

Book of the Emerald Circle

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How Sorcery Should Be

- Sorcery is slow.
- Sorcery is delicate and difficult to control.
- Sorcery is risky and could be dangerous to the caster.
- Sorcery requires large amount of Essence to power its grand effects.
- Sorcerous works are usually vast. They are large, last a long time, or are very potent.
- Sorcery is not tied to Abilities or Attributes like Charms are.
- Sorcery often scales up with greater Essence and Willpower.
- Terrestrial Circle Sorcery is on the scale of Solar-type Essence 1-3 Charms, scaled up and balanced appropriately taking into account sorcery's difficulties. (Good Solar-type perfects and the like have no place in sorcery, just like they don't have a place in Martial Arts.)
- Spells are awesome enough that they are worth burning a Charm and another 8-12xp to learn, and awesome enough to be worth every mote and Willpower point.
- Sorcery is potent enough to rightfully inspire fear and awe, even by other Exalts.

Preface

This fix does not assume the existence of any other circle of sorcery or necromancy, in their canon form at least, nor does it assume the existence of sorcery-related Charms or artifacts, including the Absorptions and the spell-capturing cord. Many of these Charms and artifacts are balanced around the canon spells, thus are not applicable with respect to the increased spell potency provided by this fix.

Presentation Format

While all spells are unique in their effects, all spells are presented in a regular format to condense common information and make spells easier to read. Note that if the spell's Circle is given as a numeric value, that value is 1 for Emerald spells, 2 for Sapphire spells, and 3 for Adamant spells.

Spell Name

Cost: [cost]; **Circle:** [circle]; **Type:** [type]

Keywords: [keywords]

Duration: [duration]

Spell Text

Cost

The cost to cast the spell. Usually Terrestrial Circle spells require at least one Willpower to use. Most require vast amounts of Essence; at least five motes, usually 10-20 motes, sometimes even higher. All cost rules for Charms apply equally to spells. If a spell takes more than one action to cast, all costs must be paid for during the first action, and committed until the casting action. Thereafter, no costs are committed, even if the spell has a duration longer than an instant, unless the spell carries the Commitment keyword.

Circle

The Circle of sorcery the character is required to know to learn this spell. Emerald spells requires Terrestrial Circle Sorcery.

Type

Spells come in three types. A spell's type governs how it can be used and if it requires the sorcerer's action or not. Spells can be augmented with Charms, but only Excellencies unless further specified. The types are as follows:

Simple

The spells requires some number of the character's actions to cast. Simple spells have an associated number of actions required, Speed, and DV penalty. The Speed and DV penalty work the same was as Charms. If a spell requires more than one action to cast, the Speed and DV penalty is the same for all actions. **Simple spells require (1 + Circle) actions, are Speed 6, DV -(1 + Circle) unless otherwise noted.** (This is occasionally called the "standard" activation.) Each action is considered its own Simple spell activation, working toward spell completion. The last action is the action in which the spell is actually cast, called the "casting action." All previous actions are called "shaping actions." Just like with Charms, multiple actions cannot be taken during any of these shaping or casting actions. Costs are committed during the shaping actions and released (unless the spell carries the Commitment keyword) during the casting action.

A spell that has the type Simple (Dramatic Action) means the shaping action a dramatic action. After the dramatic action is finished, the casting action is performed and the spell is cast.

If a sorcerer takes any reflexive actions or is struck during the shaping actions, he has a chance of losing control of the spell. See "Spell Disruption" for details.

Reflexive

The spell can be cast instantly, at any time. Reflexive spells follow the same rules as reflexive Charms, besides the rules about Combos; any number of different reflexive spells can be cast before his DV refreshes.

Extra Action

Extra action spells work the same way as Extra Action Charms, except, just like Simple spells, Extra Action spells require shaping actions before casting. The number of actions required, Speed, and DV penalty all default to the same as for simple spells.

Keywords

All Charm keywords may apply to spells as well. Any new keywords, as well as any Charm keywords that require additional rules or clarifications for spells follow:

Area Effect

This keyword describes how spells with area effects affect units in mass combat. Spells with this keyword always have the War keyword as well. The effect of an entire unit getting hit by an area-effect sorcery is modeled by the attack repeating itself (target unit's Magnitude) times. Any Charms or other effects supplementing the spell also are applied to the repeat attacks. This repetition of attacks only occurs if the target unit's commander does not have any defenses that can defend against area effects, often being defenses with the War or Leader keywords. Magnitude bonuses/penalties do not apply to this attack, nor do formation modifiers, unless stated otherwise.

Banish

The creations, conjurations, or summonings of a spell with this keyword are subject to banishment, such as the spell Emerald Circle Banishment.

Charm-OK

Normally the only Charms that can augment spells are Excellencies. If a spell has this keyword, any appropriate Charms may be used.

Commitment (#)

Normally, spells don't require any of its cost be committed, even for spells with durations longer than an instant. Spell with this keyword, however, require at least part of its cost be committed, as given by the number in parentheses. This is not an additional cost on top of what is listed as the spell's cost.

The sorcerer cannot drop a spell's commitment unit it expires.

Component

Something besides Essence and the sorcerer's will required to cast the spell, which is described in the spell's text after "*Component*". Without the required components, the sorcerer often suffers a penalty, a reduced effect, or cannot cast the spell at all. Components can be arcane links, materials, somatic, or vocal. Specifics are described in the spell's text.

Arcane links are materials that have some metaphysical connection to a target, usually either something the target has owned and interacted with for a long period of time (at least a year of steady use, usually) or a piece of the target herself (like a strand of hair).

Material components are usually mundane, but perhaps rare items, with a Resources cost. Some are expended each time the spell is cast, while others can be used again and again.

Somatic components are some form of movement of the body. Circumstances that may apply penalties are that may apply are mobility penalty from armor, instability rating suffered from unstable footing, or external penalties from water or muck (or the equivalent) apply, or being Inactive.

Vocal components requires the sorcerer to make some audible sound with his own voice. Having difficulty speaking or being unable to speak may cause penalties.

Cooperative

This keyword acts like it does as given in the **Manual of Exalted Power: Dragon-Blooded**, except spells can be coordinated by anyone, not just Dragon-Blooded. If a Cooperative spell calls for a coordination roll, it requires an action the same as Coordinate Attack, except (Charisma + Occult) is rolled. The cooperative effects are described within the spell's text.

Counter-No

Spells with this keyword cannot be shattered with countermagic or like effects. Counter-No spells are very rare.

Counter-Resist

If a spell with this keyword is affected by countermagic, instead of being automatically shattered, the countermagic begins a clash of wills between the two sorcerers. The roll interval, by default, is reflexive, meaning the entire clash of wills takes place in an instant. If the circle of countermagic is one step above the spell being countered, the dice pool of the target is halved. If the countermagic is two circles above, the countermagic automatically succeeds.

This keyword is most often applied to spells that only affect the caster and occasionally other personal-scale spells. It does not apply during a spell's shaping actions.

Dice Cap

This keyword alerts the player that any benefits that the spell grants counts against the usual Charm caps on dice bonuses from Charms.

Gaze

Spells with this keyword require that the sorcerer make eye contact with the target to cast the spell. The target does not need to be able to see for this to work, although having an eye of some sort is required. Normally it is assumed that the sorcerer can capture the target's gaze with relative ease, although circumstances can modify this. If the target is in combat or similarly mobile and distracted, the sorcerer suffers a -1 internal penalty to the spell's attack or activation roll. If the target knows what the sorcerer is attempting (such as if she has All-Encompassing Sorcerer's Sight active and determines the spell the sorcerer is casting) and tries to look away, she may roll (Wits + Dodge) and impose the number of successes rolled as an internal penalty upon the spell's attack or activation roll.

Limited (value per time-frame)

A sorcerer can normally have any number of instances of a spell going at once. This keyword limits it to one indefinitely, by default. A number in parentheses can increase the limit to the value given, or it can be further limited to so many per listed time-frame.

For spells with this keyword that can be cast upon multiple targets at once, this keyword's listed value can specify the total number of participants at any given time. If the maximum is not reached in one casting, multiple castings of the spell can be used. For example, if a spell can be cast on up to 8 participants, it could have the Limited (8 targets) keyword. Therefore, if a sorcerer had cast this example spell on five targets the first time, he could cast it again to bring three more participants under the spell's effect.

Ritual Circle

The spell's shaping action can be either a dramatic action or some shorter action, like a standard activation or a standard activation in long-ticks. The dramatic action is by-default six hours, while the shorter activation is by-default a standard long-tick activation. The spell will state if it is otherwise.

The circle is by default (Willpower) yards in radius (and does not need to be precisely circular; making it a square so to fill a room is fine, but stretching it out to a thin line is not—the Storyteller is recommended to use her own judgement). For every mote the cost is increased, the radius of the circle is increased by an extra yard.

If the sorcerer cast the spell with a dramatic shaping action, the circle decays after (the sorcerer's Willpower) days. At any time before then, any sorcerer who knows this spell may use a lesser variant of the ritual that takes a dramatic action taking one-sixth the time and costs the same as the original spell's mote cost to cast. Doing so resets the duration to (the new sorcerer's Willpower). Nothing else is changed.

If the sorcerer cast the ward with the shorter shaping action, the circle decays after (Willpower) hours, and cannot be renewed without completely recasting the spell. If the spell requires material components, they are not required with the short activation unless stated otherwise.

Scrying

This spell remotely perceives another location in some manner. The sorcerer is not necessarily the one to do so, sometimes a construct or effect of the spell does the scrying. Locations mystically obscured can be found by scrying spells.

Sustain (duration)

The spell requires the sorcerer to continuously take miscellaneous actions (Speed 5, DV -2) on every action to maintain the spell. Doing anything else requires a flurry. Sustaining a spell for long periods of time requires eventually checking for strenuous activity (**Exalted** p. 130). If a duration is given, that is the longest the spell can be maintained.

A sorcerer can sustain up to (his Willpower) spells at a time.

Duration

The length of time the spell lasts. This works just like for Charms. Some spells have two durations: one for the spell itself and one for its creations, conjurations, or summonings. The first is listed normally, during which time the spell is vulnerable to countermagic. The second is listed afterwards in parentheses, and is not subject to countermagic (but could be subject to banishment if it has the Banish keyword). The creations, conjurations, transformations, or summonings last until this second duration ends. If no second duration is listed, they last indefinitely, as the effect is permanent and real.

If a duration refers to some celestial event, like the sun setting or the full moon, it always is referring to Creation's celestial event, no matter where the sorcerer may be. In the case of time-manipulation (such as in Malfeas or Pure Chaos) the celestial event in question may come sooner or later than expected.

Spells cannot, unless stated otherwise, be terminated before its duration. If it can be dismissed, it defaults to a reflexive action to do so. If a spell has committed motes, the sorcerer cannot drop that commitment until the spell expires.

Fundamentals

Upon learning sorcery, a character gains the use of a few minor effects, as described below. While not technically of any circle, they are considered Emerald Circle spells for all intents and purposes.

The Gathering of Essence

Cost: 1+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Obvious

Duration: Instant

Sorcerers can shape Essence even without a spell to cast. Once the Essence has been gathered, however, there is nothing to do with it except release it spectacularly. This is similar to the explosion caused by failing to control a spell by half the disruption difficulty or less: it causes a one-time environmental effect that has Damage (motes spent)B, Trauma (Essence), in a (Essence x 5) yard radius, centered anywhere within (Essence x 6) yards of the sorcerer.

Unconquerable Self

Cost: 1m, 1wp; **Circle:** Emerald; **Type:** Simple (1 action)

Keywords: Counter-No

Duration: Instant

Also called the Spell That is Not a Spell. The sorcerer turns his Essence inward, burning himself away until nothing remains, dying. No force can keep a sorcerer from initiating this effect: he can ignore any mental influence that would keep him from using Unconquerable Self, as well as any effect that would prevent the sorcerer from casting a spell or using sorcery, including countermagic.

All the sorcerer requires is a silent act of will and a single mote of Essence to catalyze the event. If he wishes, the sorcerer's anima may flare iconic as he takes the casting action. His destruction can take place in any way he desires: he can burn away as if from flames; rot to bones which then decay themselves; explode in a torrent of light, vanish in an thunderous implosion, etc. The sorcerer may destroy any or all possessions he has on his person, including attuned artifacts, as he desires. Objects in contact with the Exalt but not possessed by him are unharmed. This effect cannot damage animate beings other than the sorcerer himself.

The sorcerer's body and spirit are utterly consumed, leaving behind neither corpse nor ghost, though a Celestial Exaltation remains unharmed and free to find a new host. If the Exalted sorcerer wishes, he may burn from his Exaltation any imprinted memories from his life, leaving no trace of his existence for future incarnations to recall.

This effect also allows the sorcerer to choose his way of death. If he dies by some means other than this effect, he can activate Unconquerable Self reflexively at no cost. This allows him to fade away to nothing upon his death bed, leaving behind only his simple robe; shatter into ten-thousand crystalline shards when run through with a sword, which then sublime away into prismatic motes; or any other means of death he can imagine.

Impose the Will

Cost: 1wp; **Circle:** Emerald; **Type:** Reflexive

Keywords: Limited

Duration: Instant

A sorcerer can control his will and force it upon another individual which he can see within (Essence x 5) yards. This is considered an unnatural mental influence that cannot be resisted with Willpower. The imposition begins a clash of wills between the sorcerer and the target. The roll interval is one action of the sorcerer's. Whoever loses the clash is stunned until her DV refreshes. This effect, as well as its origin, is Obvious to the target. The sorcerer attempt to call off the clash at any time, but it can only end if the target also calls it off; once started, the clash of wills links the sorcerer's and the target's mind, and both have to let go to release the link.

