the guardian is at

defending him. For example, if the caster split his dice pool to include multiple defensive actions, then he need not waste defensive actions against attacks that were successfully parried by the guardian.

The guardian is not intelligent and can be deceived by clever stunts. When faced with both ranged and hand-to-hand attacks in the same turn, the caster must choose which to have the guardian defend against. The guardian cannot choose on its own and cannot defend against both.

The Circle of Sapphire

Sapphire Circle Sorcery, also known as Celestial or Second Circle Sorcery, is significantly more complicated and powerful than Terrestrial Circle Sorcery. Its effects can slay thousands, level fortresses and call up Second Circle demons. Only Celestial Exalted can master this second sorcerous initiation. The great difference in power between the Terrestrial and Celestial Circles is one of the great differences in power between the Dragon-Blooded and the Celestial Exalted.

The Battle's End

Cost: 30 motes
Target: One battlefield

The caster chooses one battlefield over which he has full view, not more than 50 yards away and 100 yards in diameter. The caster cannot be participating in the battle at hand, for this spell allows the sorcerer to force his will on all the creatures in combat. He must be clear of mind to summon forth the energies necessary to halt a battle. As the sorcerer casts the spell, he pours his Essence into the sky, forming a great purple wheel of light. Around the edges of the wheel are sigils of mystical power, and in the center is the rune of the Maiden of Endings. The wheel spins gently counterclockwise, casting its light down to bathe all combatants. When the spell is complete, everyone within the area of the spell will feel the compulsion to lay down their arms and stand still.

The wheel will last for a number of turns equal to twice the caster's permanent Essence (if using the Mail and Steel rules, this effect is measured as a normal duration — three turns of effect to the long turn). During that time, no mortal will be able to lift arms against anyone else under the wheel. Players of Exalts and God-Blooded may make a Willpower roll, with a difficulty equal to the caster's permanent Essence, for their characters to act in a violent manner. If they are successful, then, on the next turn, they may attack if they so choose, and if they do, the spell is broken, and all combatants are released from the sorcerer's geas.

The sorcerer is not immune to the effects of this spell, even if he is outside of its initial area. He binds himself as he binds the victims. Should he or an ally of his raise arms against anyone else under the magical compulsion, they would have to take an action during which their players would make the same Willpower roll, and if the roll succeeds, they will break the spell's effects and release the combatants. In addition, if the caster is the one to break the spell, then he suffers an immediate loss of three temporary Willpower points, in retribution for using the sign of Saturn for deceit.

A variation of this spell was used during the First Age to sanctify the field of duels and to prevent outside intervention.

Between the Minute and the Hour

Cost: 20 motes
Target: One moment in history

The river of time flows from minute to minute, hour to hour, day to day on into infinity. No sorcery on the planet can change that, but an adept savant might use the flow to his advantage. Every river leaves traces of its passing, and with this spell, the sorcerer can read those traces.

The sorcerer can visit a location and view events that happened there, days or months or centuries past. She must have an idea of how far back she wishes to view events before she sends her Essence forth in shimmering silver that shoots across the minute dragon lines in the area. The Essence flows forth as the caster chants, and then returns to form a translucent window, swirling at the edges, in which the scene is depicted. Everything that happened at that location at the given moment, for a number of minutes equal to the caster's Willpower, is replayed, and the sorcerer may focus in on details. The sorcerer can even rewind the events and watch things over and over again, as long as she concentrates, for up to the end of the scene. A sorcerer may view any event up to 100 years in the past for every point of the Occult Ability she possesses. The only stipulation is that, if the Wyld has been unleashed in that area, then the caster can only view back to the point when the Wyld took hold.

Once the sorcerer releases her concentration, the Essence fades away, and the spell ends. The sorcerer may not view any event she has already viewed through Between the Minute and the Hour. The caster may perform no other actions while concentrating on the spell, and if she takes damage, her player must make a reflexive Stamina + Resistance roll for the Exalt to maintain concentration, with the difficulty equal to the number of health levels she has taken.

Bone Lion

Cost: 30 motes
Target: One creature

This spell, a favorite of vengeful sorcerers, creates a merciless monster that will hound the target across the face of Creation for 101 days. The ritual requires the sacrifice of a living human, who is hung above a shallow depression dug into the ground. The victim is blinded, eviscerated and ritually bled into the pit. After this is done, the sorcerer hurls bolts of red and white Essence into the pit, causing the blood

and viscera to boil. The caster then takes two identical diamonds cut into the shapes of eyes, which each cost Resources ••, and tosses them into the pit. When they strike the ground, it rumbles and splits open, and from the steaming hole arises a skeletal lion with bony spikes for a mane and its mouth open in a silent roar. The sorcerer then holds forth any object that bears a trace of the target of the spell. The lion sniffs the object and bows once toward the caster, then bounds off in search of its prey.

A bone lion is aware of its target's general location through a bond of sorcery. It can follow this sense to within several hundred yards of the target, but from there, it must use its considerable tracking skills to locate the exact location of its prey.

When the lion has its prey in site, it will immediately attack. If it slays its prey, it will crumble apart on top of the victim's body, forming a bony cairn to bury the target. If the victim manages to defeat the lion, every piece and part, including the diamond eyes, must be destroyed with sorcery, Charms or fire. If any little bit of the lion is left remaining, it will rise from the earth again at the next sunset on the location it was laid low and begin its hunt again. It will continue to do so for 101 days. If the victim can run, hide or fend off the lion for that time, the spell ends, and the lion turns to dust.

Bone Lion

Attributes: Strength 12, Dexterity 6, Stamina 10, Charisma 0, Manipulation 2, Appearance 1, Perception 4, Intelligence 1, Wits 6
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Athletics 4, Awareness 5 (Spot Victim +3), Brawl 4, Dodge 4, Presence 5 (Intimidation +3), Stealth 4, Survival 5 (Track +3)
Base Initiative: 12
Attack:
Bite: Speed 12 Accuracy 11 Damage 14L Defense 8
Claw: Speed 12 Accuracy 11 Damage 16L Defense 9
Dodge Pool: 10 **Soak:** 10L/15B (Bony exterior, 5L/5B)
Willpower: 10 **Health Levels:** -0/-0/-1/-1/-1/-1/-2/-2/-2/-2/-4/-4/Incap
Essence: 1
Other Notes: The lion can run day and night without slowing at the speed of a fast horse. 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 therefore, it is rendered dead if it takes all its health levels in damage. The bone lion is of low animal intelligence, but it has a high level of cunning. If frontal assaults fail to work, it will stalk its prey and look for an opportune moment to strike, such as when the victim is sleeping or distracted.

Cantata of Empty Voices

Cost: 30 motes
Target: All creatures within area

A sorcerer can use her Essence to craft a choir of vaporous entities that sing in crystalline voices that bring intense agony and, eventually, death in all who hear them. The sorcerer is surrounded by visages of silver-white while casting the spell, which face outward in a circle and sing loud enough for the spell to reach 800 yards per point of permanent Essence the caster possesses. All creatures within that range must soak 2L at the beginning of each turn as their ears begin to bleed and their heads fill with the excruciating sound. This damage can only be soaked with Stamina and Charms that add to Stamina.

In addition, the damnable singing is a severe distraction and causes a two-die penalty to all actions. All living creatures are vulnerable to the cantata unless they are deaf or can plug their ears completely. Players of Exalts and God-Blooded may make a single Stamina + Resistance roll, with a difficulty equal to the caster's permanent Essence, for their characters to ignore this penalty.

The cantata will sing for a number of turns equal to the caster's permanent Essence x 2, until countered or until the caster is rendered unconscious. The caster is immune to the effects of the singing and can act normally after the spell has been cast. The visages that surround the sorcerer move with him, but they are illusions made of Essence and provide no cover or defense.

Cloud Trapeze

Cost: 25 motes
Target: Caster

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

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

The trapeze lasts as long as the sorcerer concentrates on it. It travels across the sky in the direction it is commanded at a rate up to 100 miles per hour. The sorcerer may choose to slow the trapeze to disguise it as a cloud or to move swiftly without regard to possible watchers. If the caster wishes to remain hidden among the clouds, the sorcerer's player may make a Wits + Occult roll and add a number of automatic successes equal to the Exalt's permanent Essence. The total outcome of this roll becomes the difficulty to spot the cloud or for a supernatural tracker to track the sorcerer's movements while in the trapeze. No mortal method of tracking can follow the trapeze's movement if it is hidden among other clouds.

The caster need not concentrate on steering the vessel, only devote part of her concentration to maintaining the

spell and issuing commands occasionally. The sorcerer cannot cast spells or use Charms while maintaining the cloud trapeze, but she may converse freely or engage in other simple activities. There is no time limit to the existence of the trapeze. It stays solid and viable as long as the sorcerer remains inside and devotes concentration to it.

The trapeze protects its contents from all extremes of weather and conceals them from sight, but it is not a barrier and affords little protection from attack. Attacks can be made against a trapeze's occupants as if the attackers were assaulting an unseen foe.

Eternal Crystalline Encasement

Cost: 20 motes
Target: One creature or object

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

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

Time itself is halted within the encasement. Inanimate items will never suffer corrosion or other weakening effects. Living objects will not wither, age or decay.

Sentient creatures inside the encasement have no knowledge of time passing — to them, the time of their imprisonment is instantaneous. Living creatures must be rendered unconscious before the spell can be cast upon them, for the slightest movement can disrupt the weaving of the encasement. This spell can cover a subject as large as a man-sized statue and its base (approximately 27 cubic feet) in a gold-tinged clear substance. The coating is an inch thick on all surfaces and will soak all damage from non-magical means. Magical damage such as sorcerous fire or attacks from weapons of the Five Magical Materials may harm the encasement, but the first 50 health levels of damage are automatically soaked. Any damage that exceeds 50 health levels in one attack shatters the encasement.

The casting sorcerer creates a special wand of the same crystalline substance when the ritual is completed. If the wand is touched to the encasement, both will crumble into a harmless golden dust. The encasement will also crumble if Sapphire Countermagic is cast against it.

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

The Faithful Ally

Cost: 20 motes to cast, 20 motes to activate
Target: Caster and one creature

Creates an arcane link

The Faithful Ally binds a sorcerer and one creature together, so that, in a time of great need, one might call on the other for assistance. The spell has two parts: a ritual in which the caster and another creature are bonded through their Essence, and the call for aid.

The ritual takes about eight hours to cast and requires an amount of sapphire dust that costs Resources •••, which is pulverized into a brilliant blue ink. This ink is used during the ritual to place matching tattoos on both the sorcerer and the spell's target. The caster's player must make a Perception + Linguistics roll, difficulty 4, for the sorcerer to exactly match the tattoos. Players of those seeing the tattoo may make a Perception + Occult roll, difficulty 4, or a Perception + Lore roll, difficulty 5, for their characters to recognize the tattoo as part of this spell. For an additional 5 motes, the sorcerer may make the tattoo into an arcane link with the target, for the use of other sorcery. The target does not necessarily know this has happened, but she may discern it with a Perception + Occult roll, difficulty 4, made at the moment of casting.

The tattoo should be placed on the same place on each body and should most likely be put in a location that is easily touched. This placement is required for the second part of the spell, when either the sorcerer or his ally places two fingers across the tattoo and concentrates for a turn, enabling a brief conduit of communication between the two. Either the sorcerer or the ally may call upon the other for aid, and if the other is able, then the sorcerer may spend 20 motes to transport either himself or the ally to the other's side. The communication must take only one turn, or the link is broken, and the transportation takes place on the next turn. The sorcerer must roll initiative at the time of transport, and this dictates when either he or the ally arrives. There is no disorientation, and unless specified during the communication, the one will arrive directly next to the other. The transported ally cannot arrive more than 20 yards from the one calling for aid. Activating the tattoo is not casting a spell. It is activating an enchantment. A creature may abort its action to activating the tattoo or may combine it into a stunt or multiple actions.

There is no limitation to the distance that this spell will carry an ally, but it will not take a creature beyond the bounds of Creation — not into the Underworld, the Wyld, nor Malfeas. In addition, wards against teleportation are effective in blocking an ally from arriving, and an astute sorcerer may counter the spell if he or she understands what is occurring. (See **Exalted**, p. 250, for rules about recognizing the use of sorcery.)

When the enchantment is invoked, the tattoos on both the sorcerer and the allied creature are consumed and vanish, leaving no trace. A sorcerer may have a number of sorcerous tattoos equal to his permanent Essence on his body at any time.

Force of Life's Summer

Cost: 25 motes
Target: One living organism

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

The caster surrounds the target organism with a curtain of brilliant chartreuse Essence that flares bright green and yellow as he chants the words to the spell. When he is finished, the Essence fades into the organism, and it begins to grow. Once the spell is completed, the organism will grow without maintenance at a rate of one year of life per turn, until adulthood is reached. Small plants instantly sprout roots and bloom, baby animals grow up in a few minutes, and an acorn will become a full oak tree in about an hour.

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

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

No sentient creature may be targeted by this spell because the education and experience necessary for its growth cannot be mimicked by the sorcerer's magic.

Geyser of Corruption

Cost: 30 motes
Target: Area of effect

This spell is feared for its destructive power and energy, as it causes a jet of scalding hot liquid to burst from the ground and dissolve everything it touches.

The caster gathers Essence into a swirling amber ball in his hand and hurls it at a target no more than 50 yards away, his player making either a Dexterity + Occult or Dexterity + Thrown roll (whichever is greater) to strike the target. Where it strikes, it explodes in a shower of viscous amber acid that covers an area 20 yards in diameter. Any creatures in that area may attempt to dodge this attack, but it may only be parried through the use of Charms.

The acid immediately begins eating away at anything it touches, and it will continue to do so until it is washed away with enough clean water to bathe the entire object. The acid ignores 5 points of soak of any inanimate object or armor, and deals eight dice of aggravated damage per turn until it is washed away. Against living targets, the acid ignores 5 points of soak and deals 3A per turn until neutralized.

Hideous Confusion of Tongues

Cost: 35 motes
Target: All creatures in range

When this spell is cast, a wave of turquoise Essence explodes from the sorcerer, expanding outward like a ripple on a pond. It expands to a radius of 100 yards from the caster before fading, and every being it touches is infected with the spell's curse. The effects are not immediately noticeable, though the spell's visual display is unmistakable. Each creature so touched is cursed to be unable to speak intelligibly for several hours. What comes from their mouths is glossolalia, gibberish made from known words that have no meaning when strung together. Players of those with the Occult Ability may make a Perception + Occult roll at the time of the casting for their characters to realize what has occurred. After the spell is cast, the players of all those affected may make a reflexive Perception + Awareness roll, difficulty 3, for their characters to realize that their speech has been mystically affected.

This spell works not only on those initially targeted by the spell, but also on anyone to whom the victims speak afterward. The curse spreads like an infection to any who hear the glossolalia, and individuals who are inflicted remain unable to communicate verbally for a number of hours equal to twice the caster's permanent Essence. It is possible for someone to be cursed again once the spell's effects wears off if he speaks to another who has been afflicted. The simplest way to end the spell's effects is for the victims to remain silent for the duration of the spell — a plan much harder than it sounds.

Those with an Occult rating may recognize the effects of this spell after it has been cast with a reflexive Intelligence + Occult roll, difficulty 3.

Sapphire Countermagic will remove the curse from an individual, but it can only counter the entire spell if used at the time of casting. If countermagic is used to cure the curse, then that victim is immune to effects caused by speaking to other victims.

This spell does not affect the caster, nor does it affect any creature with a permanent Essence greater than the caster's own. Hideous Confusion of Tongues only affects a creature's ability to communicate and does not hamper the use of sorcery or Charms.

Imbue Amalgam

Cost: 15+ motes
Target: One mortal creature

Creates an arcane link

When a sorcerer learns this ritual, he learns to transmute mortal creatures to grant them abilities and skills that far supercede their own. By adding new Physical Traits, a sorcerer can increase a target's Attributes and Abilities, grant her Essence and Charms, make her attacks lethal and more. The effects of the ritual, both the physical

transmutation and the imbuing of power are permanent. In addition, the ritual binds the target to the sorcerer with an arcane link, so that the sorcerer can issue commands more efficiently and cast additional spells on the target. The target becomes servile and unable to disobey the caster's direct orders, and her player must make a successful Willpower roll in order for the character to interpret the caster's wishes beyond a literal sense.

Imbue Amalgam takes an entire day to cast. The sorcerer must have a statue of exacting quality made that has all of the physical transformations he wishes to perform on the subject. The statue must be carved from stone quarried from the Blessed Isle, gilded and inlayed with a variety of jewels that are arranged in a mystical pattern across the body of the statue (total cost of Resources ••••). The sorcerer places identical gems in the same places on the target's body during the ritual. As the ritual proceeds, the jewels are consumed, and the target takes on the physical qualities of the statue, while the statue becomes more like the original form of the target. The statue is intimately tied to the target and must be used in subsequent castings of Imbue Amalgam on that target. The statue should be carved with any and all possible Traits the caster might want to imbue, and a new statue cannot be created for a creature until the original statue has been entirely used (when it completely resembles the original creature before the spell was cast).