This is most often used by sorcerers to disrupt enemy spellcasting, as the clash of wills forces the target to take reflexive actions.

Spell Fusions/Conjunctions

The dedicated sorcerer knows many spells. The dedicated sorcerer studies further, learning to apply the principles of one spell to another. Thus, the dedicated sorcerer is greater than the sum of his spells.

Sorcerers can, with arduous experimentation and study, learn to apply the principles of one spell (or combination of spells) to another, creating something new and wholly unique. There are called Spell Fusions, or Conjunctions. They cost three experience points (or four if Occult or whatever is required to learn sorcery is not favored) to learn and require (the sum of the Circle of each spell in the Fusion) weeks of training. There are three types of Conjunctions:

Amalgam

The sorcerer combines spells together into one. Unless said otherwise, all the properties of all spells are present in the combined spell, including Components. If there are conflicts, the Fusion's text will resolve them. The combined spell is cast with the normal shaping and casting actions of the highest circle. The combined spell generally costs the sum of the spells less five motes. If there are commitments, they usually are the combined sum of the spells' commitments less two motes.

Infusion

The sorcerer applies some effect or theme of one spell to another.

Transmutation

The sorcerer modifies one spell with the effects or theme of another.

Example Conjunctions

The Invulnerable and Unbreakable

Amalgam of Invulnerable Skin of Bronze and Unbreakable Bones of Stone

The sorcerer's skin, hair, and eyes turns to the dark, matte, greenish-brown of verdigris as his skin becomes bronze and his bone stone. The combined spell costs 30 motes and has a commitment of eight motes. Its duration is until the sun crosses the horizon twice.

Stormwind Tempest

Transmutation of Stormwind Rider via Personal Tempest

The external penalty that applies to ranged attacks now applies to all hand-to-hand attacks as well.

Burning Soul Blade

Amalgam of Virtuous Guardian of Flame and Spirit Sword

This sorcerer combines Virtuous Guardian of Flame and Spirit Sword into one great blade. She sketches her sword of spider web and moonlight, then makes the Sign of the Flame and the Mudra of the Sword and Shield, giving the sword a corona of pale fire. Finally, she etches her name across the blade with a piece of her soul, bringing a sword blazing with the colors appropriate to her nature into existence. This sword can take

on the Independent mode of Spirit sword, hovering near the sorcerer and attacking enemies. If the sword hovers within (Willpower) yards of the sorcerer, it also constantly Defends Other like the Virtuous Guardian of Flame. It otherwise has the properties of the Virtuous Guardian of Flame.

This combined spell costs 35 motes to cast, has a commitment of eight motes, and its duration is until the moon is next full. It is Limited and can only be used to defend the sorcerer.

Claw of the Five Elements

Transmutation of Wood Dragon's Claw via Ritual of Elemental Empowerment

This Conjunction is actually four different Conjunctions, one for each additional element, each purchased separately. They allow the sorcerer to replicate the claws of greater elementals other than wood — the sorcerer need just desire it when she begins to cast the spell Wood Dragon's Claws to modify its effects. Its base weapon statistics are identical, and they impose penalties to manual dexterity like the oaken claws. All also can also parry lethal attacks without a stunt, add to climbing rolls, and can infuse her claws with rending might. The rest of the effects vary:

Air: The sorcerer's hands diffuse into the shape of semi-transparent, swirling claws of air, crackling with veins of lightning.

- The airy claws can attack at a range of (Willpower) yards in a crackle of lightning.
- If an attack hits, it causes automatic Knockback at a distance of (Willpower) yards in any direct the sorcerer desires as the claws' winds catch the target and send him flying.
- The claws swirl the air around the sorcerer, buffeting ranged attacks, imposing upon them an external penalty of (Essence – 2).

Earth: The sorcerer's hands enlarge, becoming heavy and sharp masses of dust and stone.

- The earthen claws cause automatic knockdown and stunning if they successfully strike a target.
- The heavy claws are steadfast, absorbing kinetic energy from attacks defended against, negating knockdown and reducing Knockback by (Willpower) yards.
- The claws have their Overwhelming increased by one due to their massive nature.

Fire: The sorcerer's hands extend into fearsome talons of magma and flame.

- The fiery claws are Speed 4.
- Foes at hand-to-hand range with the sorcerer have to deal with the natural bonfire (Damage 4L/action, Trauma 3) that haloes the claws. These flames do not affect the sorcerer.

- If the molten talons successfully strike a target, they can set him ablaze, causing a natural bonfire (Damage 4L/action, Trauma 3) to erupt upon the target for (Essence) actions. This stacks with the above environmental effect, forcing those struck and within close range to roll twice.

Water: The sorcerer's hands ripple into watery claws that crash with white crests.

- The liquid claws can flow through even the tiniest crack in armor, reducing armor soak and Hardness by (the sorcerer's Essence).
- The cresting claws move easily to deflect attacks, reducing all of the claws' Parry DV penalties by one.
- The claws maneuver expertly even when the sorcerer is burdened, reducing external penalties on attacks by two.

Umbral Assassin

Infusion of the Spy Who Walks in Darkness with Assassin's Fatal Touch

After casting Assassin's Fatal Touch but before the Poison has been released, the sorcerer can possess an automaton made with the Spy Who Walks in Darkness and use the deadly sorcerous poison through the shadow-spy, as if it were his own hand.

Growing the Wooden Throne

Transmutation of Summoning the Harvest via Raising the Earth's Bones and Sprouting Shackles of Doom

Through the permanency of Raising the Earth's Bones and the speed of Sprouting Shackles of Doom, the sorcerer uses Summoning the Harvest singularly to grow one plant to full maturity within six seconds. If the sorcerer desires, he can thrust his hands into the sprouting plant to manipulate the growth as it happens, rolling (Wits + Craft [Wood]), to shape how the plant grows.

For example, the sorcerer could take a half-eaten apple, drop it to the ground, and cast this spell. An apple seed would, within six seconds, sprout and grow at an incredible pace. The sorcerer could shape the wood with his hands, pressing it into the form of a grand throne, with great leafy branches hanging overhead.

Trapping the Wind

Infusion of Empathic Wind with Theft of Memory

Instead of sending the the empathic winds to a recipient the sorcerer may send them into an object that the sorcerer has learned how to trap memories within with Theft of Memory.

Unbreakable Bones of the Earth

Infusion of Raising the Earth's Bones with Unbreakable Bones of Stone

The use of this Fusion increases the cost of Raising the Earth's Bones by ten motes.

Within the structure created by Raising the Earth's Bones, the effective level of the Wyld is reduced by two. While the sorcerer is within the structure, he may spend five motes as a reflexive action to make it so new Shaping or Crippling effects are negated until his next action.

Notes

Multiple Targets and Countermagic

Some spells affect multiple targets. Each target has their own instance of the spell unless otherwise specified. Thus, if one of those targets is subjected to countermagic, their instance of the spell is countered, not everyone's.

Spell Disruption

After every reflexive action or after being struck by an attack while taking a shaping action, the sorcerer must succeed at a (Wits + Occult) roll, difficulty ([the number of reflexive actions so far taken during all shaping actions] + [the number of health levels of damage taken during all shaping actions], minimum 1) or the spell is disrupted. If he failed by half the difficulty or less, his shaped Essence is unleashed, causing a one-time environmental effect that has Damage ([mote cost of the spell] – Willpower, minimum 1)L, Trauma (Essence), in a (Essence x spell's Circle x 5) yard radius around the sorcerer, including the sorcerer. If he failed by more than half or botched, the spell backfires upon the sorcerer, causing some more horrific effect such as mutation, unnatural mental influence, excess damage, or backfiring (as described below), chosen by the ST as appropriate to the spell. In either case, failure usually means some loss of Essence and Willpower; the sorcerer does not regain the Willpower lost to a disrupted spell and only recovers up to (Willpower) motes.

Mutations

All within (Essence x spell's Circle x 2) yards of the sorcerer, including herself, gain (spell's Circle x 4) points worth of negative mutations appropriate to the disrupted spell as a Shaping effect. Derangements are relatively common. These mutations do not hinder victims like Wyld mutations do, but they do count as such for the purposes of removing them, if that is beneficial.

Unnatural Mental Influence

The sorcerer is automatically struck with a unnatural mental influence appropriate to the botched spell. If the spell carries a mental influence, something similar is usually applied to the sorcerer, in reverse. A particular example is suffering a Servitude effect toward a particular demon or Yozi after spectacularly failing to summon a demon, or losing memories as an Illusion when attempting to steal someone else's. The unnatural mental influence requires (the mote cost of the spell) Willpower, spending at most one point per day, to remove. A second point of Willpower can be spent per day to resist the effects of the influence for a day, which does not count toward the total. For Emerald spells, the amount of Willpower required to remove the influence drops automatically by one per week. For Sapphire, it drops one per month. For Adamant, one per season.

Damage

This effect is the same as the lesser failure, except the sorcerer is dealt aggravated damage. The type of damage dealt is appropriate to the spell. Perhaps with Death of Obsidian Butterflies, half-formed obsidian butterflies erratically cut their way out from within the sorcerer's flesh.

Backfire

The spell backfires, its effects applied to the sorcerer instead of a target. This usually only happens with harmful spells like Assassin's Fatal Touch or Internal Flame. Another way a spell can backfire is a beneficial spell's effects can be reversed, becoming negative. Instead of Invulnerable Skin of Bronze turning the sorcerer's skin into protective metal, it hardens her internals, causing her to become something of a slow-moving, living statue.

Clash of Wills

There are times in sorcery where the minds of two great beings clash, and the strength of the wills of each mind has to be determined. This conflict is called a clash of wills. It is always an extended resisted roll, each character reflexively rolling (Essence + Willpower). The roll interval varies dependant on the spell. The cumulative difficulty is always three successes more than the other. Each participant rolls simultaneously; the cumulative difficulty can only be achieved after both have rolled.

Often, in clashes of wills, there is a way to impose internal penalties on the other mind, usually by expending some number of motes. If a clash of wills has a method for imposing these penalties, it is described in the spell's text. These penalties, unless said otherwise, are in effect for the entire extended roll.

A botch on any roll means the opposition automatically wins.

Appropriate Magic

The term "appropriate magic" will come up time and again in the text of spells. For example, in *Death of Obsidian Butterflies*, "the swarm cannot be parried without a stunt or appropriate magic." The term refers to magic that relates specifically to the matter at hand. In the case of the example given, "appropriate magic" is referring to magic that allows a character to parry ranged attacks, such as Solar Hero Form or Heavenly Guardian Defense.

Sorcerous Automata

Some spells make automata, which differ to some degree from automata created through artifice. In particular, sorcerous automata, unless said otherwise, can spend Willpower like heroic mortals can and perhaps other ways to use their powers. Sorcerous automata regain Willpower points at a flat rate of one per 25 hours and, if they have an Essence pool, regain four motes per hour no matter their activity level. Unless stated otherwise, sorcerous automata heal like at the same speed as the Exalted. They have a dice cap equal to (the sorcerer's Willpower), but usually require their own Willpower to use their powers.

Just to be clear, sorcerous automata, unless stated to the contrary, do not require sustenance of any sort; they are fully sustained by the sorcerer's Essence alone.

The Terrestrial Circle of Emerald

Death of Obsidian Butterflies

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Area Effect, Obvious, War

Duration: Instant

This spell calls forth a cascade of sculpted obsidian butterflies with razor-sharp wings. Their wingspans vary from an inch across to almost a foot. Flashing over the character's shoulders and past her sides in a glassy black torrent, they slash through the air in a pattern (Essence x 10) yards wide, (Essence x 40) yards long and (Essence x 4) yards high.

When the character releases the magic, her player rolls (Perception + Occult), with an Accuracy of (Essence), as an attack against all targets in the area. The swarm cannot be parried or dodged without a stunt or appropriate magic. If the attack is successfully defended against, it still hits with 0 attack successes and half base damage. If a target successfully defends *and* reflexively moves fully out of the attack's area of effect before the attack resolves, the effect described in the previous sentence does not apply. Wooden shields and equivalent cover do not apply, as they are automatically destroyed. The attack has a base damage of (Willpower)L/2, Piercing and Overwhelming. Brush, grass and small trees are cut off near the ground. Double base damage against structures or extremely large targets. Note this spell carries the Area Effect keyword and has special rules when used in mass combat. This spell always initiates a route check and is considered a ranged attack by Essence weapons as well as a spell.

The thousands of shattered glass butterflies don't go away after the spell concludes. This counts as an environmental hazard of Damage 1L/ action, Trauma 2, which only applies to those without reinforced footwear or those who are knocked prone onto the ground. Walking barefoot in the area is not recommended.

Demon of the First Circle

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish, Component, Obvious, Servitude

Duration: Instant (a year and a day or varies)

This spell calls up one of the lesser inhabitants of the demon realm—a twisted, hellish world very different from Creation. These wicked creatures resent being called into the burningly clean air and bright yellow sunlight of our own world, but a cunning sorcerer can shackle them into magical bondage.