In addition to the base cost of the spell, the caster spends additional Essence to pay for the traits imbued to the target. It costs 2 motes to raise an Attribute by one and 1 mote to raise an Ability by one. Every 4 motes the sorcerer spend on this spell adds one dot of Essence or 5 motes of temporary Essence to the target, which can be used only to power Charms that have been given to the target. A sorcerer may not raise an amalgam's permanent Essence to a score higher than (his permanent Essence - 1). An amalgam must have enough dots of Essence to meet the minimum Essence requirements of any Charms the sorcerer grants her. The motes recharge at the normal rate — 4 per hour of gentle activity, 8 per hour of meditation. A sorcerer cannot add more dots to a given Ability or Attribute than his Occult + Essence. For 4 motes, one permanent Willpower may be purchased for the amalgam.

Amalgams often develop natural armor and attacks. Each mote spent creating the amalgam can give it +1L/+1B soak. A sorcerer cannot spend more motes on the amalgam's soak than he has points of Occult + Essence.

The sorcerer can spend 1 mote to convert a hand-to-hand attack from bashing to lethal or for a choice of adding +2 speed, +1 accuracy, +1L damage or +1 defense to the amalgam's hand-to-hand attack. For amalgams who have ranged weapons imbued into them, the caster may spent one mote to add +1 to accuracy or rate, +1L to damage or +100 to range. Amalgams may be armed with both hand-to-hand and missile weapons, but each must be paid for separately. Amalgams do not generate their own ammo without Charms.

Addition	Cost
Attribute	2 motes
Ability	1 mote
Essence	4 motes
5 Temporary Essence	4 motes
Charm	3 motes
Willpower	4 motes
+1L/+1B	1 mote
+2 Speed	1 mote
+1 Accuracy	1 mote
+1 Defense	1 mote
+1 Rate	1 mote
Change B to L	1 mote
+1L Damage	1 mote
+100 Range	1 mote

A sorcerer cannot spend more motes on either weapon individually than he has points of Occult + Essence.

A sorcerer need not know the Charms he lends to the amalgam. However, although the amalgam is a product of sorcery, it is intimately connected with the Exalt who created it, and the Charms he lends it are those of his own type, so a Solar creating amalgams could only give them Solar Charms. Each such Charm costs 3 motes to imbue. Amalgams betray no anima banner, but close examination will show what type of Exalt created them. Amalgams cannot be granted sorcery more powerful than the Terrestrial Circle. Teaching an amalgam a spell is just like granting it a Charm, save that the sorcerer must know the spell he grants.

Amalgams bleed, heal and fight infection and disease and resist sorcery as Exalted. They can use stunts, and their 10s count as two successes. Though they are typically used as magical killing machines, they need not be. It is impossible to mistake an amalgam for a normal mortal creature — they are clearly constructs of magic. The best a sorcerer could hope for is to convince someone the amalgam is some sort of Wyld-twisted mutant. Sorcerers most often perform physical transformations with a theme to them, such as having all their amalgams transformed into insects or creating Old Realm markings on them. This spell can only target mortal creatures with a permanent Essence lower than the caster. Exalts and other Essence-using creatures are immune to this spell's effects.

Insidious Tendrils of Hate

Cost: 20 motes
Target: See text

Requires an arcane link

Insidious Tendrils of Hate is a subtle spell that can turn the best of friends into bitter enemies or start a war between allies in a matter of days. The sorcerer may cast this spell on a number of beings equal to his Manipulation + personal Essence, but he must have an arcane link to

each of those to be affected and they must be within 30 yards of each other at the time of the ritual's casting.

The ritual takes only a few minutes to cast and requires the skins of a dozen species of exotic snake, which costs Resources •• total and can only be acquired in the largest cities of the South. The caster starts a fire in a brazier and chants the words to the ritual, placing each of the snake skins into the fire in turn. When he is finished, a dark hand of smoke will reach out of the fire, and the sorcerer places into that hand the objects of the arcane links to the targets. These items are drawn into the fire and consumed. At that moment, the vision of each of the targets dims for the space of a turn. Each target's player may then make a reflexive Willpower roll with a difficulty equal to the caster's permanent Essence. Failure on this roll means the tendrils have encircled the target's heart. Success negates the ritual for that target only, and an astonishing success (four or more successes) means that victim knows she was the target of a spell.

Those targets under the influence of the tendrils believe that everything that is told to them is a lie and that they are surrounded by enemies. Any statement made to a victim is always taken in the worst possible way. Players of Essence-using creatures such as Exalted may make a reflexive Willpower roll, difficulty 1, for their characters to avoid misinterpreting what they are told.

Insidious Tendrils of Hate lasts for a number of days equal to the caster's Manipulation Attribute, until countered or until the caster is slain.

Ivory Orchid Pavilion

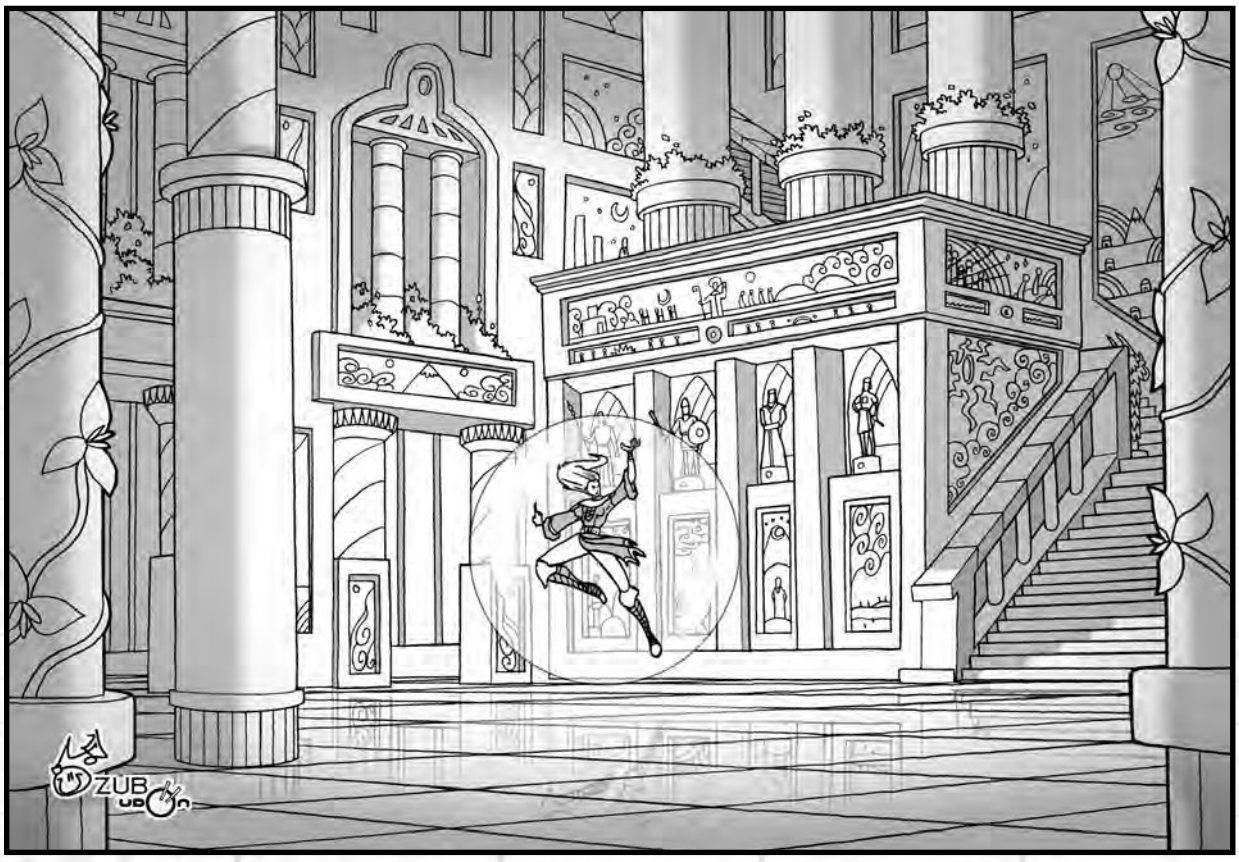
Cost: 20 motes

Target: One conjured building

This spell causes a shimmering building of pale ivory to grow from the ground in a matter of moments. This mansion is made of the caster's Essence and is completely decorated with the finest furniture, silk curtains and bedding, and it is filled with the scent of fresh orchids. The walls, floor and ceiling appear to be of ivory of the highest quality, carved to be thin enough that sunlight diffuses through it during the day. Tables come filled with fresh fruits and nuts that are fully nourishing and bowls of wine that refill themselves. The richness of detail of the ivory orchid pavilion is such that it can be used to entertain any Celestial divinities or Exalted beings without embarrassment to the sorcerer.

When the spell is cast, the sorcerer's Essence rises from the ground in a white fog that solidifies into a flower bud around her. This bud then grows to immense size and splits open to reveal an ornately pillared mansion capable of housing and entertaining 100 people per point of permanent Essence the caster possesses. The pavilion lasts for 24 hours, after which is crumbles into white orchid petals. For five years after the spell is cast, ordinary white orchids will grow on the spot where the pavilion stood.

The pavilion is destroyed if Sapphire Countermagic is cast against it. In addition, the ivory walls are thin and



fragile, with 10 health levels and a soak value of 5. The pavilion is also extremely flammable, igniting like dry tinder if flame is touched to it, though its size is enough that it takes several minutes for flames to engulf the entire mansion.

Magma Kraken

Cost: 35 motes
Target: Area of effect

Upon casting this spell, bright-red strands of Essence emanate from the caster's fingertips and burrow into the ground within 500 yards. The earth begins to shake in an area extending 50 yards from where the strands struck the ground. On the next turn, tremendous tentacles of superheated molten rock erupt from the ground and sweep through the caster's foes.

The caster chooses where in the 50-yard radius each of the tentacles erupts. Players of those near where a tentacle bursts forth must make a reflexive Dexterity + Athletics roll, difficulty 2, to avoid their characters being knocked over. (See **Exalted**, pp.234-235 for more information on knockdown and fighting while prone.) The tentacles last for an entire scene unless destroyed or countered. When the spell ends, the kraken tentacles harden into serpentine sculptures of obsidian.

There are 10 kraken tentacles at the time of casting, each 15 yards long. All the tentacles have a strength of 10 and a Dexterity equal to the caster's permanent Essence. They have a Brawl rating equal to the caster's Occult, they act on the caster's initiative, and they deal a raw damage of 5L + their Strength of 10 + the caster's permanent Essence. Successes add to damage as usual. Since the tentacles are an extension of the caster's Essence, when they roll 10s, they count as two successes. Damage from the tentacles is considered fire damage, in case a target has a resistance or vulnerability to fire.

Kraken tentacles have no Mental or Social Attributes and no Stamina. The tentacles are constructs of Essence and have a sorcerous awareness of the caster's foes that are in range. Kraken tentacles ignore all bashing damage and also soak the first 10 levels of lethal damage from any given attack. They have 10 health levels, and they regenerate at the end of each turn. A tentacle must take 10 health levels of damage beyond its soak in a turn to be destroyed.

The caster may take control of a tentacle and use it to do a clinch maneuver. This takes the caster's full concentration and is equivalent to a simple-type Charm, so he cannot activate Charms that are not reflexive, split his dice pools or cast spells. After the first turn of control, the sorcerer may take one additional tentacle under his control each turn, and he can control a maximum number of tentacles equal to his Perception. All of these tentacles may attempt to cling or grapple at their full dice pool, while the others mindlessly smash the closest foe. If the caster's concentration is broken, the clinch or hold of all of the tentacles is also broken.

Mercury's Deliverance

Cost: 30 motes
Target: Area of effect

Mercury's Deliverance is a spell that creates a barrier that is proof against all magic of the Emerald and Sapphire Circles. This barrier lasts from the time it is cast until the sun next crosses the sky, and during that time, no sorcery may cross into the protected area. Sorcery may be cast inside the radius of Mercury's Deliverance, but it cannot reach outside the barrier.

The sorcerer must prepare for the spell by inscribing a circle around the area she wishes to protect, which may be no larger than 100 yards in diameter for each point of permanent Essence she possesses. At five points around the circle, she inscribes a small hexagram, about the size of her hand, and marks a prayer to Mercury inside it. After this is complete, the sorcerer returns to the center of the circle and inscribes the same small circle. To cast the spell, the sorcerer then just needs to place her hand against the centermost circle and expends her Essence. A lance of colored light explodes upward from each sign of Mercury, one a turn counterclockwise — first yellow, then red, then blue, then green, then purple. From the center bursts a lance of white light and the colored lights bend inward to touch the white lance, forming a rainbow dome of scintillating Essence. The dome lasts for a turn before vanishing, but its protection remains. If a spell effect tries to cross the boundary, then the dome will flare to life again, warning those inside that sorcery is at work.

Mercury's Deliverance blocks all teleportation, scrying and other long-distance effects as well as preventing enchantments and items enchanted by sorcery from entering. The barrier cannot be countered from the outside by anything short of Adamant Countermagic, but Sapphire Countermagic may be cast at the centermost mark of Mercury to dispel the barrier.

Outside Worlds Within

Cost: 25 motes
Target: One room

This mighty ritual turns one room of a building into any environment that might exist in Creation. A springtime garden from the heart of the Realm or the frozen wastes of the Far North may be mimicked with his spell. An area up to 50 yards in radius from the sorcerer (including up) per point of the caster's permanent Essence can be converted into an environment of the sorcerer's choice.

Outside Worlds Within requires one of two conditions to be met. Either the caster has to have been to the area she wishes to replicate, or she must have a sample of organic material from that environment. A single blade of grass, a petal from a flower or a hair from an animal is enough to recreate the surroundings from which it came.

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

After the chamber has been physically cleansed, the casting sorcerer must also cleanse herself before entering the chamber and sealing it. At this time, she must also prepare a special candle by which she will light the chamber, which costs Resources ••. The caster may only bring into the chamber herself, the candle and a sample of life, if it is being used in the ritual. The sample, if used, must also be carefully bathed before the ritual.

The first part of the ritual begins with the sealing of the chamber and is the spiritual cleansing of the target room. The caster stands at the center of the room, holding the candle, and channels Essence to remove impressions from the previous tenants and objects. After this process is complete, she either takes the sample in her hands with the candle or closes her eyes and concentrates on her memory of the place to be mimicked. The sorcerer pays the required motes, and that Essence coats the inside of the chamber, suffusing it with a soft golden glow.

The room begins to change after that. First, the light from the candle grows to match the glow of Essence and becomes the light from the desired region. Then, the air begins to stir and shift as if were the outside wind. Then, the floor becomes soil, and plants start to sprout. They quickly grow to cover the walls and ceiling. Finally, the weather conditions of the desired region come into effect. The candle and the sample are consumed at that point.

If the casting sorcerer is performing the ritual from a scene in her memory, then the chamber becomes an exact likeness of that memory, disregarding the calendar season. If the ritual used an organic sample, the day of casting determines the season and the weather conditions of the replicated region. If it is raining where the sample originates, then it will rain in the ritual chamber. If it is summer where the sorcerer is casting but winter where the sample came from, then the chamber may fill with snow and high winds. The sorcerer should be mentally prepared for drastic climate changes, for she cannot dress for them and cannot let them break her concentration.

Once the ritual has been completed, the chamber remains altered for one month. After that, the sorcerer may renew the spell and retain the enclosed environment simply by entering the chamber and expending 25 motes of Essence. If the spell is not maintained, then the room returns to its barren original state over the course of three days.

The Princes of the Fallen Tower

Cost: 30 motes
Target: Conjured creatures

When this spell is cast, a shimmering doorway of foul water forms in the air before the sorcerer, and manlike creatures made of living rust stagger out of it. The sorcerer may conjure a number of such creatures equal to his permanent Essence. These monsters of rust are personifications of the caster's subconscious and inner entropy made flesh by the sorcerer's Essence. The shambling creatures have no higher intelligence and exist solely to destroy at the sorcerer's command, moaning deeply in acknowledgement of their orders. Their bodies resemble man-size iron statues that flake and crumble as they march forward, yet never completely fall apart. The princes' hands are inhuman claws that stretch out and grasp incessantly.

The princes have the ability to rust metal, to erode stone, to rot wood and to dissolve cloth with a single touch. They have no real combat skills and, therefore, are of little use in battle, but the princes can destroy a small town or wreck defensive fortification easily.

The touch of a prince of the fallen tower ignores the first 6 points of an object's soak, and deals 8L to that object. Each touch of a prince will continue to eat away at an object for 25 turns. Large stone structures may survive an attack from the princes of the fallen tower, but it will cost a tremendous amount to repair them. Enchanted objects and items made from the Five Magical Materials are immune to the touch of the princes, as are living organisms.

The princes of the fallen tower last for about five hours, unless countered or destroyed, and they never stop moving or destroying in that time. A careless sorcerer who leaves his princes without instruction may come back to find they have destroyed his Manse.

Prince of the Fallen Tower

Attributes: Strength 5, Dexterity 2, Stamina 5, Charisma 1, Manipulation 1, Appearance 2, Perception 3, Intelligence 1, Wits 2
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Athletics 2, Awareness 3, Brawl 1, Craft 3 (Demolition +2), Endurance 2, Resistance 3
Base Initiative: 4
Attack:
Claw: Speed 4 Accuracy 4 Damage 9L Defense 2
Dodge Pool: 2 **Soak:** 8L/10B (Ferric body, 6L/5B)
Willpower: 3 **Health Levels:** -0/-0/-0/-0/-0/-0/Incap
Essence: 2
Other Notes: None

Rolling Earth Carpet

Cost: 20 motes (committed)
Target: Caster

While the sorcerer commits her Essence to the maintenance of this spell, the ground beneath her and her traveling companions smoothes and hardens, creating perfect road conditions for any vehicle or mount. The carpet appears as a flattened version of the original terrain, but it feels like smooth, water-weathered stone. It extends for a 20-yard radius around the caster. Any number of travelers may accompany the sorcerer on her journey so long as they can fit within the radius of the spell. This is typically 100 marching humans or 50 mounted riders.

When casting the spell, the sorcerer concentrates for a moment and begins to glow with blue Essence. This Essence expands in a sphere, crushing the grass, flattening rocks and even drying up puddles around the sorcerer until

the maximum radius is reached. The glow fades as it expands, but so long as the caster's Essence remains committed and the carpet is in effect, the air has a faint bluish tinge to it. As the caster progresses in her journey and the carpet passes, the ground is returned to its original state, even developing the puddles or snow that were there previously. The carpet leaves no mundane traces of its passing. Mortal trackers have no chance of tracking the carpet, and supernatural trackers trying to follow a sorcerer using the carpet do so at a +3 difficulty.

The carpet negates all penalties for traveling due to weather conditions. The area of effect of the carpet feels like a warm spring day. No precipitation falls, and snow and water evaporate under the effect of the spell. The environment outside the carpet is unaffected, so fog and snowstorms still inhibit vision beyond the 20-yard radius.

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

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

Servant of Infallible Location

Cost: 15 motes
Target: One conjured creature
Uses an arcane link

This spell conjures a small sparrow of blue flame out of the caster's Essence, which will thereafter lead a sorcerer to any desired object or location. The servant can be commanded to find any item, person or place that the caster has previously encountered or to which the caster has an arcane link. The servant can also locate easily named things that are close to the sorcerer, within 500 yards, such as the nearest drinkable water source, the closest edible food or even the exit to a labyrinth. Once the sparrow is close to finding a creature, make tracking rolls for it as a supernatural tracker.

The blue-flame sparrow cannot speak or sing, instead using a complex set of motions akin to dancing to explain to the sorcerer in what direction and how close they are to their intended destination. The servant cannot give precise distances, but it knows if it is far away, close or really close and gets more excited as it reaches its goal. The servant also knows if an object or person it is following is moving and has a special dance to communicate that as well.

The servant cannot leave the caster's presence and will only fly a few yards away in the intended direction before returning to the caster and repeating its dance. The sparrow can move as swiftly as the caster can travel, with no restrictions other than how far it can be away from the sorcerer.

A servant of infallible location will last until its goal is reached, until it is dismissed or until it or the caster is slain.

Servant of Infallible Location

Attributes: Strength 1, Dexterity 5, Stamina 2, Charisma 1, Manipulation 1, Appearance 3, Perception 5, Intelligence 2, Wits 2
Virtues: Automaton, never fails Valor rolls, cannot make any others
Abilities: Athletics 1, Awareness 5, Brawl 1, Dodge 5, Lore 3 (Landmarks +2), Performance 4 (Dance +2), Survival 3
Base Initiative: 7
Attack:
Dive Attack: Speed 8 Accuracy 6 Damage 1L Defense 0
Dodge Pool: 10 **Soak:** 1L/2B
Willpower: 5 **Health Levels:** -0/-0/Incap
Essence: 1
Other Notes: None

Shadow Theft

Cost: 30 motes
Target: One creature

To cast this spell, the caster must have a detailed portrait of the target made using paints that are specially enchanted and cost Resources ••. The sorcerer must also have a small globe of perfectly clear crystal made and mounted in a spherical cage of orichalcum, which also costs Resources ••.

When the ritual is complete, the target's shadow is pulled from her and sealed within the crystal globe. The shadow will remain there until the caster releases it, until Sapphire Countermagic is cast on the globe or until both the globe and the portrait are destroyed. Until the shadow is freed, the target feels an inexorable pull toward her shadow — and the sorcerer who imprisoned it. As time passes, the target will feel the need to be reunited with her shadow consume her entire attention, and if more than a year passes, then she mindlessly wanders through the wilderness to join the caster. The target has only a vague idea in which direction she needs to travel to reach her shadow and no knowledge of the distance involved or what dangers may lay between her and her destination.

While the caster possesses the globe with a shadow bound inside it, he may spend 5 motes of Essence and concentrate for a turn to see through the target's eyes. This shared vision lasts for only five turns, but it is often enough for the caster to discern the victim's location and, possibly, her current activities. If the victim is an Essence user, then her player may make a reflexive Willpower roll, with a difficulty equal to the caster's permanent Essence, to subconsciously block the caster from seeing through her eyes. A remarkable success on this roll (three or more successes) allows the target to know she was being watched.

Sorcerers often barter with their victims to ransom their shadows back in exchange for some task or rare artifact.

Shadows of the Ancient Past

Cost: 25+ motes
Target: Area of effect

With this spell, a sorcerer can make an elaborate illusion that recreates an object or scene from the past. The caster summons her Essence and lets it flow around and about her, extending out to a radius of 20 yards per point of permanent Essence. As she does this, a silver fog rises from the ground and grows to cover the spell's area of effect. When it reaches the maximum radius, whatever it touches starts to glow with a soft white light. The area that the caster stands in will then appear as a ghostly visage of white and silver, looking as it did a the height of its function. Ruins will seem whole and undamaged, rooms will fill with furniture, ancient books and manuscripts that have turned to dust will become whole. The images of people and creatures will even appear to move through the area as if they were alive and going about their daily business. Only a visual illusion is produced by this spell. There is no sound, smell or feel to any of the ghostly objects.

The illusion of Essence lasts as long as the sorcerer concentrates on it, making this spell an excellent source of entertainment, as well as a research tool. The illusion cannot be interacted with in any way. Anyone attempting to touch or manipulate an illusionary object will find that he passes right through the vision. However, the sorcerer may pay an additional 5 motes of Essence to focus in on a single object within the illusion. If that object is stationary, then the caster will levitate slightly and move until she is directly next to the object she wishes to examine. If the object she wishes to focus upon is something small and portable, then an illusion of a person who used that item will arrive, pick up that object and then demonstrate its use for the caster. An ancient weapon that once lay there might be picked up and used in a series of martial katas, or a book might be opened and read before the caster. The caster can only focus in on one object at a time, but as long as she is willing to pay the additional Essence, she may focus in on as many objects as she wishes.

The Spawning of Monsters

Cost: 30 motes
Target: See text

This spell allows a sorcerer to breed two wholly different species together by magically extracting the seed from one male partner and implanting it into the womb of a female. The creature conceived of this sorcerous union combines the best physical traits and spiritual aspects of both species and exists solely to serve the caster until its death.

The ritual begins with the caster spending the required motes of Essence to drain himself or a male creature of its entire peripheral Essence pool and then storing that Essence in an acorn. The sorcerer may keep an acorn to complete the spell for up to one month, but he cannot access the Essence inside the acorn for any other reason.

To implant this Essence into a female creature and begin gestating a new monster, the sorcerer must feed the acorn, either whole or ground up but in its entirety, to a male of a species that can mate with the female. When the male creature eats the acorn, it becomes suffused with a reddish aura of Essence and immediately goes into season. The sorcerer then mates it with the female that will bear the monster, and when the mating is complete, the ruddy Essence will drain from the male creature into the female.

The monster grows within the womb at an unnatural speed and will be born in one-tenth the time it takes for a creature of the female's species to gestate, usually just a few weeks. This hideous growth drains the mother's strength, and the birth of the monster will kill any mortal creature. Essence-using beings, such as Elementals and Exalts, may survive the process if their players succeed at a Stamina + Resistance roll, its difficulty equal to the new creature's permanent Essence (difficulty 1 if a female sorcerer uses herself as a host).

The new creature will have all of the best Traits of the two parent creatures. It has the highest of the two creature's Attributes, Virtues, Willpower, permanent Essence and any shared Abilities, as well as gaining any Abilities that either parent solely had. The creature will be an Essence user if one of the parents was also an Essence user. It will gain the Charms and other mystical abilities of either parent, though it will not have Backgrounds or any equipment that the sorcerer does not grant it. After its birth, it will grow to maturity in one week and will be completely devoted to the sorcerer as if the sorcerer were its only parent.

Countermagic may be cast at any time during the ritual, but after the creature has been conceived, there is no way to reverse the effects of the spell. Normal methods of abortion may be used, but they carry twice the normal health risks for the unwilling host mother.

The final appearance and statistics of the newborn monster must be approved by the Storyteller before this spell is used.

Summon the Army of the Wild

Cost: 30 motes
Target: Summoned creatures within range

Using the dominion the Celestial Exalted were granted over the natural world, a sorcerer may call a legion of animals to fight alongside her. The caster sends forth her Essence in a wave of piping music and greenish light that flows out into the wilderness, around obstacles and even into caves to touch the summoned creatures. All animals within a number of miles equal to the caster's permanent Essence must come to the sorcerer's aid when this spell is cast. All mortal birds, reptiles and mammals with an Intelligence score of less than 2 are summoned, including well-trained creatures who are normally loyal to their masters (even those of the enemy). This spell does not affect magical creatures, Wyld-twisted beasts, sentient beings or familiars. This spell also does not call invertebrates, fish, amphibians or mobile plants.

Animals summoned by this spell begin to arrive the turn after the spell is cast and continue to join the caster for about two minutes. The first animals to arrive wait for

the sorcerer's command to attack whatever enemy she points them at, and then, they follow her into battle. Beasts continue to arrive and join in the battle until the caster releases them or there are no more creatures to be summoned. The caster must join in battle with the summoned army. She cannot command them from afar.

The creatures will continue to battle until the enemy is slain, the caster is slain or until the sun next crosses the horizon. They will fight loyally and never fail a Valor check, and the creatures will never harm one another. Both predators and prey will work together in an uncanny display of bestial cooperation. The animals will defend themselves when necessary, but they will fight to the death unless released by the caster from the battle. While the spell is in effect, the caster may issue general mental commands to the army, such as to advance, to retreat, to flank the opponent or to change direction.

This spell does not imbue the summoned animals with any unnatural intelligence, greater strength or stamina or any other abilities that they did not already possess. An army of hungry lions or trained war horses would be devastatingly effective, while one consisting of lapdogs, parrots and desert lizards would prove to be little more than a nuisance to a well-trained force. The effectiveness of the army lies not in its size or its members, but in its commander's ability to command and utilize them.

Summoning the Heart of Darkness

Cost: 30 motes
Target: Area of effect

The caster pours his Essence into a black nexus of twisting, writhing shadows between his hands, which then explodes into a giant column of perfect darkness, centered on the sorcerer. The darkness extends for a one-mile radius around the caster and reaches 10 miles into the air. From far away, it appears as a perfect cylinder of the truest black.

All normal vision is completely impaired within the spell's effective radius, and sounds echo around, muffled and indistinct. Even the closest shout seems to come from far away, and whispers go all but unheard. If a large number of people are caught in the spell's darkness, it can become a veritable hell of reverberating screams. Anyone hearing these cries must make a Valor roll with a difficulty of 3 to keep a level head and not succumb to the terror of being alone in the dark.

Creatures with supernaturally enhanced senses or that are capable of performing supernatural tracking may navigate within the darkness at a two-die penalty to all moving actions while in the darkness. Creatures without such enhancements or skills may attempt to use their unaffected senses to navigate, but they suffer an increase in difficulty to all actions equal to the caster's permanent Essence.

The caster is not immune to the spell's sensory effects, though most sorcerers are prepared for it beforehand, often using another sorcerous effect to escape in the confusion. The heart of darkness lasts for 24 hours after being cast, unless countered, even if the caster is slain.

Swift Spirit of Winged Transportation

Cost: 25 motes
Target: One summoned spirit

This spell summons a rare type of air spirit that manifests as a beautiful mass of feathered wings, large and small, in a variety of colors. It has no head, eyes or discernable organs, save for two huge feet with five talons that can grasp and carry. This spirit can be summoned to carry one vessel, such as a ship, a wagon or even a small building, anywhere that the caster desires. The spirit is 500 feet long and 200 hundred feet wide, and it can carry up to 1,000 tons. When the spirit is summoned, it is forced to pay the Essence cost for its manifestation.

The caster must either be onboard the vessel to be carried or within a number of yards equal to her permanent Essence in order to summon the spirit. The winged spirit appears above the vessel to be carried and gently lifts it in its claws against its underside, shielding the object with its great mass. This protects the deck of a ship and its passengers from wind and weather as the spirit flies. The spirit can lift a vessel over a mile into the air and flies at up to 200 miles per hour. The caster must have a direction in mind when she summons the spirit but can also give more directions once in the air. The spirit remains until the destination is reached, until it is ordered to land or until it is destroyed.

Unless equipped with outriggers or some type of landing supports, no ship other than a flat-bottomed barge can safely be set down on land. During the First Age, sorcerers often constructed elaborately decorated barges and used them to fly across Creation, landing anywhere they wished. The largest ships presently used are wide-beamed merchant freighters that are 300 feet long and 120 feet wide. Such ships can carry up to 400 people and hundreds of tons of cargo. The sorcerer can order the spirit to land a ship or object gently on land or sea, or she might order the vessel to be dropped from a great height. Sorcerers often use this spell to destroy the ships of their enemies or to drop immense boulders onto fortifications. Sorcerers who use this spell often generally make friends with a particular spirit and will only summon that spirit.

Swift Spirit of Winged Transportation (Air Spirit)

Attributes: Strength 55, Dexterity 5, Stamina 20, Charisma 2, Manipulation 2, Appearance 5, Perception 2, Intelligence 3, Wits 2
Virtues: Compassion 2, Conviction 2, Temperance 3, Valor 3
Abilities: Athletics 10 (Feats of Strength +35), Awareness 3, Brawl 5, Dodge 4, Endurance 10, Presence 3, Resistance 5
Suggested Charms: Affinity Element Control, Details, Dreamspeak, Hurry Home, Landscape Travel, Sense Domain, Will-o-Wisp
Cost To Materialize: 27
Base Initiative: 7
Attack:
Crushing Grasp (Clinch): Speed 7 Accuracy 10 Damage 57B Defense 0
Dodge Pool: 9 **Soak:** 10L/20B
Willpower: 7 **Health Levels:** -0/-0/-0/-0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-4/-4/-4/-4/Incap
Essence: 3 **Essence Pool:** 71
Other Notes: The swift spirit may not use the Charm Hurry Home while it is bound by the sorcerer's summons. It will use it once the spell is completed, however, in order to return to its home in the wastes of the Far North.

Threefold Binding of the Heart

Cost: 30 motes
Target: One creature

This spell lays an absolute and stringent binding on the victim's heart, rendering her utterly devoted to the sorcerer's interests. The caster entwines the victim in ropes of orange and yellow light, which painlessly pierce the victim along her spine and slither into her body, merging with the target's Essence. The spell instantly affects any mortal creature, but players of Essence users may make a reflexive Willpower roll with a difficulty equal to the caster's permanent Essence for their characters to resist the enchantment. If successful, then the Essence wielder may not be the target of this spell again as cast by the same sorcerer. This spell has no effect on any creature with a permanent Essence greater than the caster's.