The spell's dramatic shaping action must begin at sundown, and end at the stroke of midnight. The actual spell costs 20 motes, opening the doorway to Malfeas and calling forth the target. The character can pay extra motes in sets of five during the shaping action to help ensure successful enslavement of the demon, with effects as described as follows.

Once the demon is summoned, sorcerer and demon engage in a clash of wills. The roll interval is one minute. The demon is at a -1 internal penalty for each additional five motes the sorcerer spent on binding. Until someone wins the contest, the demon is not vulnerable to attack and cannot attack by any normal means.

If the sorcerer wins, this spell exerts unnatural mental influence on the demon, binding it into loyal Servitude. He chooses an Abscissic Limit for the demon (**Roll of Glorious Divinity II**, p. 32-40). If bound to the sorcerer, it lasts for a year and a day (or until the sorcerer dies). If bound to a task the sorcerer names, the demon will serve it until it is complete—potentially, forever. In either case, the demon returns to Malfeas automatically when the loyalty ends. Demons do not ever spend Willpower to break free of this unnatural mental influence, and it is their highest—though not their only—loyalty.

If the demon wins the extended roll, the sorcerer's player may make a reflexive (Wits + Occult) roll at difficulty 3 to banish the demon back to Malfeas. If it fails, the demon is free in Creation, which often means an excruciating death for a sorcerer with few motes remaining.

The Exalt chooses which species of demon he summons (if he meets the required Obscurity requirements, as given in the **Roll of Glorious Divinity II**, p. 25-27). He can also summon specific demons by name, but he cannot use this spell to summon and bind demons who are already bound.

Component: This spell normally involves a great number of ritual implements and protective sigils, which cost Resources 3 for reusable implements and Resources 2 every time thereafter for consumed materials. If the character dispenses with these tools, he suffers a -1 external penalty is imposed on all rolls to bind the demon and—should he fail to win—a -2 external penalty is imposed the roll to banish it.

Emerald Countermagic

Cost: 5+m, 1wp; **Circle:** Emerald; **Type:** Reflexive (Step 2) or Simple (1 action)

Keywords: Component, Counter-Resist, Obvious, Sustain ([Essence] actions), War

Duration: Varies

The sorcerer uses Emerald Countermagic to protect herself and her companions from hostile sorcery. There are three different modes to this spell:

- *Personal (10m):* The sorcerer secures her own person against hostile magic. She crosses her arms or makes a gesture of defiance, and a nimbus of multicolored energy surrounds her. This mode is Reflexive (Step 2). As long as she Sustains the countermagic, she remains

unaffected by all unwanted Emerald Circle spells. This immediately shatters choice spells that attempt to personally affect her, by direct sorcerous attacks or sorcerously-forged equipment or modes of attack. This does not, however, end spells that affect multiple targets or an area; it only removes the sorcerer as a target and destroys anything in an area spell that would directly affect her. This mode also protects the sorcerer from the effects of disrupting a spell's shaping, no matter how severe. It also counters countermagic, beginning of clash of wills as described by the Counter-Resist keyword. Reflexive actions and damage taken during the clash still count toward distracting the sorcerer during shaping actions, including the reflexive rolls in the clash of wills. This mode counts as a defense for effect conflict..

- *Area (15m)*: This mode acts like the Personal mode, but affects everything within (Essence x 5) yards of the sorcerer, creating a multi-hued bubble of energy that sorcery can but splash against harmlessly. In mass combat, this mode can protect a unit of which the sorcerer is a part that is up to Magnitude (Essence). This mode, like Personal, counts as a defense for effect conflict..
- *Target (12+m)*: The sorcerer destroys a single Terrestrial Circle spell of choice within (Essence x 20) yards of her. For every ten extra motes spent, on top of the base cost, the character may shatter an additional spell within range. This mode is Simple (1 action), is of Instant duration, and cannot be Sustained. If the spell to be countered is currently being shaped, its caster is automatically interrupted and the spell is lost as if he failed his roll by half or less. Spells currently active are shattered. Remember this does not remove the results of sorcery; spells are only vulnerable to countermagic during their primary duration. This mode is considered an attack for effect conflict, although it is not physical, mental, or spiritual; it is purely sorcerous attack, thus most defensive Charms do not protect against it.

Emerald Countermagic is not a clean or quiet process. "Shattering" a spell means that it is literally torn apart. Its effects fail, and random magical effects wash out over the area, burning, warping, and otherwise causing damage. This is a one-time environmental effect with Damage (the mote cost of the countered spell)B, Trauma (the Essence of the sorcerer who cast the countered spell) within an area (Essence x spell's Circle x 10) yards radius, centered on the location of the spell (or the center of the countered spell's area if it is an area-of-effect). Those protected by the Personal or Area modes of this spell are also protected from the backlash.

Component: The Personal and Area modes of this spell require a gesture of defiance as a somatic component, so a sorcerer unable to move cannot cast this spell in those modes.

Impenetrable Frost Barrier

Cost: 20m, 1wp; **Circle**: Emerald; **Type**: Simple

Keywords: Commitment (5m), War

Duration: Up to (Essence) scenes

This magic protects the sorcerer and his companions from attacks. The sorcerer takes a deep breath and breathes out a thin, cold blue-gray plume of frost. It extends from him, creating a loose cylinder of mist from (Essence) to (Essence x 50) yard radius and from (Essence) to (Essence x 4) yards high, centered on the sorcerer. By controlling his breath, the sorcerer has exact control over the cloud's dimensions. This, the casting action, is the only Obvious part of this spell. The spell lasts up to (Essence) scenes. If the sorcerer drops the spell's commitment, the barrier lasts until the end of that scene.

For this spell's duration, the sorcerer may direct the plume as he wishes, moving it up to (Essence) yards per tick reflexively, its center up to a maximum distance of (Essence) miles from his current location (once outside of that range, he cannot control the mist, although it does stay in place). The cloud must remain within (Essence) yards of a solid surface. Prevailing winds can impose movement penalties or bonuses, but will never disperse or shift the cloud against the sorcerer's will.

The mists swirl about any attacks originating outside the plume, buffeting them and coating them in ice, imposing an external penalty of (Essence x 2) to strike anyone within. Attacks without physical components are mitigated only via Essence pressure, dropping the imposed external penalty to (Essence). Area attacks affect everything outside the mist normally while those parts of it within are penalized. Even if an attack does strike its target, the frost dulls its force, halving its raw damage. The frost barrier does not affect attacks originating within the plume (keeping someone from entering the plume requires Blockade Movement actions). Unless it is particularly delicate, physical ammunition is left unharmed even as it are sapped of momentum, dropped lightly to the ground. The mists also impose a -1 external penalty on all visual Awareness rolls to see within the plume, although those within are unaffected and can see normally.

If the sorcerer is within his cloud of mist, he may briefly augment with further Essence. For every mote he reflexively pays in Step 2, he can increase the external penalty imposed by -1 for an instant, up to a maximum of (Willpower) motes spent.

Multiple frost barriers cannot be stacked; only the highest penalty of any number of plumes a ranged attack passes through is used.

Infallible Messenger

Cost: 5m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Charm-OK, Scrying

Duration: Instant

The sorcerer conjures up minor construct of Essence, called a cherub—multicolored humanoid figures only a few feet tall with six glittering blue-chrome wings. The sorcerer speaks or whispers his message, which can be no more than an hour in length, into the cherub's ear. It can carry one action worth of social attacks.

The sorcerer then names or describes the message's recipient. The cherub is *very good* at finding its target. Only the vaguest description is required; If "That one orphan from yesterday" is said, for example, the cherub will mystically intuit exactly who the sorcerer means. The construct is very difficult to deter; it automatically succeeds on all rolls to find its target and determine its identity. If a magical effect contests this, the sorcerer rolls (Essence + Willpower) to oppose it. The cherub does not, however, have supernatural senses, and it cannot find people who are obscured from scrying.

The cherub travels a thousand miles an hour, allowing it to traverse the world in less than a day. It can bypass any barrier and make its way between planes of existence without fail. The construct is incredibly difficult to notice while it is travelling, imposing an external penalty on all rolls to perceive it of $-(10 + \text{Essence})$. The cherub, as a thing of pure Essence, is an invalid target for any attack that is not countermagic. When the cherub finds the recipient, the message is perfectly delivered to his ear (using the original sender's voice) and then dissipates.

Invulnerable Skin of Bronze

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Commitment (6m), Counter-Resist, Shaping

Duration: Until sunset or sunrise, whichever comes first

Until the sun next crosses the horizon, the character's skin hardens into shining bronze, as supple and as flexible as normal flesh, but as invulnerable and cold as any metal. His eyes, mouth, and other orifices are unaffected, should it be relevant. The character gains the following benefits while this spell is in effect:

- $+(\text{Essence} + 3)L/+(\text{Essence} + 9)B$ natural soak, which does not stack with other effects that augment natural soak.
- $(\text{Essence} + 5)L/(\text{Essence} + 5)B$ natural Hardness, which does not stack with other sources of Hardness. Because it is natural, it applies to environmental hazards, although only those which would be impeded by flawless bronze skin. This includes sandstorms and flesh-eating locusts, but not extreme temperatures or an acid bath.
- The sorcerer automatically succeeds all rolls to close wounds (and the rare mortal sorcerers gain the Exalted capability to close wounds at will), as well as rolls to resist infection. Effects that automatically cause bleeding or infection are unaffected.
- Contact poisons and diseases cannot penetrate the bronze skin.
- His unarmed Damage increases by 2 thanks to the increased mass.

The bronzing of his flesh does, however, increase sorcerer's mass increases by 100 pounds. While Invulnerable Skin of Bronze does not impede his motions or slow him, caution is advised near bodies of water and deep mud. In situations where the extra mass would cause problems, the sorcerer suffers an internal penalty of -4 to such actions.

Stormwind Rider

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Obvious, Sustain, War

Duration: Until no longer Sustained

The sorcerer calls up a mighty wind and wraps herself in it. The result is a dust devil—a tornado-like vortex that's smaller and less devastating to the landscape. The dust devil flies low, usually just touching the ground. The stormwind vortex can jump obstacles (Essence x 5) yards wide or (Essence x 3) yards high but cannot actually fly. It can survive falls of (Essence x 3) yards and completely protects the sorcerer and any other contents during such short falls. If the vortex falls any farther, it dissipates on impact. Treat longer falls as (Essence x 6) yards shorter, with a minimum of a 0-yard fall, for the purposes of determining damage.

The dust devil carries the sorcerer and (Essence x 200) pounds of passengers or cargo at an overland movement speed of 100 miles per hour. It is immensely maneuverable. The vortex treats Difficult terrain as Open and Extreme terrain as Difficult. In combat, the dust devil is treated as a Control Rating 0 mount large enough for a howdah (which it does not need; the passengers and cargo are lifted to that height by the spell's winds), although it is not compatible with Charms or other powers that affect mounts. It can take 48-yards-per-tick Dash actions and 10-yards-per-tick Move actions, and can change direction as quickly as a man can on foot. It is controlled via thought. The stormwind vortex lasts as long as the sorcerer Sustains it or until the sorcerer touches the ground.

The roaring winds impose a -(Essence - 1) external penalty (which counts as cover) on physical ranged attacks into or out of the vortex, a -(Essence) external penalty on Awareness rolls to recognize those inside and to hear others' words when within (Willpower x 3) yards of the sorcerer. It also protects those within the vortex from outside winds, but no other environmental effects. Those within the dust devil also cannot make Stealth rolls to hide, as the vortex is quite loud and very obvious. It's considered polite, when using a stormwind to visit an associate, to land a fair distance away and approach on foot.

If the sorcerer casts this spell with long ticks, he can produce a vortex that can carry a unit up to Magnitude (Essence) in size, along with (Essence x 200) pounds of well-organized and well-packed unit supplies. The sorcerer must be attached to this unit. Mass combat movement speed multipliers for formation do apply.

Summon Elemental

Cost: 10+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish, Component, Obvious, Servitude

Duration: Instant (one month or varies)

This spell is much like Demon of the First Circle and uses, generally, the same rules, with the following exceptions:

- It summons an elemental and not a demon.
- It can be cast at any time—the spell's dramatic shaping action requires four hours of effort, but it need not start at sunset or end at midnight.
- The Abcissic Limits are described in the **Roll of Glorious Divinity I**, p. 78-85.
- The roll to banish the elemental if the binding fails is difficulty 1, not difficulty 3.
- The elemental will not serve for more than a lunar month (28 days), and it cannot be set to tasks that take longer than a year and a day. This effect is still an unnatural Servitude effect, and elementals do not spend Willpower to break free of it.

The kidnap and enslavement of elementals can outrage the Celestial Bureaucracy. Characters who mistreat their servants or bind the servants of powerful gods are likely to earn the ire of the spirit world. Elementals are seen somewhat as the "poor relations" of the powerful gods of Heaven. A little mistreatment won't raise eyebrows, but callously burning out elemental servants for the sorcerer's purposes forces Heaven to act.

The Lawgiver chooses what elemental or species of elemental he summons. Certain elementals, important to the function of the world, have the right to send a proxy in answer to the sorcerer's call rather than answering it themselves.

Wood Dragon's Claw

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Commitment (5m), Counter-Resist, Crippling, Obvious, Poison, Shaping

Duration: Until dismissed

The sorcerer's hands warm and twist into the shape of huge gnarled claws of oak. These are lesser replicas of the claws of the greater elemental dragons of Wood. These claws replace the Unarmed Punch. Its base weapon statistics are Speed 5, Accuracy +2, Damage +2L/2, Defense +2, Rate 3, Tags N, O. It can be used to clinch. If so, it has Speed 6, Rate 1, and gains the C and P tags. The sorcerer gains (Essence) extra points to distribute among Accuracy (max 4), Damage (max 6), and Defense (max 4). Once per DV refresh she can reflexively reallocate the extra points however she chooses. The Wood Dragon's Claws have the following additional traits:

- They can parry lethal attacks without a stunt.
- The gnarled oak claws carry toxic Essence when they strike. Any target struck by the claws suffers a -1 internal penalty to all non-reflexive dice pool for the rest of the scene as a Poison effect. This penalty is cumulative, but cannot exceed (Essence).
- If a target takes damage from the claws, they also consume a portion of its Essence, stealing one mote as a Crippling effect.
- They add (Essence) dice to all climbing rolls made by the wearer.
- For the reflexive cost of five mote in Step 1, the sorcerer can infuse her claws with rending might for one attack. The claws ignore soak and Hardness when used against an inanimate object, and gain Piercing when used against other targets.

The downside to the gnarled limbs is a reduced capacity for manual dexterity, imposing a -5 internal penalty to rolls that require fine motor skills as well as rolls to attack with normal weaponry.

Sworn Brother's Oath

Cost: 10+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Counter-No

Duration: Indefinite

This spell binds a group of people together into a sworn brotherhood. The cost of this spell is five motes per participant. Its dramatic shaping action takes one hour per participant; the sorcerer need not be a participant, but can be if she wishes. All participants must be willing and cannot be coerced with magic. When the casting action is taken, all participants must vocalize an oath to each other, binding them into a brotherhood.

This oath has the following effects:

- *Loyalty:* All members gain a sorcerously-charged Intimacy of loyalty to the brotherhood and everyone within it with an initial and maximum rating of (the member's Conviction + 5). This Intimacy does not count toward the normal Intimacy maximum. Resisting mental influence that opposes the Intimacy requires half the Willpower, rounded down, to a minimum of zero. Taking any action in opposition to this Intimacy, however, requires failing a Conviction roll or spending one Willpower. This makes the member automatically gain one Limit and reduces the strength of the Intimacy by one. If this Intimacy is eroded in any other way, it is immediately reasserted. Once it has been fully eroded, that member breaks his oath and is no longer under this spell's effect or part of the brotherhood. He also gains one automatic Limit

- for each other member of the brotherhood. This magical intimacy can be built like any other Intimacy.
- *Devotion*: All members increase their stunts ratings as though it resonated with their Motivation if they involve devotion to the brotherhood or its members, such as directly aiding a brother or sister.
 - *Familiarity*: All members can reflexively determine the bearing and distance to each others' location, if on the same plane of existence and not in a location immune to scrying (this counts as a Scrying effect). If a member of the brotherhood is in a different plane of existence, this effect will point the member toward the nearest entrance to the other plane. Furthermore, rolls to Read the Motivation (**Exalted** p. 131) of other members have their difficulty reduced by (the reader's own Compassion).
 - *Relation*: All members of the brotherhood are considered blood relatives of one another for the purposes of determining the effects of Charms and the like. This is especially useful to Dragon-Blooded, hence they are the greatest practitioners of this spell.

A sorcerer cannot bind more than (Willpower) people together into a single brotherhood, and no person can be part of more than one. If this spell is cast on someone already in a brotherhood, she must immediately spend one Willpower per point the Intimacy of loyalty has left (and automatically gain an equal amount of Limit). This automatically breaks her previous oath, netting her an additional amount of automatic Limit equal to the number of members of her previous brotherhood. Few such oath-breakers don't immediately Limit Break. If a previously-bonded character cannot spend that much Willpower, she cannot participate in the spell. Adding new members to an already-existing brotherhood, however, merely involves recasting the spell upon all members of the brotherhood plus any new members. Previous members renew their oaths while new members state them for the first time.

Long-lasting brotherhoods can be unnerving to others, as the bonds between the members begin to permeate all aspects of their lives. The members of the brotherhood begin to act in disturbingly similar fashion. They do not lose their individual personalities, but unconscious habits, mannerisms, preferences and other traits blend and merge, giving the members an eerie sameness to their behavior.

Assassin's Fatal Touch

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Component, Commitment (5m), Limited, Poison, Touch

Duration: One full day or until discharged (varies)

The sorcerer renders her touch deadly to one selected victim. This spell's dramatic shaping action takes 15 minutes. The character can pay extra motes in sets of ten during the shaping action to increase the potency of her sorcerous toxin, with effects as described below. Until the sorcerer touches her victim, she must commit five motes to this spell.

The sorcerer thereafter must Touch her victim—a light touch is required (i.e. the target must be consenting, inactive, or unaware). If successful, her player rolls (Intelligence + Medicine) and note this number. If it is a botch, the sorcerer is struck by her own deadly toxin, as described below. At this point, the sorcery ends and a supernatural Poison is released into the victim; it cannot be countered *and* the Poison is incurable by mundane means. The sorcerer immediately chooses a length of time or conditional event before her touch of death activates. A time can be anything from instantly to a year and a day, and the sorcerer can be as specific as she likes—down to the second. If she chooses a trigger, the possibilities are endless—anything from "the next time his skin touches sunlight" to "after he feels lust for his mistress thrice." Triggers can be as complex as the sorcerer wishes, and last an unlimited amount of time. They can be diagnosed as well with the standard method (see **Exalted**, p. 137) at a difficulty of (Essence + 2); some victims have lived many years terrified of their inevitable death.

When the deadly sorcery flares within its victim, he suffers a Poison with Damage (3 + [1 per extra ten motes spent on potency] + [the number of successes rolled])A/tick, Toxicity (Essence)L*, Tolerance —/—, Penalty -(Willpower). Mortals do not get to roll to fight this poison. While this poison runs its course, mortals are knocked unconscious, while those with Exalted-level resilience only suffer the toxin's penalty.

Normally, death from this spell is Obvious. The sorcerer can, however, increase the cost of this spell by five motes to make a (Intelligence + Larceny) roll when she casts it. If successful, she conceals the eponymous fatal touch, removing its Obviousness so to look like an accidental death of her choice. With three total successes, the touch is hidden entirely; the victim simply drops dead (or unconscious, or suffering from no obvious conditions). In any case, the spell leaves no physical evidence, only metaphysical traces. Only by using medicinal thaumaturgy or Essence perception like All-Encompassing Sorcerer's Sight can it even be hoped to be detected. If the investigator has such senses, he can diagnose a victim of Assassin's Fatal Touch with the normal roll (see **Exalted**, p. 137) at a difficulty of (Essence) and an external penalty equal to the number of successes the sorcerer rolled to conceal her misdeeds. Knowledge of this spell can reduce the difficulty, by 1 if he has studied it or by 3 if he knows this spell himself (to a minimum difficulty of 1).

Component: Casting this spell requires an arcane link to the intended victim unless she has made skin contact with him within an hour of the casting.

Becoming the Land's Friend

Cost: 14m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Counter-Resist, Emotion, Limited ([Willpower] targets), Shaping

Duration: Until the character sleeps

With a swirl of warm mist, the sorcerer draws elemental Essence from her environment. Her skin takes on the coloring of her surroundings, her hair like leaves or sand. The sorcerer gains the following traits:

- She moves unhindered through all natural obstructions, from dense foliage to craggy mountainous paths; she takes no environmental penalties from natural sources, nor are her actions limited by her Athletics when dealing with unstable footing from natural effects (see **Exalted**, p. 155). Indeed, she adds (Essence) to her movement speed and all dice pools to move through natural terrain. All natural environments are considered Open Terrain.
- Natural environmental hazards are less harmful to the sorcerer. She automatically succeeds all (Stamina + Resistance) rolls against their Trauma.
- The sorcerer is immune to all natural Poison and Sickness effects unless directly inflicted upon the sorcerer by some character's action.
- Mundane tracking automatically fails to follow the sorcerer through natural terrain. Even supernatural methods of tracking suffer a - (Essence) external penalty to follow the sorcerer through such conditions. She also gains camouflage while in natural terrain, gaining (Essence) bonus dice on Stealth rolls to hide in such locations.
- The sorcerer can always find enough food for herself and adequate shelter without needing to make a Survival roll.
- All wild natural animals (and equivalently intelligent plants) regard the sorcerer favorably; all gain an unnatural Emotion of a positive Intimacy toward the sorcerer upon perceiving her, which vanishes when she is no longer sensed. Resisting this costs the animal (Essence) Willpower (a cost the vast majority will not pay). This empathic bond works both ways, however. The sorcerer is imposed with an unnatural Emotion of her own, which gives her a positive Intimacy toward wild natural animals and plants. Her Virtues also shifts slightly, regarding wild natural animals and plants with the same regard as humans. Resisting this mental influence only costs one Willpower for the duration of the spell, although this will remove the animal's and plant's Emotion effect as well. Gathering fruits, nuts, or pruning dead branches is not considered harmful acts.

Note that this spell, while potent, does not grant the sorcerer the ability to survive in environments she otherwise would be unable to, such as underwater or in lava.

The sorcerer can extend the effects of this spell to her comrades by casting this spell with long ticks, spending an extra five motes per person. To benefit from this spell's effects, her companions must stay within (Willpower) yards of her. If they move beyond this range, the spell's hold on them is broken, and cannot be regained without recasting the spell.

Blood Lash

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender, Step 10 if damage is taken)

Keywords: Component, Counter-Resist, Obvious

Duration: One scene

Most sorcerers consider the Blood Lash a weapon of last resort, for it requires their fresh blood to cast. Blood from the sorcerer's wounds surges outward, forming a lash of blood. The lethal wound required for this spell cannot be healed while it is in effect. This whip of blood is a Melee weapon with the following statistics: Speed 4, Accuracy +3, Damage +(Essence + [health levels crossed out])L, Defense +0, Rate 2, Tags R. It is automatically drawn, cannot be disarmed, and if destroyed, it immediately regenerates. The sorcerer does not even need to hold the lash to use it, leaving both hands free for other tasks. The Blood Lash has the following additional traits:

- The whip can parry lethal attacks without a stunt.
- It is incredibly easy to use and maneuver, as it is a semi-living extension of the sorcerer's body; the DV penalty to attack with the whip is -0.
- Its reach is incredibly long at (Willpower x 2) yards. However, it doesn't work well in confined spaces; it suffers a -1 Accuracy when the sorcerer only has two yards on either side of him to swing the weapon, or a -2 Accuracy with only one yard.
- It ignores partial cover.
- If used to disarm an opponent, the sorcerer gains (Essence) automatic successes on the attack roll.
- The lash can be used to clinch, with the modified statistics of Speed 5, Rate 1, and gains the C and P tags. The sorcerer can perform two maneuvers after clinching an opponent:
 - The first is breaking the hold. If he chooses to throw his opponent, his effective Strength is (Willpower x 2).
 - The second is latching on and leeching life from his opponent. This does not impede the sorcerer's foe or cause her to be inactive, but it does automatically deal one level of lethal damage per action, which cannot be soaked. The sorcerer does not need to actively renew this clinch—the whip does it on its own, reflexively, on each of the sorcerer's action, with a pool equal to (Willpower + Essence).
- When the lash deals damage to a living creature, it absorbs the life dripping and spurting from the wound. These stolen health levels can be used immediately or stored. The sorcerer can reflexively feed the lash his own health levels, if he wishes. These can be used for a variety of purposes:
 - One can be used to reflexively heal one of the sorcerer's bashing health levels, or two can be used to heal a lethal health level. This can only be used on the sorcerer's action tick, and only one health level can be healed at a time.
 - They can be used to reflexively lengthen the whip, each health level used increasing the lash's reach by another (Willpower) yards for the rest of the scene, to a maximum total length of (Willpower x Essence).
 - They can be used to reflexively add strength and flexibility to the lash, each health level used increasing the distance it can throw a target by another (Willpower) for the rest of the scene, up to a maximum effective Strength of (Willpower x Essence).
 - They can be used reflexively to engorge the whip, each three health levels used increasing the lash's Damage by +1 for the rest of the scene, up to a maximum increase of +(Essence).

- The stored health levels can be used to momentarily sprout extra whips which flail harshly and strike before melting into blood. This acts as an Extra Action Charm, although it is not a Charm and does not count as Charm use. It produces a magical flurry of one Melee-based attack per two health levels used, up to a maximum of [Essence] Melee-based attacks, all with the Blood Lash, without regard for the whip's Rate and without multiple action penalties. The DV penalty is the highest penalty for any one attack.

Component: The sorcerer's blood from a open, bleeding wound—at least one unbound, unhealed level of lethal damage. The character may wound himself if he must, although that makes this spell Simple (one action, Speed 5, DV -1).

Burning Eyes of the Offender

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Area Effect, Crippling, Obvious, War

Duration: Until dismissed

All who gaze upon the sorcerer weep uncontrollably, their eyes stung by her very visage. For the duration of this spell, whenever someone within (Essence x 100) yards beholds the sorcerer, the victim's player must roll (Wits + Awareness) at a difficulty of half (the sorcerer's Appearance + Occult + Essence). Cover bonuses apply as a reduction to the stated difficulty. If the target fails, he is blinded (see **Exalted**, p. 152) as a Crippling effect. A miscellaneous action may be taken to wipe away to tears and remove the blindness. (Note that this Crippling effect is caused by the spell, but it is not sorcerous itself; the sorcerer's blinding visage can be countered, but the Crippling effect cannot.) If the target succeeds, he shields his eyes or looks away in time not to be blinded. In either case, if the target beholds the sorcerer at a later time while this spell is still active, he must roll again. A character who does not wish to look upon the sorcerer's terrible countenance, he may avert or shield his eyes but is considered blind with respect to the sorcerer herself.