Rather than produce an unthinking drone, the victim will have a slavish mentality but will listen intelligently to the sorcerer's wishes and act in what she believes to be the caster's best interests. The target will even ask questions for clarification if she is allowed to by the sorcerer. The victim will experience sincere love and trust toward the caster, emotions which are justified in any reasonable manner by the victim. This spell is often cast on a target while she sleeps or is unconscious, so that she has no idea that she is under an enchantment. In this case, the victim almost always claims that her emotions are true and genuine and that she serves the sorcerer out of love and respect. Outside observers, however, are likely to see that the victim is ensorcelled to be a will-less puppet.

Once a year, on the day of the victim's birth, she will subconsciously attempt to free herself from the sorcerer's enchantment. The victim's player makes a reflexive Willpower roll, with a difficulty equal to the caster's permanent Essence. If the roll is successful, then she is freed from the threefold binding and can no longer be the target of this spell as cast by the same sorcerer. If the victim fails in her annual struggle, then she remains bound to the caster for another year and has no knowledge of her attempt at freedom.

Creatures subject to this spell will cheerfully sacrifice their lives or the lives of their loved ones if they feel that is in the caster's best interests. This devotion can be so consuming of a being's emotions that she may slay her own mate and offspring so that it will not be distracted.

Torrential Cascade

Cost: 30 motes
Target: One body of water

The caster draws forth his Essence into a burning blue flame that he casts into a nearby body of water, causing it to rise up into a terrible wave that floods across an area, crushing foes, destroying building and uprooting plant life. The caster must be within 100 yards of the target body of water to cast this spell, and the target must be at least 50 yards long or wide to support the cascade.

The cascade lasts for several turns, during which a number of effects occur. On the turn the spell is cast, the sorcerer hurls the blue flame into the target body of water, causing it to roil and churn, with white-capped waves forming and the sounds of rushing water filling the air. On the next turn, the caster raises his arms to the sky, and a wall of water 20 yards high and 100 yards long rises from the target at the sorcerer's command. Players of those within five miles of this event may make a simple reflexive Perception + Awareness roll for their characters to hear or see the spell's effects.

On the third turn of the spell, the sorcerer gestures in the direction he wishes the cascade to strike, and the wave begins its terrible journey. The cascade moves at a rate of 300 yards per turn and will travel inland for a number of turns equal to the caster's permanent Essence. It remains 20 yards high and 10 yards thick as it moves.

The cascade destroys all small buildings one-story tall or smaller and does terrible damage to larger structures. Fortifications and immobile objects take 45 levels of bashing damage each turn they are subjected to the cascade. The cascade has a combined Strength + Athletics rating of 35 to move and uproot boulders and trees, and it will completely ruin fields of crops or ornamental gardens. Creatures and small objects caught in the path of the cascade are swept away and take 15 dice of bashing damage per turn. Exalts and other Essence-users may escape from the cascade with a successful Dexterity + Athletics roll, the difficulty equal to the caster's permanent Essence.

When Torrential Cascade ends, the water recedes back to the target body of water, and the level of water there remains relatively unchanged. The region that has been devastated by the spell will remain partially flooded. What was once dry earth will become knee-deep mud, and where plants grew in abundance, there will be an ankle-deep marsh.

Unity of Dreams

Cost: 20+ motes
Target: Caster and allies

This spell invokes the blessing of Venus, the Maiden of Serenity, in a ritual that binds the dreams of the sorcerer to those of her allies. The caster forges a link that will remain unbroken for a number of months equal to the caster's permanent Essence, unless it is countered with Sapphire or Adamant Countermagic.

The ritual to cast Unity of Dreams is a deceptively simple one in which all of the targets of the spell spend a number of nights meditating together equal to the number of participants of the spell. Each night, the caster spends 10 motes of Essence for each participant, spreading it in a soft yellow glow to encompass all of the targets. This yellow Essence suffuses the participants and becomes flecked with sparks of different colors, depending on the temperaments of those involved, until the whole room is filled with kaleidoscopic light.

After the ritual is complete, anytime two or more targets are asleep, their dreams will mingle, and they will be able to communicate. The dreams of the participants are fluid and shift constantly, often expressing their subconscious, but this does not normally hamper communication. It is often hard for participants to hide important facts or events from each other.

Unity of Dreams also grants the targets a certain unity of mind and purpose. Creatures that have intimate access to each other's subconscious, such as when they dream together, become closer in ways that they cannot through normal interaction. When the participants are working together or fighting together, they all act with a one-die bonus to all actions.

At any time all participants are asleep and dreaming together, one of the creatures may ask that the others join it. The bond of the spell will then transport the other sleepers to the side of the one who requested their presence. All participants must agree to the location to which they will be transported, and then, their physical bodies will all be moved across Creation. The participants will all awaken on the turn after they have been transported through the spell to find themselves next to the target who requested the transportation effect. To invoke the transportation effect of Unity of Dreams has a cost though — it ends all other effects of the spell. The targets may no longer participate in shared dreams or enjoy a bonus to their actions when working together.

Voices of Distant Regard

Cost: 25 motes
Target: Caster

Until the caster next sleeps, she can hear any conversations where the participants are discussing her. The sorcerer's name never need be mentioned. The intent of the speakers is what is picked up by the spell's effects. The caster will also be vaguely aware of the distance and direction of each of these conversations. The sorcerer will hear all the participating voices as if she were in the same room with the speakers, and she may recognize the voices of people she has met.

The caster may try to listen to multiple conversations at one time, if they all involve her. The sorcerer's player must make a Perception + Awareness roll for her character, with a difficulty equal to the number of conversations to which she wishes to listen. The caster may choose to ignore all but one conversation that is occurring, and in that case, her player won't need to make any roll. The sorcerer may also block out all distant conversations if she

needs to participate in a conversation directly. The caster may attempt to participate in one conversation while listening to one the spell brings to her ears, but doing so requires a Perception + Awareness roll, with a difficulty of (the number of conversations +1). A sorcerer participating in a conversation while listening to others may seem distant or even simple-minded to others.

Wheel of the Turning Heavens

Cost: 35 motes
Target: Creatures in the area of effect

This spell allows a sorcerer to entrance a large group of people, so that they become placid and unaware of their surroundings. The caster reaches toward the night sky and channels Essence in a bright white beam up into it, where it explodes like giant fireworks. Instead of fading like fireworks though, the burst becomes an illusion of the stars in the sky suddenly growing more brightly, and for a radius of a half mile centered around the sorcerer, the stars begin to rotate across the sky in a clockwise motion. Anyone with an Intelligence greater than 1 who sees the stars above will become entranced, forgetting whatever he was doing. The illusory spinning stars lasts for one half hour for each point of permanent Essence the caster possesses, and during that time, the spell's victims will be unable to act and, thereafter, will have no recollection of what went on around them. This spell has no effects on plants or mortal creatures with an Intelligence of 1, nor does it affect the caster in any way. The player of any Essence-using being may attempt a reflexive Dexterity + Awareness roll, with a difficulty equal to the caster's permanent Essence, for his character to realize that the swirling sky is an illusion and, therefore, to avert his eyes from the heavens. This roll must be made any time the Essence user's vision may include a portion of the sky.

The spell ends if Sapphire or Adamant Countermagic is cast against the sorcerer, if the caster is slain or if any creature enchanted by the spell is harmed while entranced.

Whirlwind of Fate

Cost: 20 motes
Target: Caster

The trained sorcerer can study the strands of fortune around him and use the knowledge gained thereby to manipulate events to his advantage. By standing motionless during the casting of this spell, the caster observes the weaves of fate. For a single turn, the sorcerer's Essence flares and stretches out, racing along the threads of fate and tracing the motions and actions of every object in the caster's surroundings. The caster can see how every creature and object in his immediate vicinity is tied to every other and interpret how those interactions can be turned to the sorcerer's advantage. When the spell is cast, the sorcerer names a goal to be completed, and the whirlwind of information that is before the caster can then be read to aid in this goal. The caster's player makes an Intelligence + Occult roll. Each success on this roll becomes a bonus die that the sorcerer may add to any one roll that furthers the goal stated when casting the spell. The bonus dice last for a number of minutes equal to twice the caster's permanent Essence.

Bonus dice from Whirlwind of Fate can only be used one at a time to add to any action. Any bonus used toward a feat or stunt that a bonus die is added to gains an additional automatic success. If the sorcerer's stated goal is not completed by the time the pool of bonus dice is due to elapse, then the caster suffers a penalty to all actions equal to the number of bonus dice used by the caster until the sorcerer can meet the goal.

For Example: Rosh the Triumphant uses Whirlwind of Fate when facing off against five Dragon-Blooded soldiers who are protecting a temple. Rosh's goal is to retrieve an artifact at the center of the temple, and he needs the bonus dice to complete this mission. Rosh's player rolls his character's Perception + Occult and gains seven successes. This gives Rosh seven bonus dice that he may use for the next four minutes (twice Rosh's Essence of 2). Unfortunately, Rosh did not know that there were a dozen more Dragon-Blooded stationed throughout the temple. He is careful and uses only three of his bonus dice before the spell's time elapses, so he only suffers a three-die penalty to all his actions until he can retrieve the artifact.

The Circle of Adamant

Spells of the Adamant Circle are the mightiest sorceries available to the Exalted, usable only by those who have mastered the Solar Circle of sorcery. These spells are awesome beyond words — they can bring life to regions, or slay entire armies. Solar Circle Sorcery is, without a doubt, one of the foremost reasons the Solar Exalted so dominated the First Age.

Abjuration of the Maidens

Cost: 40 motes + 1 lethal health level
Target: Area of effect

With Abjuration of the Maidens, the caster may protect an area up to one mile in diameter per point of permanent Essence she possesses. The sorcerer must inscribe a circle around the area to be protected and, at 25 points around the circle, mark a sigil one foot across that bears the runes of each of the Five Maidens. At the center of this circle, the caster places a smaller circle two yards across that bears the words of abjuration and the runes of the Maidens.

When this is complete, usually after five hours of preparation, the caster places her hand at the center of the inner circle. She then must cut herself so that her blood spills upon the marks of the Maidens, dealing one lethal health level of damage to herself. This damage is a cost to be paid, and cannot be soaked and does not invoke any Charms or other sorcery.

For three turns, the blood runs across the marks within the circle, filling the runes of the Maidens, while the sorcerer chants and expends the necessary motes of Essence. When the spell is complete, the runes begin to glow, and each mark at the edge of the outer circle shoots

a shaft of multicolored light into the sky. These lights then expand into a wall of shimmering Essence that marks the boundary of the abjuration.

No sorcerous effect may cross the boundary of light into the protection of the abjuration. Any spell with an area of effect that occurs near the boundary will still work, but where the area of effect would cross the abjuration, it fails utterly. Any Essence effect that enters into the area of the abjuration ceases to have any effect while it is within the boundaries of the spell. No Essence-wielding creature may use Charms or sorcery within the abjuration, though Essence is not expended when they try to utilize their powers. Hearthstones, effects generated by Hearthstones, the Five Magical Materials and the powers of any spirit whose permanent Essence is greater than that of the caster of the abjuration are unaffected by this spell.

The spell's effects last for five days and can be renewed at any time by the sorcerer paying the same costs at the centermost circle of the spell. The Abjuration of the Maidens can only be countered by a creature with a permanent Essence greater than that of the sorcerer — and only at the centermost markings of the spell.

Benediction of Archgenesis

Cost: 40 motes
Target: Area of effect

The blessing of the Unconquered Sun is great and generous and never more apparent than in the use of this spell. A sorcerer casting the benediction uses her Essence to call upon the very creative forces that shaped the world prior to the First Age in order to spark and propagate life in the most harsh and unforgiving conditions. At the whim of the sorcerer, deserts are converted to fertile fields, and barren valleys become lush jungles.

To cast this spell, a sorcerer must first procure the still-living heart of a taproot from a tree at least 1,000 years old and shape it with her hands and her magic into a tall staff. The caster then stands on a high point that overlooks the terrain she wishes to change with the benediction, so that she can see all of the area that will be affected. The caster may affect an area of 100 square miles per point of permanent Essence she possesses, but only so long as the terrain remains the same in that area. Any significant changes to the terrain, such as a dry savanna that lies on the borders of a desert or the mountains that ring a deep valley, will form a border to the spell's magic and remain unaffected.

The casting sorcerer arrives at the area she wishes to transmute at the sunrise on the new moon of Ascending Water. Until the next sunrise, she chants and channels her Essence through the taproot staff she has created, forming a nimbus of crackling golden light around her. She then casts the staff down onto the land to be transformed, and the living taproot burrows into the ground at that point to disappear from view. As the sun touches the sky at the end of the ritual, dark gray clouds form, and a soft, warm rain begins to fall upon the targeted terrain. This rain lasts until dusk, when the clouds disperse and vanish.

The effects of the benediction become apparent to the naked eye just after the rain stops. Any snow or ice on the ground will have melted completely, and any flowering plants already in the region will bloom for the next day only. After the rain and bloom, any climactic conditions that were interrupted by the casting of the ritual will return to normal. Players of those who observe the unnatural rain or the sudden flowering of plants out of season may make a Perception + Occult roll, difficulty 4, for their characters to understand the ramifications of these effects.

With the arrival of spring (usually during Resplendent Earth) comes the next visible effects of the benediction. Plants that already live in the area grow a little more quickly than normal, and foliage returns earlier and more lush. Sparse or barren areas fill with new sprouts. Where the taproot staff landed, a sapling tree will burgeon. Animals will come from miles around to partake of the new bounty, and they come into season earlier and for longer while they are there.

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

The Benediction of Archgenesis is most often used to turn infertile regions into productive farmlands or to end famine and drought in an afflicted region. Though the most drastic effects of the spell only occur on the year after the spell is cast, the region is forever changed, and if managed well, it will remain fruitful for hundreds of years. If the ritual is cast on an already healthy and fertile area, it will cause life to grow beyond the resources of that area and bring a famine that will last for a decade to an otherwise blessed region.

Chariot of the Blazing Sun

Cost: 45 motes
Target: Conjured chariot

A legendary — and exceedingly dramatic — method of transport, this spell calls up a chariot and horses made from living flame and Essence, which will carry the sorcerer and up to five other people (or equivalent cargo) to wherever he may wish to go.

This spell may only be cast between sunrise and sunset. The sorcerer closes his eyes and chants, and a triple helix of red, gold and white Essence rises about him into the sky, toward the sun. Where they disappear from sight, a flame flares, and out of it rides the chariot with its five fiery steeds. The chariot itself is made of pure, golden Essence solidified into a framework that will hold the caster and up to 2,000 pounds of creatures or cargo, though

it only has enough room for five other people. The outside of the chariot is a violent red-and-orange inferno, with four wheels that scorch the earth where it lands and leave a smoky trail in the sky where it flies.

The chariot must be commanded by the caster, who cannot use any sorcery or Charms while he concentrates on controlling the vessel, though he may still converse with the passengers or do other simple tasks. The chariot flies at a rate of 750 miles per hour and can be directed to anywhere in Creation the sorcerer can name. In addition, if the sorcerer wishes to travel through the Wyld, to the elemental poles or even the Celestial City of Yu-Shan, the chariot is capable of taking its passengers there. The chariot's sorcerous nature will protect passengers from any extremes of weather, from the mutating effects of the Wyld and even from the chaotic elemental nature of the poles. In addition, the chariot will harmlessly absorb any sorcery of the Emerald or Sapphire Circles that is cast against it or its passengers.

While the chariot travels at such a rapid rate that it makes it nearly impossible for attacks to be made against its passengers, some flying spirits and creatures that can match its speed may be able to successfully strike. Any creature making a successful hand-to-hand attack will take three health levels of aggravated damage from the magical flames that surround the chariot. Ranged attacks made with missiles that are not formed of Essence, of the Five Magical Materials or otherwise enchanted in some way will be incinerated upon nearing the chariot or its cargo. Those in the chariot are treated as having 90 percent cover for purposes of those shots that can strike them (see **Exalted**, p. 229).

The chariot lasts until it reaches the sorcerer's destination, the sorcerer dispels it or until sunset. If the sun leaves the sky while the chariot is still in the air, the steed will falter and buck the reigns, causing the caster to loose control and crash the vessel into the ground. This causes 45L to anyone and anything within the chariot at the time of the crash.

Curse of Unyielding Mist

Cost: 40 motes

Target: One city, town or region

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

To cast the curse, a sorcerer must stand at the border of the region toward which she wishes ill and name that area in a spell that takes only a minute to recite. While she speaks, her Essence forms a hazy silver outline

about her, through which tiny sparks of purple lightning trace. As she continues the conjuration, small tendrils of fog form within this aura and begin to snake out along the ground toward the targeted region. The targeted region can be no larger than 10 square miles per point of permanent Essence the caster possesses, and the area must all fall under a single name by which the common people know it. When she completes the spell, the sorcerer names a condition by which the curse may be lifted, such as a marriage, pregnancy, admittance of guilt to a crime or action or some other suitably dramatic event.

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

• Visibility is severely hampered. Clear vision ends at about a yard in the mist, and murky vision at about five yards. Beyond five yards, it is nearly impossible to make anything out. Murky vision increases any attack difficulties by 1. Beyond the murky vision range, attacks are made as if blind, with a +2 increase in difficulty. These difficulties are environmental. In addition, tracking foes through the mist becomes nearly impossible, adding 3 to the difficulty of any mundane attempt to track a creature. Due to its sorcerous and confusing nature, supernatural trackers suffer a +1 difficulty to any rolls made for them to track an opponent through the unyielding mist.

• Moods are altered. The perpetual pall of fog, day in and day out, begins to depress and dishearten all of those within it. Soon after the mist takes hold, social interactions with and between residents of the afflicted region become strained. Dice pool rolls involving social interactions all suffer a two-die penalty. Make a Valor check each day for Exalts and other Essence wielders within the mist for them to ignore this penalty.

• Plant growth is inhibited. Without sunlight, the flora of the cursed area slowly withers and dies. Crops are ruined, and even ancient forests cannot withstand the power of the mist for more than a few years.

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

Slaying the caster of the curse is not enough to forcibly end its reign — it is susceptible only to the intervention of the Incarna and to Adamant Countermagic cast during the initial casting. Otherwise, the unyielding mist remains for eternity — or until the caster's condition is met.

Essence Inversion

Cost: 50 motes

Target: One creature

All things in Creation were formed out of the vast chaos of Essence that came before time, shaped by the dreams and the will of the Primordials and governed by the Celestial Hierarchy. A savant who has studied Creation closely understands the interactions of the Essence that make up all things — and how Essence fuels life. That understanding led to the creation of this spell, which starts a chain reaction in the target's own Essence that, if left unchecked, will annihilate it utterly.

The sorcerer's player must make an Intelligence + Occult roll for the Exalt when the spell is cast, in case the victim wishes to parry or dodge the attack. Creatures targeted by Essence Inversion can only parry or dodge this spell with Charms, and no mortal creature can escape the sorcerer's wrath. The caster gathers her Essence into a twisting beam of dark purple and black, which shoots forth from her hands to strike the spell's target. When it hits, it explodes into bands of the same dark purple and black that wrap around the victim's torso and constrict, fading as they merge with the target's own Essence.

On the turn after the spell is cast and the beam strikes, the target feels its Essence begin to churn and rebel within him. If he is an Exalt, his anima banner will flare, but instead of the usual color, it will be flecked with purple and black blotches, like bruises. The victim then suffers 10L damage every turn after the spell is cast, until he dies, until the spell is countered or until the caster dispels the inversion. This damage can be soaked only with Stamina and Charms. As the spell's effects progress and the victim takes more damage, its aura or anima banner will turn completely to the dark purple and black colors with which the sorcerer struck the target. When the victim finally dies from the Essence Inversion, its body implodes, leaving no physical remains.

Gaia's Rebuke

Cost: 50 motes

Target: One creature

With this spell, a sorcerer can cause Creation itself to reject the target. The caster supplicates herself on the ground when casting Gaia's Rebuke, and her Essence travels along the earth, causing cracks to appear as it speeds toward the target. When the caster's Essence reaches the place where the target stands, a circle of earth one yard in diameter larger than the creature and 10 yards thick lifts up into the sky, supported by a column of brilliant red-and-yellow Essence, until it is a mile high. The section of earth then turns upside down and smashes back into the ground, crushing the target and dealing 150 dice of lethal damage to him and to anything he carries. This effect occurs in the space of one turn, and when it is complete, it leaves a circle of broken earth piled on top of the creature that has been rebuked. Any creature standing directly next to or being carried by the target is shaken free when the cylinder of

earth breaks free of the ground and begins to rise, so that it will not be damaged by the spell's effects.

Incantation of the Invincible Army

Cost: 50 motes
Target: One army

Through the use of this spell, the sorcerer invokes the blessing of the Unconquered Sun and the Five Maidens for her allies and removes such favor from her enemies. By channeling the light of the sun and stars toward friendly forces, the caster both increases the skill and might of allies and decimates the power and morale of their opponents. Allies of the sorcerer targeted by this spell gain one dot to all Physical Attributes for the duration of the spell, while any being opposing a target of the incantation suffers a one-die penalty to attacks, dodges, parries and Valor checks while engaged in combat. If using the Mail and Steel rules, increase by 1 the Valor, Drill, Attack Traits and Might of all stacks allied with the caster.

The caster chants with her arms raised for the three turns it takes to cast the spell, and her anima banner flares toward the heavens. A golden aura rises to the sky to clear any clouds and rain from the battlefield and to allow the light of the sun and stars to shine down over the battle. When the incantation is complete, the flow of light is reversed, and the light from the heavens pours down on the sorcerer. Then, it strikes out in narrow beams that illuminate each of the targets of the spell. The caster may invoke the blessing for up to 5,000 creatures per point of permanent Essence she possesses. She must keep her hands raised for the duration of the spell and can take no other actions for the scene except concentrate on the blessing and the battle at hand. For each hour the battle persists, the caster's player must make a reflexive Stamina + Endurance roll, with a difficulty equal to the number of hours the battle has lasted, for the sorcerer to remain in position. If the sorcerer suffers an attack, her player must make a successful Stamina + Resistance roll, with a difficulty equal to the number of health levels of damage she takes, for the Exalt to keep her concentration, or she loses control of the spell. If a roll to maintain concentration fails, then, for the remainder of the turn, the blessing is lost, but she may regain control of it by her player making another Stamina + Endurance or Stamina + Resistance roll, with the same difficulty +1. If successful, the sorcerer is able to regain control of the spell, but if she fails again, or if any roll botches, then the spell is ended, and the blessing is lost.

The effects of the invocation end if the sorcerer loses concentration or is slain, if the spell is countered, if the caster dispels the effect or at the end of the battle in which the targets are participating. At the end of the spell's effects, the caster's player must make a successful reflexive Stamina roll with a difficulty equal to the number of hours that the sorcerer remained in concentration, or she passes out from fatigue. If this Stamina roll fails, then the sorcerer must sleep for a number of days equal to the amount by which the Stamina roll was failed.

Total Annihilation

Cost: 65 motes
Target: Area of effect

No single spell demonstrates the sheer power and destructive force of the Solars like this one does. The sorcerer holds out her hand, and an emerald mist of Essence swirls about her, gathering into an opalescent green orb about the size of an apple in her palm. The caster then hurls the orb up to 200 yards away, her player making a Dexterity + Occult or a Dexterity + Thrown roll for the sorcerer to hit her target. Where the emerald sphere strikes, it explodes into a column of bright green light 50 yards wide and five miles high, which deals 50 lethal health levels of damage to everything it touches. The destructive energy then expands on the same initiative count as the explosion occurred at a rate of 50 yards in diameter each turn for a number of turns equal to the caster's permanent Essence. Everything caught in the expanding emerald field of destruction takes 25 lethal health levels of damage for every turn it is bathed in the emerald energy. Creatures near the explosion may abort their actions to try to outrun the lethal energy.

The orb created in the casting of Total Annihilation can only be parried or dodged through the use of Charms. Any mortal weapon that attempts to parry the sphere will trigger its explosion. If the orb is successfully parried with a Charm and an enchanted weapon, then it is deflected away from the target and will land in a random direction 1,000 yards away. Once the orb explodes, the effect cannot be parried even with the use of Charms and can only be dodged by a perfect defense such as Seven Shadows Evasion or soaked with a Charm such as Adamant Skin Technique. Though this spell's damaging effects last for more than one turn, such perfect-defense Charms will protect an Exalt from all damage.

Total Annihilation may be countered successfully only while it is being cast. Once the orb of Essence is created, then casting Adamant Countermagic against it will only reflect the spell as if it were parried with a magical weapon, not interrupt it.

Wrath of the Five Elements

Cost: 45 motes
Target: One creature

This spell calls upon the power of the Five Elemental Dragons to smite the caster's enemy with five sorcerous attacks. When the spell is cast, the sorcerer's player makes a single Intelligence + Occult roll, marking the number of successes, which becomes the difficulty to resist the spell's effects. If the caster fails to garner any successes, then his prayers have been unanswered, and the Essence cost of the spell is expended with no effect. If the sorcerer is successful, then the spell's elemental attacks will follow the target wherever she goes and strike the victim on the sorcerer's initiative.

The sorcerer chants a prayer to the Five Elemental Dragons and points at the being he wishes to target. The air around that creature heats and sparks for a moment before a tongue of livid red flame lashes the victim. This magical fire deals 15L damage to the target and also incinerates her belongings. Any unenchanted flammable material that the creature bears is destroyed, including the straps and bindings on non-magical armor. This fire reduces the target's armor soak by 3.

At the beginning of the next turn, after the flames subside, the air turns chilly, and a blue mist rises, just before a solid chunk of ice forms about the body of the victim. This cold deals 15L damage that may only be soaked with the target's Stamina and any effects that add to natural soak. If even one health level of damage is successfully inflicted, then the target has its movement rate and jumping distance halved until the end of the scene.

At the beginning of the turn after the ice forms, it melts into the ground and thorn-covered vines sprout to wrap about the target, prying beneath any remaining clothing and armor. The thorns on the vines deal 5L damage that can only be soaked by the creature's Stamina (plus any appropriate Charms) but are envenomed. The victim's player must make a successful reflexive Stamina + Resistance roll, or her character is stricken by this venom, which deals no damage, but causes the target to suffer a four-die penalty to all actions until the end of the scene. The difficulty of this roll is equal to the sorcerer's player's successes on the Intelligence + Occult roll.

The vines quickly dry and crumble at the beginning of the next turn. Then, the earth quakes, and three giant pillars of stone, each eight feet tall, rise from the earth and slam together against the victim, dealing a total of 20 health levels of bashing damage. The victim's player must make a successful Dexterity + Athletics roll to avoid having her character knocked down by the pillars, with a difficulty equal to the caster's successes on the Intelligence + Occult roll. (See **Exalted**, pp. 234-235, for more information on knockdown and fighting while prone.)

On the final turn of the spell's effects, the pillars slide back into the earth, and a geyser of water erupts beneath the target. The rushing water batters and chokes the victim, causing five lethal health levels of damage, which ignores armor. In addition, when the water fades and evaporates at the end of the turn, the victim is left unable to speak or to invoke Charms for a number of turns equal to the caster's permanent Essence.

Each of the elemental attacks of this spell may be dodged or parried only with the use of Charms, and since each attack is separate, the target's player must make the appropriate roll for each spell effect.

Exalted Power Combat Statistics

These statistics are provided for individuals who use the Exalted Power Combat rules from the **Exalted Players Guide**.

Name	Speed	Acc.	Damage	Defense	Rate
Emerald Circle					
Blood Lash	(Occult)	+1	(Str. + perm. Essence + health levels)	+1	(perm. Essence)
Smoke Cobra Bite	12	18	5L*	0	1
Earth-and-Water Horse Bite	13	13	6L	11	3
Earth-and-Water Horse Kick	16	14	8L	14	3
Five-Wind Hound Bite	12	19	7L	14	4
Spirit Sword	+3	+2	(Willpower)	+2	(Essence)
Shackles of Doom Clinch	4	7	5B	7	1
Shadow Spy Clinch	-1	9	1L	9	1
Shadow Spy Kick	2	7	4B	3	3
Lesser Minion Kick	3	6	6B	2	3
Lesser Minion Punch	6	6	3B	7	5
Sapphire Circle					
Bone Lion Bite	12	11	14L	8	2
Bone Lion Claw	12	11	16L	9	3
Magma Kraken Tentacles	(Caster's)	(Essence + Occult)	(15L + Essence)	(Essence)	
Fallen Tower Prince Claw	4	4	9L	2	2
Servant of Infallible Location Dive Attack	8	6	1L	0	3
Swift Spirit Grasp (Clinch)	1	10	55B	10	1

Appendix
Warstriders

Though the greatest First Age weapons were perhaps the great skyships of the legions or the powerful weapons of mass destruction deployed against major threats, few were as awe-inspiring as the massive warstriders. These great leviathans of Magical Material-alloyed steel strode across the battlefields of the First Age and the Dragon-Blooded Shogunate, leveling fortifications, smashing infantry units and slaying terrible behemoths with their massive weapons.

The first warstriders were little more than giant strength-amplifying suits of armor — it was not until the defeat of the Primordials and the creation of the Solar Deliberative that experimentation and design of more capable versions was undertaken. These first war machines were stronger and more heavily armored than modern examples, but otherwise, they are very similar in function and design.

In the First Age, warstriders were as much status symbols as they were support weapons — even in the First Age, production of a warstrider was a noble endeavor, requiring substantial time, resources and effort. Despite the resources necessary, by the closing days of the First Age most Solars, and many Lunars, counted fine warstriders in their arsenals, and the legions of the Dragon-Blooded were well equipped with them. Only the Sidereals made little use of warstriders — the amounts of starmetal necessary to produce even a single warstrider are tremendous, and only a handful were ever produced. Most that were constructed are still in service in the Age of Sorrows.

Vast numbers of warstriders were destroyed during the Usurpation, and only a handful of the advanced factory-cathedrals and manufactories used to build them remained intact. The Dragon-Blooded Shogunate made extensive use of those that remained and did its best to recreate the secrets of warstrider construction, but the weapons it was able to produce were pale reminders of those built at the height of the First Age, limited in both their durability and their capabilities. In some ways, the artificers of the Shogunate were able to exceed their predecessors, however — while less powerful and rugged, their warstrider designs were, in some ways, easier to repair, if not maintain, requiring fewer exotic materials and difficult enchantments than First Age designs did. Dragon-Blooded sorcerer-engineers also developed less powerful — but easier to build — weapons for these warstriders.

Most such developments were lost in the Contagion — along with the majority of First Age warstriders and large numbers of those constructed during the Shogunate. The handfuls of remaining warstriders were concentrated in the hands of the Seven Tigers, the forces located on the Blessed Isle and the Seventh Legion. Most of the Seven Tigers' warstriders were destroyed when the newly crowned Empress rained fire and destruction down upon their positions in the South — most that survived were eventually captured by the Chiaroscuran military but have since fallen into disrepair.

In the centuries since, only a handful of factory-cathedrals have been restored to even partial working order — the ability to build new facilities has been all but lost, and regardless, no faction has possessed the combination of knowledge, resources and priorities to build one anyway. Still, even those half-wrecked factory-cathedrals that remain continue to slowly produce new warstriders at the rate of a handful a year, usually enough to replace losses and slowly build a small surplus. At least in the Realm and Lookshy, this process is delayed, in part, by the need to produce spare parts for repairs and maintenance. In the Underworld, dark factory-cathedrals designed by the Deathlords and overseen by their Abyssal servants build unholy constructs of soulsteel and bone, grim war machines that hearken back to the First Age in their power and majesty. In secret workshops deep in caves or hidden in the furthest reaches of the Eastern forests, Lunar craftsmen infrequently gather to build their war machines, using long-lost secrets handed down from the First Age.

Appearance

Warstriders resemble nothing so much as giant suits of armor, ranging from three to four times as tall as a man (from 16 to as much as 25 feet tall) and weighing thousands of pounds. Warstriders can be defined as coming from one of three general periods, or ages, of design — First Age, Shogunate and modern.

First Age: The earliest First Age warstriders were much like modern warstriders in design, being little more than very large, strong and heavily armored siege weapons. Later designs experimented with a wide variety of weapons, devices, built-in artifacts, methods of controlling the armor and other variations. Most of these warstriders were highly individualistic and ornamental — even ostentatious — in appearance.

Shogunate: Shogunate designs tended toward the utilitarian — while certainly not plain, their appearance had a very regimented and military aspect to it not present in many First Age weapons. Shogunate-era warstriders were often well equipped with lesser versions of the powerful weapons and devices used by First Age warstriders.

Modern: Modern warstriders are those that have been built since the Contagion. They are often assembled from parts of other warstriders, granting them a very mismatched appearance. Those wholly of new construction may follow First Age (baroque and ornamented) or Shogunate (Spartan and minimalist) design aesthetics. Most lack the fearsome Essence weapons and devices prevalent on earlier designs, but some are equipped with simpler weapons such as Essence cannons or purely mechanical devices.

Operation

Regardless of their design, warstriders share numerous features. A warstrider is worn like armor, rather than piloted like a vehicle — as a result, the wearer can perform (with limitations) any task or action he can do while unarmored. After an initial period of retraining, the wearer uses the same skills he would normally use to perform any task — the only modifiers are those imposed by the armor's great size and bulk. Familiarization with a warstrider requires no rolls, and it typically takes a number of days equal to 10 - permanent Essence — familiarization is as much about learning how to optimize one's attunement to the warstrider as it is learning how to move in the control system.