Note that the sorcerer herself can be affected by her own visage, via mirrors or other reflections.

This spell has the Area Effect keyword and has special effect when used in mass combat. If the unit is blinded, it immediately becomes unordered, much check for route (as subject to a spell, as well as a +2 difficulty for blindness), and its Close Combat/Ranged Attack Rating suffers the -4 penalty. Note this is for the unit being blinded. If the commander is blinded as well, the standard effects of the spell are imposed.

Calling the Stalwart Servitor

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component

Duration: Instant (a year and a day or until dismissed)

Reaching into the ground, the sorcerer pulls out a servitor of crude clay, five feet tall and nearly as wide, and two feet thick at the chest. If no soil is nearby, the Stalwart Servitor is formed from whatever elements are at hand, from tree branches and leaves to smoke and air. If the sorcerer wishes, he can emblazon a sigil upon the golem's brow, often the mark of his totem. At any time after being called, the sorcerer can place the palm of his hand upon the servitor's head and, with a miscellaneous action, change its appearance to anything he desires (although it must keep a general five-foot-tall humanoid shape, and impersonations require the sorcerer to make the usual Larceny rolls). The servitor has the following traits:

Motivation: Serve the sorcerer stalwartly in all ways.

Attributes: Strength 12, Dexterity 2, Stamina 10; Charisma 0, Manipulation 0, Appearance 1; Perception 4, Intelligence 1, Wits 4

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

Abilities: Athletics 1 (feats of strength +25), Awareness 2, Craft (Air) 3, Craft (Earth) 3, Craft (Fire) 3, Craft (Water) 3, Craft (Wood) 3, Integrity 5 (determining harm +3), Lore 1 (basic arithmetic +10), Resistance 5, Stealth 3

Join Battle: 4; the servitor never joins battle willingly

Attacks: None; the servitor cannot attack

Soak: 15L/20B (elemental flesh 10L/10B, Hardness 10L/10B)

Health Levels: -0x15/Incap

Dodge DV: 1 (0) **Willpower:** 10

Essence: 1

Other Notes: The servitor's prodigious feats of strength total of 38 allows it to lift up to 10 tons. It is also totally immune to all natural environmental hazards. The golem does not and cannot fight, or even try to defend itself (its DVs are always zero). The servitor can understand only Old Realm, cannot speak, and can only write very crudely.

The servitor is clever enough to obey the sorcerer's commands to the spirit, not just the letter. Even better, however, is that the golem can mystically intuit what the sorcerer desires at all times—he does not even need to consciously think of what he wishes his servant to do, and it will perform its task. Even as the sleeping sorcerer desires a glass of water subconsciously, his servitor will acquire one and bring it to his bed. Commands may be given to the golem in any language and it will understand, or by thought alone. The servitor can receive commands and intuit desires so long as the sorcerer remains within (Essence x Willpower x 10) miles. Multiple servitors work in perfect unison; if a task requires only one servitor, only one will perform the task, even if multiple hear the command.

Note, however, that the golem will never take any action to physically harm another creature, directly or indirectly, as far as it can determine—which it can do quite well. Its player rolls (Perception + Integrity)—for which it has 12 dice—at a difficulty determined by how indirect the harm is: 0 for direct harm though 5 for many degrees of subtle separation.

The servitor's head can be cracked open easily by the sorcerer with just a miscellaneous action—which is hollow within. If the sorcerer places a scroll inside with instructions written in Old Realm, the golem will incorporate the instructions into its standard functioning. In this way, the sorcerer can program the servitor in innumerable complex ways, with as many triggers and conditional responses as he desires. Note that these new instructions cannot alter the servitor's basic behavior; they cannot alter its Motivation, cause it to attack, or even allow it defend itself. Once its head is closed with another miscellaneous action, it is sealed shut once more. Only the sorcerer may open the skull of one of his servitors in such a way.

One interesting feature of the golem is its ability to perform any basic arithmetic (adding and subtracting) at incredible speeds and with perfect accuracy. Some sorcerers (with time on their hands) summon many Stalwart Servitors and program arrays of them with scrolls within their skulls to perform complex calculations—veritable computers.

Component: This spell requires that the sorcerer reach forth and draw up elemental stuff to make his servitor, as a somatic component. If unable to move, he cannot cast this spell.

Calling the Wind's Kiss

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious

Duration: One full week, until renewed, or until dismissed

By completing the Azure Sign, a glyph that epitomizes the Element of Air, the sorcerer calls forth a great wind. When this spell is cast, the sorcerer may link the Sign to himself, another creature, or a wind-powered vessel within (Essence x 3) miles that he can see—centered on this target is where the glyph is to stay, no matter where the target moves. If linked to a creature, it hovers behind and above her like a great halo. If linked to a vehicle, the Sign emblazons itself upon the ship's mainsail. The sorcerer also chooses who or what controls the direction of the Sign, thus the direction of the winds. He may keep control himself, able to change the winds' direction with a miscellaneous action. If he gives control of the Sign to another creature, she has the same power. If the sorcerer gives control of the glyph to a vehicle, the winds always blow the direction the vessel is traveling; the ship always has full sails. The sorcerer can also pay extra motes in sets of five during the shaping action to help protect the glyph against usurpation, with effects described below.

How large the sorcerer draws the sign designates the area in which the winds are changed—any area between (Essence x 10) yards in radius (enough to affect a single ship) to (Essence) miles in radius (enough to change how whole fleets move). The great wind called by the glyph can help or hinder vehicles propelled by winds (such as sailing ships or airboats with sails), modifying the per-tick speed of such vessels by (Willpower + Essence), applied after any adjustments to the vehicle's own speed. Double that value is the miles-per-hour change in the vehicle's travel speed. It also applies a ± 3 -dice bonus or penalty (whether the wind is beneficial or unhelpful) to Sail rolls to keep the vessel on-course. The wind also strong enough to hinder ranged attacks that are affected by the wind, depending on the direction. It imposes an external penalty of -(Essence) upon attacks that go against the wind. Artillery is heavy enough to be much less affected, cutting the penalty in half.

Spirits that have control over the winds, such as Air elementals, can attempt to usurp the Azure Sign, for they do not like when their domain is tampered with in such a manner—doing so immediately beings a clash of wills with the one in control of the Sign. The roll's interval is one action. The spirit is at a -1 internal penalty for each additional five motes the sorcerer spent on protecting the Sign. If the sorcerer wins, the spirit does not gain control of the glyph. If the spirit wins, it gains control of the Sign and may change the direction of the wind as it pleases.

Casting an opposing Calling the Wind's Kiss of the same size and linking it to the same target cancels out this spell, just like as if countermagic was used against it.

The spell lasts for one full week. The sorcerer may retrace the Azure Sign and pay 20 motes as a miscellaneous Speed 6, DV -2 action at any time, if he can see the original glyph and it is within (Essence x 3) miles. This renews the spell's duration, resetting it to one full week from that instant. The sorcerer can Touch the controller of the Sign (the creature or the mainsail) to dismiss the spell early.

Component: To cast this spell, the sorcerer is required to draw the Azure Sign, as a somatic component. If he is unable to move, he cannot cast this spell.

Cirrus Skiff

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (5m), Obvious

Duration: Varies or until dismissed

The sorcerer whistles and calls from the sky a small white cloud (it will not appear without access to the sky). The cloud descends and waits patiently for the sorcerer to step onto it, then it ascends into the sky and travels at the sorcerer's direction. The cloud carries the sorcerer at a

long-distance travel speed of 90 miles per hour. It can carry (Essence x 100) pounds of passengers or cargo, although each 100 pounds of such reduce its flight speed by ten miles per hour. If reduced to a flight speed of zero, the cloud collapses (as described below when all its health levels are filled with damage).

In combat, the skiff is treated as a Control Rating 0 mount with +(Essence) bonus dice to all Ride rolls to maneuver it, although it is not compatible with Charms or other powers that affect mounts. It can take 45-yards-per-tick Dash actions and 10-yards-per-tick Move actions, and can change direction as easily as a man on foot. Each 100 pounds of cargo or passengers imposes a -1 internal penalty to Ride rolls to maneuver, its Dash speed is reduced by five, and its Move speed by one. The skiff cannot fly above the highest cirrus clouds—about 12 miles (or 20,000 yards) above sea level. The cloud offers no protection from any environmental effects, however, so flying at great heights is not recommended without other means of protection. The cloud is controlled via thought, so the sorcerer must stay awake and vigilant to travel upon his skiff, even if the act is not strenuous.

The major downside of the Cirrus Skiff, however, is that the cloud slowly sublimates away as it travels through the air. It has (Willpower x 2) health levels, and it takes one unsoakable health level of damage per hour in flight. When half those health levels are gone, its flight speed is halved (after accounting for weight) and its Control Rating increase to 3. When all its health levels are filled, the cloud sputters, uncontrollable, descending at a rate of 10 yards per tick (or 20 miles an hour) until it reaches the ground, scattering puffs of vapor upon the surface, and gently dropping off the sorcerer (and his cargo and passengers, if any), at which point the spell ends. This is the only way the cloud can take damage; it is otherwise an invalid target for attacks. Its health levels can never be regained in any way.

The sorcerer can debark his cloud before it naturally disintegrates. If he wishes to end the spell early, he may whistle once again and the cloud flies away. Otherwise, the cloud waits patiently wherever the sorcerer last left it. While it is not traversing the air, the skiff does not take automatic damage.

Component: The sorcerer is required to whistle as a vocal component. If he cannot make this sound, the spell cannot be cast.

Coin of Distant Vision

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple (1 action)

Keywords: Component, Limited (Essence), Scrying

Duration: Until dismissed

The sorcerer spits into her palm and forms in her hand a black ceramic coin inscribed with arcane sigils. She can place the coin where she likes. Thereafter she can concentrate, performing a miscellaneous action to project her consciousness to the coin. While doing so, her body is considered inactive. As her sense of touch is not projected, she still has awareness of her own body and she can stay standing or upright, and she knows instantly if her body is shaken or injured. The sorcerer may return her consciousness to her own body as a reflexive action.

While her mind is projected to the coin, the sorcerer sees, hears and smells everything as if she stood at the coin's location. If the coin is in a pocket, pouch or container with at least one opening, she can sense the environment both inside and outside that container. She senses only the inside of a container that's completely enclosed, such as a strongbox. As they occupy the coin's vicinity, her senses are identical to her senses in her body, and she may benefit normally from all sense-enhancing Charms.

The sorcerer instinctively knows the distance of her senses from her body and the direction to the coin. She can find the coin just by traveling toward it, concentrating periodically to discover if it has moved. She also can, when the spell is cast, set a trigger event that will possibly alert her. The trigger must be something she could theoretically perceive via the coin, but can otherwise be anything. When the trigger activates, roll (Essence). If successful, the sorcerer is granted a vague perception of the event as if through the arcane coin.

This spell is Limited, thus the sorcerer may have only one Coin of Distant Vision at a time. To create a new one, she must first concentrate a moment to dismiss the spell, reducing her existing coin to dust. Doing so is a miscellaneous action identical to projecting her senses, but it costs five motes of Essence. She may immediately form a new coin by spitting into her hand as a miscellaneous action, paying nothing extra. The coin functions as an arcane link to the sorcerer if someone discovers it, but the dust does not.

Some sorcerers may not want the coin to be quite so obviously a sorcerous production. She (or anyone else) may take efforts to disguise the arcane coin as a more mundane type, like silver or jade. Doing so is a dramatic (Intelligence + Larceny) action that takes about an hour. It is difficulty 3 for silver or gold (for it is not too difficult to fill the inscriptions with lead and plate the coin in precious metal) and difficulty 5 for jade (for it is much more challenging to successfully forge jade). When the spell is dismissed and the coin turns to dust, the disguise materials are left behind.

Component: This spell requires that the sorcerer spit into the palm of her hand, as a somatic component. If she is unable to do so, she cannot cast the spell.

Commanding Presence of Fire

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Dice Cap, Social, Obvious, War

Duration: One scene or until dismissed

From the fiery valor within her, the sorcerer creates above herself a huge projection in her own image, dozens of feet tall and wreathed in flame, high enough to be seen for (Essence x 3) miles around. Speaking through the image, the sorcerer's voice is amplified so all who could in any way perceive her hear her; external penalties to hearing-based perception are ignored. The projection lasts for one scene but can be dismissed.

The sorcerer can project Performance-based social attacks (or simple informative declarations) through the image. Any social attacks made through the Commanding Presence of Fire gain (Valor) bonus dice. The conjured image is not potent enough to carry through it any Charms besides Excellencies, however. Since the sorcerer cannot perceive through the image, social counterattacks that require the target to be present many not be invoked in response to social attacks made via this spell. Additionally, the sorcerer can use this spell to transmit messages between combat units, counting as (Essence) relays in mass combat.

Commanding the Beasts

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Emotion, Servitude, War

Duration: Until the next full moon

Glittering streamers Essence only visible to those who can perceive the immaterial issue forth from the sorcerer to wrap around the nearby creatures carrying sorceries of peace, obedience and understanding. This spell affects only natural creatures. It can affect any number of creatures within (Essence x 100) yards at the time of its casting. The sorcerer may choose to limit how many creatures he affects (the spell will affect the nearest first) or limit his spellbinding however he sees fit, such as "red creatures," "carnivores," "creatures weighing 100 pounds or more," "or creatures owned by my enemy." Target creatures that are owned by others can attempt to resist this magic by spending (Essence) Willpower. Well-treated domesticated creatures are more likely to resist. It does not affect Wyld-tainted creatures, familiars, or otherwise supernatural creatures.

The affected creatures are automatically inflicted with a Servitude effect to obey the sorcerer's commands and an Emotion effect that imposes an automatic positive Intimacy toward him which cannot be eroded. When the spell ends, the Intimacy remains, although it can be eroded as normal. Spellbound creatures do not spend Willpower to resist the Servitude or Emotion effect. The magic enables them able to understand complex commands. By Touching a creature and spending five motes as a miscellaneous action, a sorcerer can also imbue it with the gift of speech, in any language he knows, for the duration of this spell. Spellbound creatures have a Control Rating of 0 (see **Exalted**, p. 154) with respect to the

sorcerer.

By default, all spellbound creatures are testy around all people besides the sorcerer, imposing a -(Essence) external penalty on rolls to interact with them socially and have their natural Control Rating. However, the sorcerer can command them otherwise, reducing the penalty by as much as he wishes and reducing their Control Rating by as much as (Essence). Alternatively, the sorcerer can command the creatures to dislike his enemies, increasing their Control Rating by (Essence, maximum 6). Doing so can severely disrupt cavalry and other forces that rely on animals.

The sorcerer (and anyone to whom he entrusts his creatures) gains a +(Essence) dice bonus to interacting with them socially, including Survival rolls to train them.

Conjuring the Azure Chariot

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (5m), Obvious

Duration: Until the sun sets or until dismissed

The sorcerer's words of power create a billowing fog bank. Four cerulean horses coalesce from the mist, pulling a coach the hue of the noonday sky behind them. The horses snort steam and trail lightning sparks from their manes. Their hooves freeze the ground where they touch. The azure chariot is a magical construct, considered a vehicle (**Wonders of the Lost Age**, p. 31-33). It has the following traits:

Speed: 34/70 mph

Maneuverability: 3R

Endurance: Until sunset

Crew: Only the sorcerer

Cargo: (Essence x 200) lbs. of cargo or passengers

Armor: 25L/35B (and equal Hardness, as normal)

Health Levels: Ux25/D (damage is rolled against it)

Weapons: None

Other Notes: The chariot provides 90% hard cover the driver. The carriage has windows; if open, the carriage provides 90% hard cover to the passengers and cargo, and if closed, full cover. It also protects its occupants from all natural environmental hazards while in flight and provides (Essence) bonus dice to rolls and natural soak to resist unnatural environmental effects that can penetrate the carriage. The chariot also glows as brilliantly as an 11+ mote bonfiring anima.

When the sorcerer takes the carriage's reins, the steeds launch themselves into the air, pulling the chariot behind them, leaving a trail of fog in their wake. They quickly accelerate, increasing their speed each tick by 10 yards per tick, up to its maximum speed (as given above). The sorcerer usually uses this time to get his bearings. He must drive the chariot like any mundane one, keeping handle on the reins. The chariot cannot travel at slower than maximum speed and its path cannot be changed by external forces, no matter what may impede its path—no winds, no storm, nor any attack can slow it or change its course—all such effects on the vehicle's speed or vector of travel are ignored. It is not very maneuverable, however; it can only change direction by ten degrees per action. Even so, its great swiftness does provide the chariot with a Dodge DV of $(\text{Willpower} + \text{Essence}) \div 2$, not the normal Dodge DV of 2 as would be provided by its Maneuverability. The chariot can fly at most one mile (1760 yards) above water or land. Finally, the chariot flies very smoothly in any conditions and is quite comfortable to ride within.

This spell can be cast only during daylight hours. As the sun nears the horizon and the duration of this spell nears its end, the carriage slowly changes hue to match the twilight sky. The horses gallop lower until the azure chariot lands (given the sorcerer and passengers one minute to vacate and unload their cargo), and disappears with the last sliver of the sun. The sorcerer may land it early, decreasing in speed at the same rate as it accelerates (as described above), touching softly to the ground. The sorcerer may land and take off as many times as he wishes as long as the sun still hangs in the air. The chariot can be dismissed while it's on the ground with a reflexive action.

Component: Words of power need to be spoken for the azure chariot to be conjured, as a vocal component.

Corrupted Words

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Counter-Resist, Component, Sickness

Duration: Varies, until dismissed, or until the sorcerer dies

This spell helps sorcerers keep their secrets. It also enforces oaths of silence or simply prevents someone from speaking about a given subject. The subject may be as specific as "Mnemon's deal with the Mask of Winters," or as broad as "Solars in Chiaroscuro." It affects any one person the sorcerer can see within $(\text{Essence} \times 5)$ yards.

The sorcerer evokes a seething, bilious green ball between his hands. He names the subject matter about which the target cannot speak and releases the ball. The vile green energy rushes toward and into the mouth of the target and down her throat, dissolving into a ward within the target's body. This is an unblockable and undodgable attack that imposes a Sickness effect and is the only Obvious part of this spell. The player of a target with Exalted-level resilience is permitted a $(\text{Stamina} + \text{Resistance})$ roll at a difficulty of (Essence) . Failure and the curse lasts indefinitely.

Success reduces the duration of the spell from "indefinite" to "a year and a day." Every threshold success reduces the duration further, by one season per success. If five threshold successes are rolled, the spell fails to affect the target. The sorcerer immediately knows the the spell's duration.

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

This spell can provoke inconvenient reactions, from uncomprehending fear to immediate knowledge that *someone* doesn't want the victim to speak of *something*. To dismiss this spell, the sorcerer reaches into the victim's mouth and speaks the last word of the spell backward. The victim violently disgorges the spell, which manifests as a slimy, egg-like sac filled with tiny, squirming larvae.

Component: The sorcerer must be able to hold the vile green ball of energy; if he cannot, the spell cannot be cast. Furthermore, the sorcerer must be able to speak the words of the subject he wishes to deny the target from speaking about. If he cannot, the spell does not proceed. He has until the target leaves the spells range or the sorcerer removes he hands from the energy ball to speak the words, otherwise the spell ends without effect.

Curse of Slavish Humility

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Compulsion

Duration: One full day

Seen only by those who can perceive the immaterial, the sorcerer ties scintillating ruby tendrils knots of Essence as she exhorts a victim to worship one target, which may be anything—the caster herself, another being present or even an object. Both victim and the target of worship must be within (Essence x 5) yards and the sorcerer must be able to see them. With the final word, the spell's invisible cords creep forward and force the victim to his knees.

The sorcerer's player rolls (Manipulation + Occult), adding (Essence) automatic successes. If the result exceeds the victim's Dodge MDV, he is afflicted with an unnatural Compulsion effect to abase himself and worship the target designated by the sorcerer. It can be resisted for a single action by spending one point of Willpower. The Compulsion can be broken if the victim spends a total of (the sorcerer's Willpower) points of

Willpower; it otherwise fades after one full day has passed.

The spell does not prevent combat; the victim may still attack the target of his devotion, though he cringes and begs forgiveness for doing so. All such attacks, whether physical or social, suffer a $-(\text{Essence} + 2)$ internal penalty due to hesitation and remorse.

If this spell is cast with long ticks, the sorcerer may inflict her curse upon a social unit up to (Essence) Magnitude. As usual, the leader of the unit can only spend Loyalty to resist this spell's effect, instead of his own Willpower.

Component: The sorcerer must exhort the victim as she binds him with Essence. If she cannot, this spell cannot be cast.

Curtain of Quartz

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (5m), Obvious, War

Duration: Up to (Essence) scenes

The sorcerer's Essence coalesces into a huge, perfect crystal of quartz, floating in front of her. With a single touch, it chimes then shatters, forming a shimmering globe of quartz fragments $(\text{Essence} \times 20)$ yards around, centered on the sorcerer. She may direct the curtain as she wishes, moving it up to (Essence) yards per tick reflexively, up to a maximum distance of (Essence) miles from her current location (she cannot control the curtain once outside of that range, although it does stay in place). It cannot go further than (Essence) yards from a solid surface. The spell lasts up to (Essence) scenes. If the sorcerer drops the spell's commitment, the curtain lasts until the end of that scene.

The crystal fragments confound the senses: they capture light and refract in back in dazzling and distracting displays to confuse the eyes; they clink and chime in tinny melodies, distracting the ears; even the sense of touch is affected by deep bass harmonies—only the senses of smell and taste remain untouched. Therefore, all Perception or Awareness rolls that use sight, sound, or touch suffer a $-(\text{Essence} \div 2)$ external penalty to detect anything within the quartz curtain. Furthermore, the confounding nature of the curtain cause everyone within to suffer a -1 external penalty to all rolls and DVs, as an environmental effect. The curtain is also distracting enough to provide those within it sufficient cover to reestablish surprise. Finally, the area covered by this spell's effect is considered mystically obscured from scrying.

The sorcerer is immune to the penalties of her own spell automatically, and none within can use it to reestablish surprise against her. She can further choose up to (Willpower) other targets to also enjoy this benefit at the time of its casting. If she chooses to cast this spell in long-ticks, she may choose up to immunize up to (Essence) Magnitude units.

When this spell ends, the fragments of quartz drop to the ground, beautiful but lifeless, and too few to form any kind of environmental hazard. Gathered and sold in bulk as pretty decorations and trinkets, the fragments are worth Resources 1. If they are picked through to find the most precious shards, polished and cleaned, a character can potentially get Resources 2 from selling the leftover crystals.

Component: The sorcerer must be able to touch the quartz crystal that she forms. If she cannot, the Essence quickly destabilizes; the crystal grows cloudy, cracks, and falls apart into a pile of sand at her feet.

Dance of the Smoke Cobras

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Obvious

Duration: Instant (One scene or until dismissed)

The sorcerer chooses a target that he can see within (Essence x 30) yards. Dark, fiery Essence shatters the ground at the target's feet in a star pattern, forming deep cracks. Streams of thick, gray smoke, flecked with emerald green, rise from the points of the cracks and coalesce into five giant, blood-eyed cobras. Poison drips from the fangs to char and blacken the ground. They have the following traits:

Motivation: Bite the sorcerer's foe and those attacking me.

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

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

Abilities: Athletics 6, Awareness 6, Dodge 6, Martial Arts 6

Powers:

Blood-Red Vision—Automatically detect foe. If this contests with another effect, (the sorcerer's Essence + Willpower) is used in the roll-off.

Solid Smoke—Reflexively blockade movement in all directions at no DV penalty. 1wp extra to add (sorcerer's Willpower) dice to a single blockade movement roll.

Serpentine Movements—Reflexive (Step 6) 1wp to add (Dodge) to Dodge DV pool against one attack.

Cunning Fangs—Reflexive (Step 9) 1wp to make a Martial Arts counterattack with (the sorcerer's Essence) bonus dice against anyone attacking a the snake or attempting to break through the snake's blockade, from any direction.

Billow from the Depths—If the Incapacitated health box is filled with damage, it immediately disperses, dematerializing and healing all its damage. It materializes as its next action at for 1wp. It can be permanently destroyed by effects that can permanently destroy spirits.

Join Battle: 10 (all serpents use the same Join Battle roll)

Attacks:

Bite: Speed 5, Accuracy 12, Damage 5L*, Parry DV —, Rate 1, Tags N, R

*plus venom, see "Other Notes" below.

Soak: (2 + [sorcerer's Essence])L/(4 + [sorcerer's Essence x 2])B

Health Levels: -0x(Essence)/Incap

Dodge DV: 6 **Willpower:** 10 (all cobras share one pool of 10 Willpower points)

Essence: 1

Other Notes: The serpents cannot move, but can attack up to three yards away. The cobra's venom is Damage (sorcerer's Essence)L/action, Toxicity (sorcerer's Essence), Tolerance —/—, Penalty -(sorcerer's Essence x 2). Note that the serpent's blockade movement pool is 12 dice, and overlap their blockade with each other; three cobras need to be simultaneously dispersed to open enough area so to bypass the blockade without rolling. The snakes will use all their powers at every opportunity.

These serpentine automata of smoke, Essence and fire immediately roll to Join Battle; all use the same roll and always act on the same tick. Because of their placement around the target, these cobras are assumed to gain all the benefits described for multiple attackers who have closed around an opponent (see **Exalted**, p. 155). The serpents attack only the target chosen when the spell was cast. The sorcerer can also coordinate his snakes with a standard Coordinating Attacks miscellaneous action (see **Exalted**, p. 144).

When the spell ends, the cobras vanish into smoke and sucked down into the cracks with a wailing scream. The fissures close, leaving only a scar-like seam behind. All the snakes are banished as one target.

Disguise of the New Face

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Arcane Link, Component, Counter-Resist, Illusion

Duration: Until dismissed

This spell weaves an Illusion that makes the target look like anyone or the sorcerer desires via the occult knot-pattern of the Hidden Self. The process is a ten-minute dramatic shaping action in which the target must remain standing and immobile. Once the persona-tapestry is woven, it flares briefly with violet and black light before it fades into the target, completely disguising the target. The spell lasts until dismissed, which requires line of sight between the sorcerer and target and a reflexive action. The sorcerer can choose to leave a dangling fray in the Essence knot-pattern which allows the target, with the expenditure of one Willpower or one mote, to dismiss the spell herself.