An individual who wears a warstrider straps himself into the device to operate it, much like one would with an ordinary suit of armor. First Age and Shogunate suits often used an articulated frame that the wearer locked himself into — the frame transferred the wearer's motions to the larger limbs of the suit, and it provided feedback, translating resistance and motion back from the armor to the wearer. Modern suits — and those that have required extensive repair — often lack these sophisticated and hard to maintain armatures, replacing them with a complex system of straps into which the wearer slips. The system is functionally identical, though it is often more fatiguing and slightly more hazardous for the user.

This is augmented by the wearer attuning to the warstrider, which provides him with information on the armor's well-being and status through the mystic link the wearer and the armor share. This link is a mixed blessing. While it provides the wearer with vital information about the armor, how it stands and what its condition is, it also suffers from a form of feedback — powerful strikes that breach the armor damage the wearer as well as the armor, and there are cases of warstriders being found decapitated and limbless — and with their wearers inside, dead, without a mark on them, victims of the feedback caused by the damage to her armor.

Deployment in the Second Age

Few military forces in the Age of Sorrows make use of warstriders, and only a handful make extensive use of them — despite their usefulness, they are simply too expensive and too difficult to maintain for most armies. Only three military forces are known for their warstrider deployment: the legions of the Realm, the Seventh Legion at Lookshy and the armies of the Deathlords.

The Realm

Warstriders in service to the Realm primarily see use in three missions: the Wyld Hunt, siege duty and as engines of propaganda. Warstrider fangs are typically split up into smaller scale-sized deployment units for garrison or patrol duty to increase their psychological impact on the local populace and are gathered into solid units to maximize their striking power on the battlefield. The Realm's extensive use of warstriders as propaganda tools means that they are often deployed against inappropriate targets — used to hunt down bandits or raiders, for example. The Wyld Hunt normally deploys warstriders individually or in small (three to five member) units, with heavy infantry support, as part of a larger unit of Dragon-Blooded champions.

Despite their high visibility, the Realm's use of warstriders is relatively limited — House Tepet dispatched only three warstrider fangs with the force sent to deal with the Bull of the North, and this was a major deployment of warstrider units for them, representing nearly half of the Great House's warstriders and slightly under a tenth of the total warstriders owned by the Realm. The majority of the Realm's warstriders are of common or scout varieties, and nearly all are of modern construction. This does not include those Sidereal warstriders controlled by the Bronze Faction (the majority of them), which are all of First Age manufacture, or the handful of warstriders controlled by the Immaculate Order, many of which are of noble design and were built during the Shogunate.

Lookshy

Lookshy deploys warstriders in every field force. Some, such as the Home Guard and the Third, are more extensively equipped with them than others. Warstriders are integrated into Lookshy tactical and strategic doctrine at every level: They are used as siege engines, they carry artifact artillery onto the battlefield, they engage large-scale threats, and they are used to scatter heavy infantry and to destroy dug-in forces. Lookshy uses warstriders extensively in combat engineering — more than one fortification in the Scavenger Lands owes its massive construction to the fact that warstriders were able to lift and set stones quicker than any slave-reinforced engineering talon would be able to.

Lookshy, despite its small size, controls as many warstriders as the Realm does and has limited numbers of royal and noble warstriders in its inventory. Perhaps a fifth of the Seventh Legion's warstriders are of Shogunate construction, and a small handful of First Age warstriders remain operational — and are only very rarely deployed, as they are completely irreplaceable assets.

The Deathlords

Each Deathlord's use of warstriders is unique. The First and Forsaken Lion uses warstriders extensively in his Legion Sanguinary, and the Mask of Winters has sizable numbers as well (most worn by war ghosts). Conversely, the Deathlord sometimes known as the Silver Prince has constructed only a handful of warstriders, preferring to concentrate his efforts on warships. Neither the Bishop of the Chalcedony Thurible nor Eye and Seven Despairs use warstriders at all. Those Deathlords who build warstriders for their Exalted nearly always have noble or royal warstriders constructed in their name, using secret techniques thought lost since the Usurpation that result in war machines of surpassing might.

Others

The Lunars have occasionally unearthed or built great moonsilver warstriders that can change their shape in limited fashions, manifesting weapons or tools as needed. Attacks using these have diminished over the centuries, along with the number of Lunars who remember where the powerful warstriders were hidden or how to make new ones.

The small number of Sidereal warstriders were carefully hidden away before the Usurpation, and they have rarely been deployed since — and then in very small numbers. As a result, most that were built in the First Age remain operational, and the small number that have been built since are of similar capabilities, having been constructed using the full knowledge and resources of the Sidereals.

Terrestrial outcastes make up the largest group of warstrider users outside of the Realm and Lookshy, but their numbers are small. Few mercenary companies — or even free cities — can afford to field such massively expensive weapons, and countries aligned with the Realm are normally ordered to hand over their warstriders for "integration into the legion command structure." A handful of war spirits and other gods make use of warstriders, but relatively few elementals or demons do.

As the Solars regain weapons long buried and forgotten, they are increasingly making use of ancient warstriders — or using modern warstriders taken from the Terrestrials. Yurgen Kaneko is known to have warstriders taken from House Tepet (among others), and other Solars have been reported using warstriders as well.

God-Blooded and mortal sorcerers are the most rare of warstrider wearers. It takes great effort for mortals to unlock their Essence pools and learn to attune to artifacts, and few in the Age of Sorrow wish to "waste" their talents becoming second-rate military assets after doing so. God-Blooded are often similarly restricted in their access to Essence and are rarely entrusted with weapons as powerful as a warstrider in any case.

Too Many Warstriders!

Exact warstrider deployment levels are deliberately left somewhat vague, to allow Storytellers to tailor the number of warstrider fangs per legion to their own game. Those desiring a heavy anime flavor can include one fang of warstriders per Realm dragon (50 warstriders per legion), while those who want to downplay their strategic importance — or to emphasize their importance as near-irreplaceable relics of a forgotten Age — can restrict them to only three fangs per Lookshy field force (and perhaps only a single fang per Realm legion). Decreasing deployment levels further results in warstriders being singular relics, impossible to replace and suitable only for the most desperate of battles — or eliminates them altogether, for a chronicle set in a Second Age all but stripped of the more powerful artifacts of the First Age and the Shogunate.

Classes of Warstriders

A wide variety of designs have been experimented with over the centuries — the warstriders of the Solars and Lunars, in particular, were normally singular creations of great power and ability. As the First Age progressed, experimentation and battlefield experience lead to five basic classes, or types, of warstrider. There was still considerable variation within each class — because of the massive resources devoted to them, even Dragon-Blooded warstriders were more customized than many other artifacts intended for Terrestrial use.

The Warstrider Fang

The standard warstrider unit of deployment for both the Realm and the Seventh Legion is the fang — but the term is something of a misnomer, for it refers not to the total number of personnel in the unit, but rather, to the number of warstriders. A warstrider fang has five warstriders, and support personnel bringing the unit up to talon size (125). Each warstrider is directly supported by three fangs of infantry (often imperial heavy infantry, or ashigaru in the case of the Seventh Legion), as well as four support officers — typically, a sorcerer for repairs and maintenance (as well as battlefield support), a ground guide and an assistant each for the sorcerer and warstrider wearer. The unit is rounded out with a command scale normally featuring intelligence officers, the commander (usually a talonlord, and often an ex-warstrider wearer) and his aides, a fang of medics and two fangs of scouts.

Scout

Scout warstriders would seem to be something of a misnomer. After all, scouts are supposed to be stealthy and quiet, and a 16-foot-tall automaton of steel and jade would hardly seem either. Scout warstriders were never as popular as common warstriders, but they were built in some numbers for those who valued mobility and speed over armor and raw damage dealing. Scout warstriders were frequently enchanted to make them as unobtrusive and hard to locate as possible — while rarely successful in completely masking their presence, these spells could reduce their chances of being intercepted or detected.

Common

Common warstriders formed the backbone of most Shogunate military units. Standing six yards tall on average, the majority of common, or infantry, warstriders were made of jade for the use of the Terrestrial Exalted. Due to the comparatively large numbers built, common warstriders form the majority of warstriders in the Second Age. Common warstriders also mark the limit of Creation's ability to build new warstriders — neither the Realm nor Lookshy have built warstriders of other designs since the period immediately after the Shogunate's fall.

Noble

The Celestial Exalted generally used noble warstriders, and in the Age of Sorrows, they are the only Exalted to retain the secrets of their construction — and even Lunars and Sidereals rarely build these great suits of armor. Noble warstriders typically stand slightly taller than common suits — 20 feet, on average. They are normally stronger and more responsive than common warstriders, as well as more heavily armored. The Scarlet Empress' personal warstrider, Unyielding Fury of Righteousness, is a rare example of a noble warstrider built during the Second Age.

Royal

Always rare, royal warstriders are all but unknown save in legend in the Second Age. Only the Solars and scant handfuls of other Exalted — mostly Lunars — ever wore royal suits. Standing as much as 25 feet tall, these massive suits of armor were formidable in their protection and just as formidable in their strength and speed. Only a tiny handful have survived into the Age of Sorrows, and most are unusable, composed of orichalcum and too heavy for Terrestrials to commit the Essence necessary to attune them. The only royal warstriders that have been forged since the Contagion are grim apparitions of soulsteel and Abyssal iron, terrible weapons in the hands of the Deathlord's servants.

Juggernaut

The design for juggernaut warstriders took the warstrider penchant for heavy armor and brute strength to its logical conclusion — these hulking suits, standing only 20 feet tall on average, but nearly twice as wide as a common warstrider, were ponderously slow when compared to other warstriders, but only the great skyships and a handful of ocean-going craft sported more armor, and almost nothing could hope to wrestle one and win. Juggernauts were designed and used primarily as siege engines and combat engineering units — they could withstand the brunt of a fortress' attack on the way in and deal massive damage to even the stoutest of First Age construction. Few juggernauts survived the Contagion, and only scant handfuls now exist in the armories of the Realm and Lookshy. A number of Abyssal deathknights use these massive battle machines, mostly those more interested in raw destructive power than in any kind of subtlety.

Warstrider Benefits

Warstriders continue to be used in the Age of Sorrows, despite their astonishing costs and complexity, because the benefits derived from these massive weapons outweighs those costs and liabilities. Exalted wearing warstriders enjoy a number of significant benefits over those without them.

Strength

Warstriders are powered not by the muscles of the wearer, but by Essence-driven enchantments and mechanical systems. As a result, they are normally far stronger than mortals. Even the smallest and weakest of warstriders is typically twice as strong as the mightiest mortal, and juggernaut warstriders can level small hills with little effort and take fortifications apart with their bare hands. Because the warstrider is attuned to the wearer's Essence, any Charms that enhance the wearer's Strength also apply to the warstrider as well.

This tremendous strength allows those wearing warstriders to wield larger weapons, to lift heavier loads and to smash tougher objects than even Exalts normally can without the use of Charms — and the ability to further augment that strength with the aid of Charms makes them all the more useful.

Endurance

Although actually using a warstrider is fatiguing — the system of straps and levers used to control the armor are as hard to move and react in as a smaller suit of armor would be — simply wearing one is not. Warstriders can lock their limbs in any given position, allowing the pilot to relax inside the armor — as well as letting the warstrider maintain a stance or pose for any period of time.

Heavy Armor

Warstrider armor is thick and all encompassing, with redundant layers and heavy reinforcing. This level of protection is found in few other forms of armor — and none to the same degree. Warstriders provide protection against bashing, lethal and aggravated damage in the same fashion other armors do — but unlike normal armor, if an attack fails to do damage exceeding the armor's soak, the wearer takes no damage.

Nonhumanoid Warstriders

Outside of a few scattered (and now mostly destroyed) examples of Lunar design, warstriders are humanoid in shape — they are giant suits of armor, not vehicles, and their method of operation does not easily allow for control of a multi-legged design. Even those rare nonhumanoid designs required that the Lunar take an appropriate shape before being strapped into the armor — or, more rarely, that he strap himself in and then shift shape to match the armor's design.

Automata, on the other hand, were frequently built with nonhumanoid shapes — although insectoid forms predominated (such as reaver dragonflies [see **Aspect Book: Air**, p. 81] and the deadly automata assassins), automata in the form of horses, simhata (see **Exalted: The Lunars**, p. 43) and other beasts of burden were also common, and some Twilight enchanters created bodyguards in the form of metal lions, bears, flying creatures and a host of other designs.

Limits of Strength

Warstrider strength — and that granted by similar suits of armor, such as dragon armor — is limited in its scope. The warstrider's Strength should be considered only for the following purposes:

- Determining damage dealt by the warstrider in combat
- Determining how much the warstrider can lift and carry
- Determining whether or not the warstrider can break or destroy something
- Determining how far the warstrider can jump

For all other purposes, the wearer's natural Strength rating should be used instead of substituting the armor's strength. This restriction only applies to armor suits such as warstriders and dragon armor — talismans or other artifacts that enhance the user's Strength do not suffer this limitation unless they are specifically stated to do so.

Massive Weapons

Warstriders have the size, strength and leverage to use weapons not even the strongest Exalt could wield effectively. These terrible weapons can inflict massive injuries when they hit, and few targets can withstand more than a handful of blows.

Although mighty, these fell weapons are also easily dodge by anything smaller than a warstrider — they are simply too large, and their blows too telegraphed. Whenever a character wearing a warstrider attempts to attack a target less than 10 feet tall, subtract three successes from her player's attack roll to reflect the difficulty in hitting a target that much smaller than the warstrider.

Mobility

Warstriders, with their long stride and a constant gait, can rapidly cover ground. As a result, multiply all movement rates by 10 — and this can be further modified by the design of the warstrider. Additionally, some warstriders were built to move quickly through the water, and some could even fly to a greater or lesser extent.

Charms

Despite their size, warstriders are essentially attuned suits of artifact armor and are treated as such by most Charms. This has a greater effect on some Charms than others — a Charm such as Sledgehammer Fist Punch, for example, often provides more benefit than Elemental Bolt Attack does. Charms that aid in the donning of armor can be used but do not have any effect in getting the wearer into battle more quickly — it takes time to attune the warstrider to the wearer's Essence, and this process cannot be sped up appreciably (see "Essence Costs," below).

The fact that warstriders are treated as armor — rather than vehicles — provides them with potent defenses against the Wyld. Most warstrider wearers learn Charms that protect their possessions — including their armor — against the Wyld, and these are efficacious in defending even the largest warstriders.

Durability

Warstriders are much harder to permanently damage than would first seem evident — their design is highly redundant and intended to take terrific punishment and still remain (somewhat) functional. Warstriders are never treated as objects for purpose of damaging them — all damage dice must be rolled, and Charms that have extra effects against inanimate objects do not gain these benefits when used against warstriders. Charms that specifically target people can be used against warstriders — so a Charm such as Artful Maiming Onslaught (see **Exalted: The Abyssals**, p. 166) will have its normal effects, but against the warstrider, not the wearer.

Warstrider Limitations

Although warstriders are powerful weapons, they are also limited ones, especially those built in the Age of Sorrows. Even the most skillfully constructed of warstriders leaves its wearer half-blind, moving a suit of armor three times her height through the battlefield, with only a vague sense of where her limbs are. The Essence requirements for a warstrider are severe, and the strain of using one can leave even Solar Exalt with precious little Essence left over to fuel Charms or weapons.

Size

Warstriders are inherently limited by their size and weight. Storytellers should always keep a warstrider's massive bulk in mind and look for ways to make it the disadvantage that it is. Warstriders are noisy, they can't go many places (few gates in town walls are designed to accommodate warstriders, for example), their gait tears up the countryside (and poorly constructed roads), and novice wearers are renowned for the amounts of damage they inadvertently wreak as they stumble about learning how to walk in the armor.

In addition, the warstrider's sturdy construction is as much hindrance as it is asset — while the heavy armor makes the armor difficult to damage, it also makes accidentally damaging the surroundings all too easy. Even inadvertently brushing up against a building or tree will inflict damage as if the character had exerted half her warstrider's Strength on the Feats of Strength table (see **Exalted**, p. 252) in an effort to break the object. Falling or otherwise smashing into an object inflicts the warstrider's entire Strength, and being thrown, knocked back or otherwise forcefully hurled into an object (or, for example, failing an Athletics roll to turn a corner while sprinting at full speed) causes the warstrider's Strength to be doubled for the purposes of determining if it damages the target.

Limited Manipulation

Warstrider arms end in massive gauntlets scaled to the suit's size, each heavily armored to allow for wrestling and punching. This makes it very difficult for the suit's wearer to engage in any kind of subtle or dexterous activity. A warstrider might be able to pick a warstrider-scaled lock (with warstrider sized lock picks), but it can only crush a human-sized lock, and turning the pages of a book or juggling anything smaller than boulders is similarly impossible. Any task requiring a delicate touch or fine manipulation — if possible at all with fingers the width of a strong man's thighs — is performed at +2 difficulty.

It is nearly impossible to use weapons not designed for warstriders while wearing one. Even if they are long enough (possible, with weapons specially forged for Exalted using Strength-enhancing Charms or artifacts), such weapons are designed for use by someone half the size of the warstrider, and the balance is designed to match. The wearer suffers a two-success penalty on all combat rolls while using out-of-scale weapons, if the weapons can be used at all.

Limited Vision

While some of the best-designed First Age suits used ensorcelled lenses, enchantments and careful designs to negate — or at least ameliorate — the problems inherent in warstrider visibility, most warstriders in the Age of Sorrows have no such luxury. The wearer looks out through a set of thin slits in the suit's armor, akin to those on a full helm — but located up to a foot away from the wearer. This essentially reduces the wearer's field of vision to what is directly ahead of her, eliminating peripheral vision and making it hard for the wearer to stay oriented when moving rapidly.

Additionally, while enchantments and design reduces the noise inside the armor to a reasonable level, the wearer is still isolated from outside noise by massive plates of armor, making it difficult to make out anything quieter than a nearby shout. As a result, the wearer's player suffers a four-die penalty on all Awareness or Perception related rolls or any other rolls requiring clear perception of the world around her.

Fatigue and Mobility

A warstrider's control systems are fatiguing to use for long periods of time. Although this is partly inevitable — constantly working against countless bindings or an articulated control frame for long periods of time is a lot of work — it is partly deliberate. The control frame or binding's myriad tensions and resistances give the wearer an idea of where their warstrider's limbs are and what forces are working against them — thereby simulating in a crude way the body's natural kinesthetic sense. This is augmented by the wearer's attunement to the armor to provide a reasonably accurate, if somewhat fuzzy, sense of how the warstrider is moving.

Additionally, there is little that can be done to make the wearer comfortable inside a warstrider. Although some warstriders are equipped with enchantments and other niceties to draw in fresh air, to cool their wearers or to otherwise reduce their discomfort, most — particularly those built in modern times — lack such features.

As a result, warstriders tend to have high fatigue and mobility penalties, and players of those wearing warstriders will frequently have to make fatigue checks for their characters, particularly in adverse conditions. Storytellers should also be quick to enforce mobility penalties on dice pools that rely on agility, deftness of step or any kind of grace. Charms that reduce or eliminate these penalties work normally and are common in the repertoire of Charms of anyone who even occasionally has need to use a warstrider.

Stealth

Standing 16 to 30 feet tall, weighing thousands of pounds and covering up to 15 feet in a stride, warstriders on the move are not stealthy, unless extraordinary measures are taken. As a result, unless some Charm or other effect grants the wearer a Stealth pool or bonus, any attempts to use Stealth while on the move automatically fails — the wearer has no natural Stealth pool while wearing a warstrider.

Warstriders can be used in ambush, however, as long as suitable cover is available. Although normally built of bright metals and carefully polished, warstriders often have sockets into which camouflaging materials can be hung or placed, and the ability to lock all their joints provides for a stillness that makes it easy to mistake warstriders at a distance for statues — or to fail to see them altogether amidst ground clutter. So long as appropriate steps are taken to hide a warstrider, no penalties should be assessed on Stealth rolls to prevent the detection of an immobile unit.

Because of their massive stride and the wake of destruction — huge footprints, broken branches and trampled underbrush — left in their passage, tracking a warstrider is trivial unless Charms are used to disguise their course. Even when Charms or other magical effects are used, the difficulty of any attendant rolls is increased by 3, and if the effect normally requires no roll, the wearer's player must make a Wits + Survival roll, at a difficulty of 3, in order for the effect to function.

Essence Costs

An Exalt or other user who straps herself into a warstrider must attune it to her anima just like any other artifact armor or weapon. This attunement is expensive — 10 motes of Essence in most cases, although some warstriders (especially those equipped with powerful First Age weapons) are more expensive to use. The attunement process takes relatively little time — warstriders are designed to be quickly attuned — but attunement does not last long once the warstrider has been removed. It normally takes five minutes to attune to the armor — about how long it takes to don it — and attunement lasts about five minutes after it's been removed.

Warstriders require a Hearthstone to operate, usually one connected to a level-three Manse. This requirement is in addition to any Hearthstones needed to power weapons

Stealth and Camouflage

Many First Age artifacts that aid in stealth incorporate forms of adaptive camouflage — for example, armor that changes color in appropriate patterns to blend with its surroundings. This is different from various forms of invisibility because the target can still be seen — it is simply much more difficult to see it clearly enough to realize one has done so.

More mundane forms of camouflage are also used — uniforms sewn from appropriately colored materials or elaborate outfits designed to blend seamlessly into ground cover. Camouflaging a unit successfully goes beyond equipment, however. It involves choice of cover, proper placement to reduce visual, auditory and olfactory cues, knowledge of how to arrange camouflaging materials so that they look natural and a great deal of patience.

Camouflaging takes time — at least a few minutes for a hurried job, and many hours for a carefully prepared blind. If a character is merely relying on his inherent camouflage to hide him from immediate observation, this is a normal Stealth + Dexterity versus Awareness + Perception roll, as described on page 253 of the main rulebook.

If the camouflaged has proper time to prepare, the roll is based on Survival or Stealth, depending on the surroundings — in urban areas, Stealth is used; in natural surroundings, Survival. The camouflaged character's player rolls Wits + the appropriate Ability, versus either Awareness + Perception (for merely noticing that something is "off" with the surroundings) or Investigation + Perception (for specifically trying to locate a camouflaged individual). In either case, this roll is made at a two-success penalty — it is inherently difficult to find someone who is making an effort to hide. In the case of a group trying to hide, the roll is made by the player of the group's leader. Storytellers may choose to add dice to either pool to reflect poor clothing, a hurried job at camouflage, inappropriate (or highly appropriate) terrain, etc. in addition to any dice added by Charms or artifacts — these bonus or penalty dice should not exceed half the character's original dice pool.

If a camouflage roll is successful for the camouflaged, he remains hidden. Additionally, for every two successes rolled, he gains an additional success on any attempt to ambush the person who was trying to detect him. If the discoverer succeeds, she spots the general location of the camouflaged, at least, and further successes can lead her right to the camouflaged's location.

mounted or carried (such as implosion bows). While emplaced in the warstrider, the wearer derives no benefit from the Hearthstone — all of the power is drained from the stone into the warstrider to power its functions. In extremis, a wearer can power some warstriders for a short time without the use of a Hearthstone, but this requires the expenditure of 5 motes of Essence and one Willpower each turn and 1 mote in addition for every action taken (including movement). Many warstriders built in the Second Age lack this ability since it simply isn't feasible, on top of commitment costs, etc., for a wearer to operate his armor for more than a turn or two.

Low-Power Stance

Warstriders on the march in friendly terrain or serving duty that is not likely to immediately require combat can shift to a low-power mode. This mode reduces maintenance requirements substantially, allowing a warstrider to be used for extended periods of time without maintenance — useful when on extended deployments. Low-power stance severely restricts the warstrider in combat, however, as the armor's various enchantments and mechanical parts are slow to react, and its strength and speed are both reduced. Low-power mode has the following effects:

- Warstrider counts hours for maintenance at one-third the normal rate — so 12 hours of marching is counted as only four for maintenance purposes
- Reduce Hearthstone requirement by one level (so a level-two Hearthstone may be used instead of a level-three one, for example)
- Reduce movement to half its normal rate
- Cut weapon speed (or rate if using the Exalted Power Combat rules from the **Exalted Players Guide**) in half for all weapons carried
- Increase penalty to attack smaller targets by an additional two successes
- Subtract two dice from all attacks, dodges or parries
- Reduce initiative by 5 each turn

So long as the proper Hearthstone is mounted, it takes (6 - wearer's permanent Essence) turns to shift into or out of low-power stance. Without the proper Hearthstone, the wearer must self-power the warstrider, at the normal cost.

Wearing Warstriders

In general, any being that can channel and commit Essence to artifacts can attune to a warstrider and use it. Some types of entities have special limitations or rules on their use of warstriders (and other, similar war machines, such as suits of dragon armor or other weapons in the same general class).

A spirit must materialize to make use of a warstrider — if the suit is part of its described panoply (such as with Sunipa, the Eastern goddess of warfare and soldiers), then it is tied to the spirit intrinsically, and it may choose to manifest with its warstrider already donned and attuned by committing the required motes immediately upon materializing.

The dead may only control warstriders in the land of the living while materialized or while inhabiting the body of a corpse — and they pay double the normal Essence commitment to attune to warstriders not made of soulsteel. Hungry ghosts normally lack the control and discipline necessary to control a warstrider — even those with an Intelligence of 2 or higher are not completely in control of their bestial nature.

The Fair Folk make no use of warstriders, but this is not for any lack of ability — their disposition is simply such that it does not allow them to create or use such things. They prefer to rely on their own glamours and skills. It is possible, however, for an individual fae to attune to and use a warstrider if she chooses.

Mortals and God-Blooded who have the appropriate Merits (see the **Exalted Players Guide**) can attune to warstriders using the normal rules, though their lack of Charms to reduce penalties and their limited Essence to power weapons limits their usefulness. Any built-in device or weapon must be separately attuned and rolled for — if the wearer manages to attune the armor, but not other systems, the attunement cost is not reduced.

Warstrider Design

In the First Age, even the warstriders of the Dragon-Blooded were often highly customized — a warrior could expect to use the same warstrider for three centuries or more, and it was expected that a warstrider would suit the wearer's temperament and fighting style far more closely than, say, dragon armor did. As a result, there were few "stock" warstriders, but most were lighter suits — scouts or common warstriders used for training fighters who were not used to their operation.

Soak

A warstrider's most important defense is the heavy plates of First Age armor that cover its frame, providing the warstrider with substantial protection against all manner of threats — the heaviest warstriders can shrug off attacks from heavy weapons mounted on skyships or advanced fortifications. In the Second Age, these alloys are used when possible, but in many cases, lesser metals and materials are used to cut costs, to make up for missing materials or because the builder lacks the means to work more advanced materials.

Maintenance

Warstriders are complex mechanisms that require far more maintenance and repair than any ordinary suit of armor. Keeping a warstrider functioning is a never-ending battle against worn out parts, battlefield damage, decaying enchantments that must be shored up or recast and a dozen other problems that need to be dealt with.

Warstriders normally require an hour of maintenance every 10 hours of operation. Each hour spent performing heavy labor or serving in combat counts as two hours for purposes of maintenance. Maintenance requires a technician (often the wearer, but this is not required) with Lore •••••, Occult •••• and Craft (First Age Weapons) ••••. It also requires an array of tools, instruments and other equipment costing Resources ••••. These tools normally take up sufficient space to fill a good-sized workshop or two two-horse carts — in the latter case, it takes six hours to set up a mobile workspace to perform maintenance or repairs on a warstrider (time spent erecting scaffolding, laying out inscriptions and other necessities for work on enchantments, etc.). Every 40 hours of maintenance (or each repair roll) consumes jade, reagents, metal parts and other materials costing Resources ••• that fit into a one-horse cart. Neither the tools required nor maintenance supplies are likely to be found outside of a major city.

For every 10 hours that a warstrider is in arrears on its maintenance requirements, it suffers one of the following disabilities (or some other problem, at the Storyteller's discretion). These penalties never accrue until after the warstrider is removed and un-attuned — until that time, the power of the attunement is sufficient to keep the armor functional.

- Reduce the soak of the warstrider by 2L/2B. This penalizes the armor's hardness (if using that rule).
- Reduce the warstider's ground speed multiplier (or speed and maneuver for flying warstriders) by 1.
- Add 2 to the difficulty to hit smaller targets (under 10 foot).
- If the warstrider has any special powers or abilities, remove one.
- Impose a one-die penalty on all physical actions (athletics, combat, etc.) taken while wearing the warstrider.

These penalties can be removed by performing twice the amount of maintenance the suit is in arrears. At the Storyteller's discretion, the problems may have become permanent and will need to be repaired — this is particularly likely if the warstrider is allowed to get seriously in arrears (more than three penalties imposed). Repairs require a simple Intelligence + Craft (First Age Weapon) roll — the difficulty is normally 3, and the repairs themselves requires one hour. Each penalty or damage must be removed separately. Especially complicated repairs (reattaching a severed limb, etc.) require additional time and manpower and increase the difficulty to 5. Repairs cannot be performed if the armor is behind on its maintenance requirements.

Warstriders require constant maintenance and have the Maintenance ••• drawback from this book. See page 28 of Chapter Two for details of how much maintenance is required. As normal for such artifacts, time spent in high activity counts for double.

Warstriders normally have equal bashing and lethal soak ratings and provide defense against aggravated damage normally.

Hardness

Hardness prevents minimum-damage attacks. If an attack fails to penetrate the warstrider's soak, it does no damage, unless the attack's damage exceeds the warstrider's Hardness rating. On the most sophisticated warstriders, hardness is equal to *half* the suit's soak, and this fact is reflected in the designs above. Many warstriders built since the Contagion, however, lack the advanced materials and designs necessary to maintain this level of protection.

Strength

Warstriders are very strong. Most have a Strength of at least 10, and the strongest can equal or even exceed the strongest First Age weapons, such as Thousand-Forged Dragons. This Strength replaces the wearer's Strength for any task or roll that requires brute lifting strength (see "Limits of Strength," p. 150).

Mobility Penalty

The warstrider's mobility penalty operates just like that of lesser armors — it impedes the armor's movement, placing a penalty on noncombat physical actions.

Fatigue Value

The fatigue inherent in operating a warstrider — or any suit of armor — can be reduced through the clever use of enchantments and intelligent design. Spells to keep the inside of the armor cool, more responsive control frames, etc. all can help to eliminate the problems inherent in wearing a suit of armor three times the wearer's height.

Warstrider Weaponry

Warstriders are instruments of war, and as such, they are often heavily armed. The most important weapon every warstrider possesses is their tremendous strength, allowing them to wield immense weapons in hand-to-hand combat. Modern warstriders must frequently make do strictly with strength, carried weapons or cunning but unsophisticated mechanical devices. Shogunate and First Age designs frequently augmented their might with built-in weapons of various types, ranging from sharp blades and claws to heavy Essence discharge weapons such as Essence cannons and fire lances.

Warstriders have only a small amount of space to mount built-in weapons. Typically, they are mounted in the arms, are placed in pivoting mounts on/over the shoulders or, occasionally, are built into the chest above the wearer's compartment. Most weapons that can be mounted on a warstrider take up a single location — a fire lance's mechanisms fit in a warstrider's arm with no problems. Larger weapons must be split up between multiple limbs or locations — an implosion bow requires a backpack full of systems, in addition to the focusing and amplifying mechanisms, for example. Some weapons are simply too large to be mounted on a warstrider.

Built-in Artifact Weapons

Built-in artifact weapons are normally handled in an identical fashion to their hand-carried counterparts, but they are subject to the following modifications and rules:

- Built-in weapons can draw on some spare Essence from the installed Hearthstone, reducing the Essence needed to attune the weapon. Cut the motes commitment in half for each installed weapon, and add the result to the warstrider's commitment cost.
- Weapons that require a mounted Hearthstone or other material requirements (bound elementals, etc.) still have these requirements — Hearthstone mounts are assumed to be placed somewhere convenient to the pilot.
- Weapons maintenance must still be performed as usual — the weapon's maintenance requirements do not stack with those of the warstrider itself (and, in fact, the two have no relation to each other — a warstrider could be perfectly functional, except for the fire lances built into its arms). Weapon maintenance cannot be performed at the same time as warstrider maintenance.

Ranged Weapons

The ingenuity of post-Contagion artificers seeking to replace First Age weapons on newly constructed warstriders has lead to the construction of a variety of different ranged

Basic Warstrider Designs

Type	Soak (L/B)	Str	Mobility Penalty	Fatigue Value	Artifact
Scout	16/16	10	-3	4	•••
Common	20/20	12	-6	6	•••
Noble	22	14/14	-4	4	••••
Royal	24	16/16	-2	2	•••••
Juggernaut	30/30	20	-10	8	•••••

Warstriders on this table are presumed to have hardened soak equal to *half* their lethal/bashing soak. This means that they ignore all attacks that do not exceed half their soak in damage.