The disguise must follow the same basic body plan of the target, though clothes may be included or changed as part of the Illusion. Gender does not matter. Not only is appearance changed, but voice, mannerisms, and even anima displays. The Illusion does not, however, disguise magical traits; Essence perception, like All-Encompassing Sorcerer's Sight, will still detect an Essence 4+ Exalt as a supernatural being, and Measure the Wind will still detect him as an Exalt even if disguised as a mortal. Similarly, an Exalt will still flare his anima banner if he spends enough motes. If the disguise hasn't altered the appearance of his anima, it will look as it normally does, even if disguised as a mortal. If he does disguise his anima, only its appearance changes; a Dragon-Blooded will still damage his surrounding with his anima flux, for example.

The disguise is perfectly immune to mundane scrutiny and may not be resisted with Willpower expenditure. Appropriate non-Excellency Charms may pierce the ruse using standard roll-off rules, the sorcerer rolling (Essence + Willpower).

Component: If the sorcerer wishes to impersonate a specific person with this spell, she requires an arcane link of that person. Otherwise, the spell creates a fictitious individual that matches the sorcerer's imagination.

Dragon of Smoke and Flame

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Limited, Obvious, Scrying

Duration: Until dismissed

The sorcerer expels a flying, serpentine guide from the center of her chest. It leads her on while she moves, and loops and whorls around her when she's still, always moving at the sorcerer's same speed, no matter how fast that may be. By day or in light, the guide is formed of inky black smoke. By night or in darkness, the smoke transforms into heatless white flame, which produces light like daylight at which (Essence x 5) yards clear vision ends and at which (Essence x 10) yards murky vision ends (see Vision in **Exalted**, p. 135).

This sorcerous construct can infallibly guide the sorcerer to any specific location that she has been at or seen (either by her own eyes or by magic) before; it automatically succeeds all navigation rolls to find this locale. This even works in dangerously variable environments, such as the mutable Wyld or the twisting Labyrinth of the Underworld. It cannot, however, find locations mystically obscured from scrying. If an effect opposes this one, roll (Essence + Willpower) in the roll-off. Changing the location the to which the serpent guides requires a the sorcerer take a miscellaneous action to speak the new destination to the dragon.

Alternatively, the sorcerer can bid her guide to seek a destination with specific desired properties (as complex and subtle as the sorcerer wishes), such as the nearest source of water. In this case, the sorcerer's player rolls (Intelligence + Occult) as a miscellaneous action to give her command to the serpent of fire and ash, with a difficulty set by the property's rarity:

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

The guide will continue to seek out the desired property until the sorcerer changes what her dragon seeks. The spell cannot locate places with unique or even exceedingly rare properties such as deposits of most Magical Materials (jade being the exception) or most artifacts. Demesnes usually have a difficulty of their dot rating. What counts as common or uncommon may vary by Storyteller discretion based on the region where the sorcerer casts the spell. Should the (Intelligence + Occult) roll fail, the serpent of soot and light merely loops around the caster until she gives it another command. Telling the dragon to locate a destination with the same desired property of a previous failed attempt imposes the standard external penalty of -1 per failed attempt (see **Exalted**, p. 121) on the roll. Recasting the spell resets the penalties.

Droning Suggestion

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple (one action, Speed 3 in long ticks)

Keywords: Component, Illusion, Limited, Social

Duration: One scene

At the moment this spell is cast, the sorcerer murmurs a word which sounds like a thousand voices whispering in an unknown tongue. Thereafter, the sound persists as a low droning buzz faintly audible to all within (Essence x 10) yards of the sorcerer. Actually noticing the buzz in otherwise complete silence requires a successful (Perception + Awareness) roll at difficulty of (Essence). External penalties apply if there are other sounds, such as a -2 for a single speaking voice of normal volume or a -10 for a crowded party. As long as the sound of the quiet hum is heard (whether they notice it or not), everyone within range of it becomes susceptible to the sorcerer's suggestions. The deaf (whether naturally or because their ears are stoppered with max or mud), therefore, are immune.

Droning Suggestion turns the sorcerer's social attacks into unnatural mental influences, though they cost only one point of Willpower to resist (the type of which depends on the nature of the social attack—usually a Compulsion for coercions to act, an Illusion for building or eroding of Intimacies or otherwise changing of beliefs, or an Emotion for inciting emotions). An unnatural Illusion effect keeps targets of these enhanced social attacks unaware of the unnatural mental influences caused by this spell (including the Illusion itself), which endures until resisted. If a target wishes to recognize it or remember it later, this unnatural mental influence requires that (Essence) Willpower be spent. If this spell causes some effect that natural mental influence could not, such as forcing someone to spend more than two Willpower resisting social attacks of the same approach, reduce the Willpower required to resist the Illusion by two. Mortals cannot spend Willpower to resist this Illusion while this spell is active.

Component: The sorcerer must softly say the single required word to cast the spell. If he cannot, the spell fails to function.

Emerald Circle Banishment

Cost: 10+m, 1wp; **Circle:** Emerald; **Type:** Reflexive

Keywords: Component, Counter-No, Obvious, War

Duration: Instant

The sorcerer directs a gesture of removal at a target up to (Essence x 15) yards away. The target can be any Emerald Circle spell effect that carries the Banish keyword, such as First Circle demons or many sorcerous automata. The character can pay extra motes in sets of five when this spell is cast to ensure successful banishment. The sorcerer may also pay extra motes to choose multiple targets, five motes per extra target past the first.

The sorcerer brings a clash of wills with each target. If the target is a sorcerous automata, creation, or conjuration, the opposition rolls (the opposing sorcerer's Essence + Willpower) and the cumulative difficulty is (the opposing sorcerer's Essence) successes, instead of just three. If the subject is independent, such as a demon or elemental, they use their own (Essence + Willpower) pool for the resisted rolls and the cumulative difficulty is their own (Essence). The roll interval is one action. All targets are at a -1 internal penalty for each additional five motes the sorcerer spent. Unlike a standard clash of wills, the rolls to resist are miscellaneous Speed 3, DV -1 actions, which may be flurried (and must be flurried if the sorcerer is attempting to banish multiple targets) but only used once per flurry. Multiple action penalties do apply to the clash of wills rolls if the sorcerer or target want to flurry this action.

If the sorcerer wins, the opposing spell's creation, conjuration, or summon is reverted back to its original state. Demonic forms shatter and return to Malfeas, automata and creations crumble into their base elements, or conjurations implode in a puff of Essence. Spells may specify what happens when their effects are banished.

If the target wins, it remains unchanged. Demons remain in creation, automata keep operating, and conjurations and creations continue to exist.

This spell can be used to affect units of valid targets no greater than (Essence) Magnitude in size. Magnitude bonuses and penalties to attack apply equally to the clash of wills rolls. Targeting units in mass combat is equivalent to targeting single targets.

Component: If the sorcerer does not make gesture of removal, he suffers a -3 internal penalty to all rolls in the clash of wills.

Empathic Wind

Cost: 5m, 1wp; **Circle:** Emerald; **Type:** Simple (one action)

Keywords: Charm-OK, Emotion, Scrying

Duration: Until the character sleeps

When the sorcerer casts this spell, she forms a net of Essence within her senses and her mind. For the next hour, all sensory information senses and emotions are recorded by this mesh. Before the spell ends, the sorcerer may reflexively spend a single mote to impose any amount of recorded sensory information or emotions caught in this web of Essence (which can include up to one social attack) on a passing gust of wind, to deliver those impressions to another. The sent recordings do not need to be continuous and the sorcerer can opt out of sending any particular sense or emotions. Any number of messages can be sent before the spell ends. If multiple empathic messages are sent to the same target in short order, the gusts of wind wait in turn, swirling near-imperceptibly around his head, only affecting the target once the last message is finished.

The recipient of the wind can be anywhere to which a wind could travel. The sorcerer need not know the exact location of the target, but must know her approximate location, even if it's someplace the sorcerer has never been, such as "the bedroom of Gem's Tyrant." If the intended recipient is within (Willpower x 10) miles of that location and is not in an airtight room or mystically protected against scrying, the impressions reach him. The sorcerously-charged breeze travels very quickly (for a wind), at 200 miles per hour. As it is only a small gust; the wind only whips hair, ruffles clothes, and sends papers flying. It can be detected like any other wind, and is only out of the ordinary to those with Essence perception like All-Encompassing Sorcerer's Sight.

The target fully experiences what the sorcerer sends, in real time, as if he were the sorcerer himself. He must rely on the sorcerer's Perception trait but may make use of his own skills in Awareness, rolling the combined pool to interpret the sent sensory information. Having two sets of incoming sensory and emotional data can be very confusing: the target's player rolls (Wits + Awareness) to sort through the incoming information. If successful, the target can focus well enough that if he concentrates on one set of sensory data, he suffers no penalties to rolls with regard to that

set and a only a -3 internal penalty when dealing with the other set (and can switch focus once per tick). If the sorcerer suffers wound penalties, the target only does too if he is focusing on those senses. If he fails the roll, he suffers the same penalties with an additional -2 internal penalty to both. He suffers the sorcerer's wound penalties in full if he focuses on her senses or diminished by one when focusing on his own senses.

Reading text that the sorcerer is also reading is not difficult. Reading significant amounts of text (more than a few words) within the sorcerer's field of vision on which she is not focusing is much more difficult, requiring a successful (Wits + Linguistics) roll from the target's player.

If the sorcerer sends her emotions, they are considered an unnatural Emotion effect (see Feeling the Love in **The Manual of Exalted Power: Achemicals**, p. 147, on Emotion effects). If the target spends one Willpower, he may resist any emotions sent by the sorcerer from that casting the Empathic Wind.

The Eye and Mouth

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Limited, Obvious, Scrying

Duration: Until the sorcerer sleeps

The sorcerer draws forth the concepts of Perception and Communication from the fundamental Essence of the world and gives these abstracts temporary form. They manifest as a disembodied mouth and eye, both glowing with golden light (as bright as a 8-10 mote anima banner). The eye hovers six feet off the ground, the mouth below it at three feet. They can move slowly, at one yard per tick, and never separate. They will attempt to stay within ten yards of the sorcerer at all times, and cannot be commanded to do otherwise.

The function of this spell is simple: What the eye sees, the mouth communicates. Both are excellent at their intended purpose. The eye and mouth will only take commands from the sorcerer, and they are intelligent enough to understand and carry out commands such as "translate this document into High Realm, giving me enough time to finish writing each sentence before you continue to the next," "announce the presence of any person that comes within twenty yards," or "if you see a key in this room, tell me and describe exactly where it is." Their mind is simple mind is very literal, however, and it will never make assumptions or analyze its observations beyond what it is asked. The eye and mouth have perfect eidetic memory, able to recall anything it has seen while it has existed, and will describe their previous sightings as if just seen.

The golden eye has incredible sight, having an effective dice pool of (the sorcerer's Willpower x 2) for any vision-based roll (but has no supernatural sensing capabilities). It also processes and comprehends visual information (Essence x 5) times faster; the eye can read a page worth of text in seconds and can search its surroundings in a minute or less. It can understand all visual communication such as gestures,

sign language, facial expressions, or text. The eye understands all languages, living or dead, but cannot decrypt any codes. The only way to communicate with the eye is through visual communique; most sorcerers use notes. The only things the eye cannot perceive are those things mystically obscured from scrying.

The golden mouth speaks in a clear, crisp, androgynous voice that reminds those who hear it of ringing bells. Its communication is clear, direct and empirical, solely describing what the eye sees. In fact, the mouth cannot miscommunicate; the only way the mouth can be misunderstood is from a listener's imperfect understanding of the language used. The mouth defaults to speaking in Old Realm, but can speak in any language with any accent. It speaks at conversational sound levels by default, but can be commanded to speak at any loudness from a whisper only heard if ones breath is held to a booming voice loud enough to cut through a storm or be heard a thousand yards away.

Eye of Alliance

Cost: 3m per participant, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish, Commitment (see text), Component, Scrying

Duration: Instant (a year and a day or until dismissed)

This spell requires a 30 minute dramatic shaping action to cast. The participants link hands around the sorcerer; if the sorcerer wishes to be included, he joins hands with the rest. A brilliant white glow flows from each participant to the center of the circle and then back again, coalescing before each participant as a crystal to pluck from the air. These crystals have one facet per participant. One mote must be committed to each crystal, either by the sorcerer or by the participant, at the sorcerer's choice. The crystals can be set into jewelry (they fit into hearthstone sockets) or carried in a pocket, and last for a year and a day. At any time until then, any sorcerer can recast this spell on any number of gems at once if he is Touching them, resetting their duration. If the sorcerer dismisses the spell, all crystals so dissolve.

The crystals serve as arcane links to every participant. If used when scrying or otherwise to magically gain information about a participant whose crystal a character possesses, the scryer gains (the sorcerer's Essence) automatic successes on the roll to do so.