Weapon Location Requirements

Weapon	Reference	Notes
Brawling aids*	**Savant and Sorcerer**, p. 158	Always arm mounted. Can not be mounted in limbs lacking hands.
Essence cannon, medium	**Exalted: The Outcaste**, p. 52	Frequently shoulder or torso mounted.
Essence cannon, small	**Exalted: The Outcaste**, p. 52	Can share arm with a brawling aid or another small Essence cannon.
Hand-to-hand weapons*	**Savant and Sorcerer**, p. 156	Swords, axes, maces, flails.
Hand-to-hand weapons, large *	**Savant and Sorcerer**, p. 156	Lances, spears, pole axes, great swords Usually not mounted
Longbow, shortbow*	**Savant and Sorcerer**, p. 157	Can be mounted in one arm, requires two arms to fire.
Projectile launchers	**Savant and Sorcerer**, p. 157	Bolt launcher, dart thrower, fire projector and their artifact counterparts (including the chain dagger).
Warstrider fire lance	**Exalted: The Outcaste**, p. 59	Frequently shoulder or torso mounted.
Warstrider implosion bow	**Exalted: The Outcastes**, p. 51	Normally carried in two hands, with a backpack. If mounted, it takes up all of one arm, requires the other arm to stabilize for firing, plus a backpack or torso location for systems.
Warstrider shock ram	**Exalted: The Outcaste**, p. 59	Must be arm mounted. Cannot be mounted on limbs lacking hands.

* Artifact versions of weapons use the same mounting information as their smaller counterparts (sword for a daiklave, great sword for a grand daiklave, etc.). The larger size is offset by the weapon's attunement.

Warstrider Hand-to-Hand Weapons

Name	Spd	Acc	Dam	Def	Str	Dex	MA	Cost	Notes
Punch	3	0	+3L	1	-	-	-	-	None
Kick	-6	-1	+5L	-1	-	2	-	-	None
Axe	-3	-1	+10L	-2	12	-	-	••••	None
Chopping Sword	-3	+1	+10L	-1	12	-	-	••••	None
Fighting Gauntlet	+3	+0	+5L	0	10	-	-	•••	None
Hook Sword	-3	-1	+7L	+3	12	4	4	•••••	None
Mace	0	+1	+7L	0	12	-	-	••••	P
Punch Blade	+1	+1	+6L	0	10	-	-	•••	B
Spear	0	+0	+7L	+1	10	-	-	•••	None
Staff	+2	+1	+7L	+2	10	-	-	••	
Sword	-3	+1	+8L	+1	12	-	-	••••	None
Two-Handed Sword	-6	+0	+14L	-1	14	-	-	•••••	None

B — Weapon specifically designed to be mounted in armor.
P — weapon is piercing.

weapons that make little or no use of Essence. Many of these weapons had Essence-enhanced versions that were used during the Shogunate — these are detailed below.

Ammunition

Mundane warstrider ranged weapons require ammunition. The typical cost for warstrider ammo is Resources •• for one turn's worth of firing (one arrow, four bolts or six dart clusters). Only half of all warstrider arrows fired will survive — steel bolts fired by bolt launchers will normally only be lost or damaged on a botch, but they may be damaged by magical effects or impacts against superior armor (30L armor soak or more). The types of arrows available are limited somewhat by the great size and cost of even normal arrows.

Bolt Launcher: Nearly always mounted in one arm, the mechanical bolt launcher uses a hand-cranked turnspring to fire a steel bolt the length of a man's arm. The launcher features a rotating magazine of four rounds — rounds can be reloaded in the field, taking one turn per bolt. The bolt launcher must be rewound after every shot, a process that takes four turns of winding. On turns spent rewinding, the warstrider can dodge but not parry or take any other action that requires its arms or hands to accomplish, but the turns spent rewinding need not be successive — the mechanism locks at the present point of wind if the action is ceased midway through.

Dart Thrower: Intended for use against smaller targets, the dart thrower is a spring-loaded mechanical launcher firing a canister of smaller darts, each about the size of a normal arrow. The smaller canisters are easier to ready for firing, and more can be carried, but otherwise, the dart thrower functions identically to the bolt launcher.

Fire Projector: A slightly larger version of the fire projector used on many naval vessels (see **Savage Seas**, p. 122), scaled up slightly. Five barrels are mounted on the projector, and each carries a double load of firedust, extending the range and damage. Fire projectors are often mounted in one arm, instead of (or occasionally around) the hand, or in an over-the-shoulder mount — arm-mounted units can be reloaded in the field (this is a non-rolled dice action), but shoulder-mounted units normally cannot.

Artifact Weapons

Enchanted weapons designed for use by warstriders were created in the First Age, and small numbers during the Dragon-Blooded Shogunate, as siege weapons or for use against particularly powerful behemoths and creatures of the Wyld. Most were destroyed during the Usurpation or in the devastation of the Contagion, but a handful have survived, and a very small number were forged in the days immediately after the Contagion, while the various powers that retained the ability could still do so. Nonetheless, today, only small numbers of these great weapons are still in use in Creation — Seventh Legion warstriders are occasionally armed with artifact weapons (in addition to whatever built-in weapons they might have), and Abyssal warstriders are frequently seen carrying great soulsteel blades.

Artifact weapons designed for warstriders must be attuned to the wielder's anima, just like lesser artifact weapons. The process is designed to be as rapid as possible and can be performed while the wearer is donning their armor. Like the warstrider, this attunement cannot be

maintained long after the weapon is released — only for a few minutes. Attunement requires 12 Motes of Essence for most warstrider blades, or 18 for a warstrider grand daiklave.

Artifact Ranged Weapons

Warstrider ranged weapons are highly prized — and highly uncommon, especially Essence-discharging weapons. Although carefully maintained, and kept out of close combat when possible, the limited production and relative fragility (although far sturdier than any mundane weapon, ranged artifact weapons cannot match the durability of a daiklave) of most ranged weapons has resulted in relatively few of them surviving to the present day.

A number of the weapons listed below were first mentioned or detailed in **Exalted: The Outcaste**, and further information on them can be found there — only sufficient information to make them usable in play is given here.

Bolt Caster

An artifact version of the standard bolt launcher, made during the Shogunate. The bolt caster automatically recocks itself with the expenditure of 1 mote of Essence, and for 2 motes, it reloads its magazine from a store of ammunition kept Elsewhere. Bolt casters are Maintenance 2.

Dart Hailstorm

Similar to the bolt caster, this is a Shogunate artifact version of the dart thrower. A single mote recocks the firing mechanism, and 2 motes reloads the magazine from Elsewhere. Bolt casters are Maintenance 2.

Fuel Bolt Launcher

A First Age support weapon, this is a modified version of a common infantry weapon (see the **Exalted Players Guide**, p. 254). The fuel bolt launcher has three barrels, and it is commonly mounted in the warstrider's off-weapon arm or, sometimes, over the shoulder. As with most such weapons, shoulder-mounted weapons cannot be reloaded in the field — reloading an arm-mounted unit requires two turns per fuel canister. Fuel bolt launchers are Maintenance 2.

Chain Dagger

This weapon is a sharpened dagger of one of the Five Magical Materials, on the end of a 75 foot unbreakable chain. A single mote launches the chain dagger at a foe and recoils the chain afterward. The expenditure of 2 motes allows the chain to be used as a whip or fighting chain for the duration of the turn, coiling and striking as the user desires. A chain dagger is always mounted, and it adds 2 motes to the warstrider's commitment cost. Chain daggers are Maintenance 2.

Warstrider Ranged Weapons

Name	Acc	Dam	Rate	Max Str	Range	Cost	Notes
Shortbow	+1	By arrow type	1	12	250	••••	None
Longbow	+1	By arrow type	1	14	350	••••	None
Bolt launcher	+0	10L	1/4 (4)	-	150	•••	B, P
Dart thrower	+4	5L	1/2 (6)	-	100	•••	B, P
Fire projector	+1	12L	1 (5)	-	20*	••••	B, P

* — Weapon has no extended range
B — Weapon specifically designed to be mounted in armor.
P — Weapon is piercing. Halve armor (not natural soak) before applying damage

Arrow Type	Damage	Notes
Target	+2L	Piercing
Broadhead	+4L	None
Frog Crotch	+8L	Soak counts doubled
Fowling	None	No fowling arrows are available
Fire, standard	As type*	5L standing** fire threat, twice normal duration from size of arrow
Fire, Southern***	+2L	7L standing** fire threat, twice normal duration from size of arrow

* A fire arrow is just a normal arrow with oil-soaked rags wrapped around the head. It does damage equal to a normal arrow of its type, but its range is halved due to imbalance.
** Standing fire threats continue to burn and damage their targets for a number of turns equal to the extra successes rolled on the attack. In this case, because of the size of the fire arrow, the duration is doubled.
*** Southern fire arrows normally cost Resources ••• per arrow in the South, •••• elsewhere, if they are available at all.

Warstrider Artifact Hand-to-Hand Weapons

Name	Spd	Acc	Dam	Def	Str	Dex	MA	Cost	Notes
Daiklave	0	+1	+12L	+1	12	-	-	3	None
Dire Lance	+3	+1	+14L	+1	12	-	-	3	None
Fire Lance									
Cold	0	0	+7L	+1	12	-	-	4	None
Charged	0	0	+14L	+1	12	-	-	4	None
Goremaul	0	+1	+12L	0	12	-	-	3	P
Grand Daiklave	-6	+2	+18L	0	14	-	-	4	None
Grimcleaver	-3	-1	+13L	-2	12	-	-	3	None
Reaver Daiklave	-3	+2	+14L	-1	12	-	-	3	None
Serpent-Sting Staff	+3	+0	+9L	+3	12	4	4	3	None
Shock Ram									
Hand-to-hand	+1	+2	+9L	+1	8	-	3	4	B
Smashfist	+3	+1	+8L	+1	12	-	-	2	None

B — Weapon specifically designed to be mounted in armor.
P — weapon is piercing.

Warstrider Artifact Ranged Weapons

Name	Acc	Dam	Rate	Range	Artifact	Notes
Short Powerbow	+1	+4L	1	450	•••	None
Long Powerbow	+0	+5L	1	550	••••	None
Bolt Caster	+1	12L	1/2 (4)	250	••	B
Dart Hailstorm	+6	7L	1 (6)	200	••	B
Fuel Bolt Launcher	+1	18L	1 (3)	30*	•••	B
Chain dagger	+2	+2L	1	75*	•••	B, C
Small Essence cannon	+1	15B	2	75	••	B
Medium Essence cannon	+0	20B	1	125	•••	B
Fire lance						
Streamer	+1	18L	2	250*	••••	B
Fan	+3	12L	1**	175*	••••	B
Shock Ram	+2	11L	2	Special	••••	B
Implosion Bow						
Half Charge	+2	5L/7B	1	450*	••	B. Does damage to 10 foot radius.
Full Charge	+2	12L/15B	1/2	450*	••	B. Does damage to 10-foot radius.

* Weapon has no extended range.
** The fire fan can be used to attack an area up to 20 feet in diameter — this attack cannot be parried, only dodged, save by perfect defenses. Roll to attack once, and compare the successes rolled against any applicable dodge attempts.
B — Weapon specifically designed to be mounted in armor.
P — weapon is piercing.
C — weapon can be used for entangling attacks.

Essence Cannon

This weapon fires a pulse of concentrated Essence at its target. Small Essence cannons require 3 motes to be committed in order to function and 2 motes to be spent per shot. Medium cannons require 5 motes for attunement and 3 motes per shot. Larger versions exist, but they cannot be carried by warstriders. Small Essence cannons are nearly always mounted on the warstrider. Medium Essence cannons can be mounted or carried. For more details, see **Exalted: The Outcaste**, page 52.

Warstrider Fire Lance

A warstrider-scaled version of the fire lance, intended for field-support duties. The fire lance carries 10 motes of Essence that can be used to power the weapon.

Expending 2 motes charges the spearhead with colorless flame, which detonates against a target when a strike is made (hand-to-hand stats for the fire lance are listed above). An expenditure of 4 motes allows the weapon to fire a streamer of colorless fire (causing the damage listed below), and 10 motes launches a fire fan, which can be directed against multiple targets. Fire lances can be mounted in the arms or over the shoulder — shoulder mounted fire lances can only be used in streamer or fire-fan mode and are not usable as hand-to-hand weapons. Fire lances require 4 motes to be committed for attunement. Mounted fire lances are Maintenance 2. See **Exalted: The Outcaste**, page 59.

Warstrider Shock Ram

The shock ram resembles a green jade smashfist, festooned with Essence accumulators and focusing elements. When charged (costing 2 motes per attack), it can be used to project the force of a warstrider's punch some distance away (any one-handed attack can be used). This attack uses Brawl or Martial Arts, is compatible with Charms that affect unarmed attacks and uses all the normal rules for unarmed warstrider combat, save that the attack does not suffer the normal penalties for attacking smaller targets, so long as the target is at least 20 feet away. Shock rams have a maximum range

Proteus Gauntlet (Artifact ••••)

One problem warstriders face is that it is far more difficult to carry additional weapons to adjust their armament to deal with differing situations — as most warstrider weapons are twice as tall as a man, only those readily carried by the warstrider are typically brought along. The proteus gauntlet was developed in the First Age to try and deal with this problem.

In its default form, a proteus gauntlet is a moonsilver smashfist scaled for a warstrider. When attuned to by a warstrider wearer, the gauntlet can take the form of any standard warstrider-scale weapon as a non-rolled dice action at the cost of 1 mote per shift. If the gauntlet is shifted into the form of a weapon that requires ammunition, it comes equipped with sufficient ammunition for one turn of use (or one load of ammo, in the case of weapons with a magazine). Once this ammunition is expended, the weapon cannot create more ammunition until the existing ammo is retrieved. Attuning to a proteus gauntlet requires 6 motes, and non-Lunars must pay double the normal cost to gain the Magical Material bonus.

of (permanent Essence x 10) + 100 yards and have no extended range. See **Exalted: The Outcaste**, page 59.

Warstrider Implosion Bow

A lightweight, portable version of the common heavy weapon, built in two parts: a backpack filled with accumulators and other support systems, and the bow itself, which is normally carried in two hands but, occasionally, is torso or shoulder mounted. Other than the statistics listed below, it follows all normal rules for implosion bows. See **Exalted: The Outcaste**, page 51, and **Savage Seas**, page 126).

Exalted Power Combat

The following statistics are warstrider hand-to-hand weapons adjusted for Exalted Power Combat, the altered combat rules featured in the **Exalted Players Guide**. If you don't use Exalted Power Combat, just ignore these values.

Warstrider Artifact Hand-to-Hand Weapons

Name	Spd	Acc	Dam	Def	Rate	Str	Dex	MA	Cost	Notes
Daiklave	+14	+1	+12L	+1	4	12	-	-	•••	None
Dire Lance	+20	+1	+14l	+1	2	12	-	-	•••	None
Fire Lance										
Cold	+12	+0	+7L	+1	3	12	-	-	••••	None
Charged	12	+0	+14L	+1	3	12	-	-	••••	None
Goremaul	+10	+1	+12L	+0	3	12	-	-	•••	P
Grand Daiklave	+18	+2	+18L	0	2	14	-	-	••••	None
Grimcleaver	+10	-1	+13L	-2	3	12	-	-	•••	None
Reaver Daiklave	+12	+2	+14L	-1	3	12	-	-	•••	None
Serpent-Sting Staff	+7	+0	+9L	+3	3	12	4	4	•••	None
Shock Ram										
Hand-to-hand	+3	+2	+9L	+1	4	8	-	3	••••	B
Smashfist	+6	+1	+8L	+1	5	12	-	-	2	None

B — Weapon specifically designed to be mounted in armor.
P — Weapon is piercing.

Warstrider Mundane Weapons

Name	Spd	Acc	Dam	Def	Rate	Str	Dex	MA	Cost	Notes
Punch	3	0	+3L	1	4	-	-	-	-	-
None										
Kick	0	-1	+5L	-1	2	-	2	-	-	None
Axe	7	-1	+10L	-2	1	12	-	-	••••	None
Chopping Sword	8	+1	+10L	-1	2	12	-	-	••••	None
Fighting Gauntlet	4	+0	+5L	0	2	10	-	-	•••	None
Hook Sword	8	-1	+7L	+3	3	12	4	4	•••••	None
Mace	9	+1	+7L	0	2	12	-	-	••••	P
Punch Blade	2	+1	+6L	0	3	10	-	-	•••	B
Spear	16	+0	+7L	+1	2	10	-	-	•••	None
Staff	7	+0	+7L	+2	2	10	-	-	••	None
Sword	10	+1	+8L	+1	2	12	-	-	••••	None
Two-Handed Sword	13	+0	+14L	-1	1	14	-	-	•••••	None

B — Weapon specifically designed to be mounted in armor.
P — Weapon is piercing.

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ERROR: rangecheck
OFFENDING COMMAND: .buildshading2

STACK:

-dictionary-
-dictionary-
-savelevel-
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