The real purpose of this spell is to aid in communication. By touching or holding the gem—or setting it in a hearthstone socket—any participant may link to and communicate vocally with any or all other participants. The recipient's gem vibrates or hums slightly (as decided by the recipient) and the facet relating to the sender brightens. (Some say that the vibrations or hums and the color of the designated crystal facet are unique to each participant.) With a touch, the participant can choose to either receive the link or dismiss it, ending the vibration or hum (which otherwise ends after one minute). Those sending the link know when their call is dismissed. By holding the jewel up to one's eye, a participant can see through the crystal of another participant doing the same. These forms of communication can be done between participants up to (Essence x

10) miles away without cost. By charging the crystal with five motes of Essence, one message no longer than a minute in length can be sent at any distance, as long as the receiver is still on the same plane of existence. Messages are received nearly instantly, but the quality of the connection degrades with great distance; the message's sounds are overlaid with strange harmonics and crackling, thunder-like distortions; or visuals are obscured by swirling, snow-like displays. All vocal communiques can carry social attacks, but none can be enhanced further than just Excellencies.

The gems also form a subtle emotional link between the participants. Any participant can tap into another's crystal and attempt to read their motivation (see **Exalted**, p. 131) from afar, at any distance. If they are in circumstances in which reading motivation would normally be possible, the crystal aids in the attempt, adding (the sorcerer's Essence) bonus dice to the roll. This method is often used by sorcerers during tense negotiations to keep the participants honest. A participant can also open themselves up, sending such information to another participant reflexively and without a roll; this is just a relay of information and not an Emotion effect.

No communication, sent or received, can occur if the participant is in a location obscured from scrying. If a participant in the spell dies, her crystal dissolves, and one facet of each remaining crystal cracks and turns black. All bearers immediately know who died, though they might not know the circumstances of her death. If a participant stops committing the mote he has for the crystal, it grows cloudy, unable to function anymore. It still will serve as an arcane link back to him, however.

Component: To cast this spell, the participants must link hands in a circle. If they do not, the spell cannot be cast. If the sorcerer is not participating, he must be within 10 yards of all participants.

Flight of Separation

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Reflexive (Step 9)

Keywords: Component, Counterattack, Counter-Resist, Sustain

Duration: Until no longer Sustained

The sorcerer speaks the Word of Ten Thousand Birds, part of the song that all the birds of Creation sing when they gather in one place. Because humans cannot speak this word, she is suddenly transformed into a flock of birds in a burst of Essence (the only Obvious part of this spell). This metamorphosis happens reflexively in Step 9 as a counterattack, and can break flurries. The birds fly together at a Move speed of (Essence x 5) yards per tick—or (Essence x 10) miles per hour—and can travel any distance, although long-distance travel requires checking for strenuous activity (see **Exalted**, p. 130) as the sorcerer is required to Sustain the spell. Once the birds complete their journey, they finish the Word of Ten Thousand Birds and coalesce to become the sorcerer once more.

While transformed into a flock of birds, the sorcerer keeps all of her normal traits and equipment, but just like Lunar shapeshifting, all her inventory goes Elsewhere. The sorcerer still has one mind, and the magic of the spell allows her to control her multiple bird bodies with ease, including using and processing all the birds' senses. Due to her small and fluttering size, the sorcerer's Dodge DV gains a bonus of (Essence). She can only take the miscellaneous action to Sustain the spell and reflexive non-attack actions, however, such as Move actions. She may use any Charms or other effects that do not conflict with this restriction—most likely reflexive Charms.

The size of the sorcerer's flock is equal to ([the number of health levels she possess] x Essence). Every (Essence) birds is considered a single target. Therefore, attacks against the sorcerer that cannot strike multiple targets at once only can hit one set of birds at a time, and do at most one health level of damage. Damage is otherwise tracked normally. When a set of (Essence) birds are slain, they dissolve into a pool of the caster's blood, often while it is plummeting through the air. No bird can be further than one yard from another.

Each sorcerer always becomes a particular species of bird. Abyssal sorcerers invariably become carrion-eating birds such as rations.

Component: The sorcerer must begin to speak the Word of Ten Thousand Birds to cast this spell. If she cannot, this spell cannot be cast. She, in her flock-form, must also be able to speak or else she will not be able to end the spell.

Flight of the Brilliant Raptor

Cost: 14m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Area Effect, Crippling, Obvious, War

Duration: Instant

The sorcerer's Essence coalesces into an eagle-sized bird of prey made of diamond and ruby flame. The bird then streaks with unearthly speed toward the sorcerer's designated foe. Right before it slams into the target, it gives the shrill victory cry of a garda bird. No matter if the brilliant raptor succeed in its attack or not, this briefly lived construct explodes, consuming the area around the target in a holocaust.

The sorcerer's player rolls an attack of (Perception + Occult), with an Accuracy of (Essence). The attack has a Range of (Essence x 200) yards (this a maximum attack distance of three times that). The attack is unblockable without a stunt or appropriate magic. If successfully blocked, it still hits with 0 attack successes and half the base damage. The attack may be dodged normally, but it is fairly difficult to do so; an external penalty of (the sorcerer's Essence) is applied to the target's Dodge DV. The attack has a base damage of (Willpower + Essence)L/3, Overwhelming. The bird's fiery Essence causes tremendous pain on hit, inflicting (1 + [health levels of damage dealt ÷ 2]) additional wound penalties as a Crippling

effect. These wound penalties last the rest of the scene. Further, the sheer momentum of the great raptor causes automatic knockdown.

Finally, the brilliant raptor explodes at the end of the tick at which it attacked, burning the target and everything else within (Essence x 10) yards of the target. This supernatural firestorm is an environmental hazard with Damage (Willpower)L/action, Trauma (Essence). Everything in the explosion area catches fire, even if not normally flammable—hair, skin, objects and even the ground. These flames burn, inextinguishable, for the rest of the scene. They can spread fire outside the area of effect, but these new flames will just be a normal bonfire with Damage 4L/action, Trauma 3. The magical flames also become a normal bonfire after the scene ends (normally non-flammable materials stop burning). Removing someone or something from the the flames, while they are supernatural or not, leaves them on fire—an environmental hazard with Damage 2L/action, Trauma 3—which may be extinguished with a miscellaneous action.

Note this spell carries the Area Effect keyword and has special rules when used in mass combat. This spell always initiates a route check and is considered a ranged attack by flame weapons and Essence weapons as well as a spell.

Floral Ferry

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Counter-Resist, Limited (Willpower), Touch

Duration: Until the next full moon (indefinite or until midnight)

The sorcerer forms a complex matrix of Essence around a piece of plant matter he holds in his hand—a flower, a curling leaf, a bud, a seed pod, a thorn, even a piece of fruit—wrapping it in the potential for form and structure. The sorcerer, at this point, can choose any mundane vehicle: land or water or ice or air, from a hand cart to a chariot to a galleon. The matrix of Essence holds together until the next full moon, at which point it degrades away. During this time the spell is held in potentia, ready to activate. The sorcerer can have, as given by the Limited keyword, only (Willpower) pieces of plant matter charged with such sorcerous Essence at a time.

At any point in time until then, the sorcerer can spend a single mote of Essence as a flurriable miscellaneous action and throw the plant onto land or into water (depending on the vehicle chosen). During that action, the bit of plant matter grows and changes at incredible speeds, becoming the desired vehicle. The vehicle is made of sturdy plant matter and will have characteristics of the plant chosen. If the vehicle needs work animals or crew, the spell will either grow them from the piece of plant along with the vehicle, or call a few nearby creatures like rats or small birds and transform them into required forms (these creatures are imbued with only enough intelligence and skill to crew the vehicle). They will flawlessly obey only the sorcerer and understand only him or any to whom he gives authority explicitly. They will not perform any action except work the vehicle, which they can do constantly and tirelessly.

The vehicle has the base statistics of the mundane vehicle chosen (see the **Scroll of Kings**, p. 142-53, for examples). As a magical thing, however, damage is rolled against it instead of being automatic levels. The vehicle also protects the passengers, crew, and cargo extremely well, allowing them to ignore all the effects of all severe mundane weather while on board. The vehicle (and crew and work animals, if any) transform back into their original forms at the stroke of midnight if the sorcerer has not been on board the vehicle since the previous day's midnight hour. This ends the spell.

Component: The sorcerer requires a piece of plant matter to cast this spell. Also, when he is transforming it into his chosen vehicle, he needs to be able to drop his plant piece upon the ground or water.

Flying Guillotine

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Extra Action

Keywords: Component, Crippling, Obvious, War

Duration: Instant

The sorcerer makes the Sign of the Hooded Headsman. His Essence congeals into a barbed chain a yard long that spins as it arcs toward the target. The sorcerer's player rolls (Perception + Occult) as an attack, with (Essence) Accuracy. The attack has a Range of (Essence x 200) yards, which is the maximum distance it can reach. The guillotine seeks out its target as it twists through the air, making up to (Essence) attacks after the first on its own — each with Speed 6 for determining the ticks upon which subsequent attacks occur — making one attack per action until it successfully strikes its target. It uses the sorcerer's (Perception + Occult) pool to attack, with the same Accuracy as given above. The sorcerer may use his own Excellencies to empower the guillotine further, while it spins and arcs at its target, but that is the only valid Charm. The blade cannot change targets mid-flight. The Flying Guillotine also can avoid obstacles, negating cover less than 100%.

The silver weapon wraps about whatever body part it successfully strikes and secures itself into a loop of chain with barbs along the inside (if the attack is blocked, it still hits with zero extra successes and half base damage). The chain spins with great speed as it tightens, inflicting horrific damage. The spell's base damage is (Willpower + Essence)L/(Essence), Overwhelming. The chain always aims for the neck of the target. If the Flying Guillotine reduces the victim to Incapacitated or below, it decapitates the target as a Crippling effect. Most creatures find this instantly fatal. The chain itself seals shut the severed neck on the head, making it not so messy a trophy. If the attack misses, the chain flies its maximum distance until it flops upon the ground, twisting and twitching.

If the damage does not kill the target, the chain has wraps around a shoulder, chest or limb thrown up as part of the defense and cuts deeply, imposing a mobility penalty of -2 (which stacks with other mobility penalties). The chain can be removed with a miscellaneous action that deals one unsoakable lethal level of damage from the wicked barbs. The mystical chain remains after the spell ends, although it tarnishes quickly. If sold, it is worth Resources 2.

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

Component: The sorcerer is required to perform the Sign of the Hooded Headsman, and cannot cast this spell otherwise.

Food from the Aerial Table

Cost: 10+m, 1wp; **Circle:** Emerald; **Type:** Simple (2+ actions)

Keywords: Obvious

Duration: Instant

The Essence around the sorcerer condenses into a cascade of food that is edible without any preparation. The way the food manifests is dependant entirely on the nature of the caster: A Wood Aspect Terrestrial may produce soft pink flower petals, while a a Zenith Caste Solar might form bright golden discs. A Chosen of Serenity could manifest beautiful blue crystalline candied stars, while A No Moon Lunar might produce brittle black acorns. The viands may taste like anything too, from sweet to rich to pleasantly bitter, but is always tasty and edible. The sorcerer manifests enough food to feed (Essence) Magnitude individuals. For every additional five motes spent and extra shaping action taken, the Magnitude of people this spell can feed increases by one. The food manifests in an area (Essence x [5 per Magnitude fed]) yards radius, centered on the sorcerer. In the first shaping action, the first (Essence) Magnitude worth of food forms. Every shaping action thereafter forms the next Magnitude worth of food. Depending on the caster, the food might rain out of the sky, pop out of the ground like mushrooms, form like dew upon a leaf, or any other overt manifestation. If the sorcerer desires, she can cast this spell in long ticks to cause the viands to form only within her hands, slowly over the minutes, instead of forming in an area around her.

A single meal of the magical food provides complete and balanced nourishment for a full day, including water. The mystical food even strengthens those who consume it: a meal eaten with significant amounts of the Food from the Aerial Table grants a +(Essence) dice bonus to Survival rolls to withstand harsh condition as well as to any rolls to resist Poison and Sickness effects for a full day; multiple meals do not grant cumulative bonuses. It also increases consumers' healing rates by a factor of (the sorcerer's Essence).

The food keeps for (Willpower) days before dissolving into ash, although mundane preservation methods can extend that time four-fold and simple thaumaturgical procedures can make it last indefinitely. The food does not rot, nor can it be poisoned or carry any disease, but it ashes if it is mixed into other foods or cooked in any way. The sorcerous viands do not, however, sustain mortal life as fully as real food: Every (Willpower x 4) days with no other food, the amount of mystical provisions required to keep fed cumulatively increases by 100%. After consuming a day's worth of real food, the amount required to sustain oneself resets to normal values.

Fugue of Truth

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Counter-Resist, Commitment (4m)

Duration: Until the character sleeps or until dismissed

The sorcerer casts this spell after meditating without disturbance (nothing that could apply an external penalty) as a one hour dramatic shaping action, attuning himself to the primal truths that flow with Essence. This trance-like state grants (Essence) bonus successes on all rolls and static values (such as MDVs) to perceive what is truly there. This includes noticing hallucinations as such and resisting them as needed; seeing through disguises; reading motivations and detecting lies; noticing or finding consciously hidden people and things; and more. This bonus also applies to MDVs when resisting deceptive social attacks and all Illusion and Compulsion effects that attempt to force the sorcerer to deny reality in some way.

While in fugue, all unnatural mental influence and astrological curses or blessings (on himself or others) are treated as Obvious to his senses. This spell also grants limited Essence perception. It acts like All-Encompassing Sorcerer's Sight except it works across all senses, not just sight. The sorcerer can reflexively spend three motes to use it for an instant, enough to make a single Perception or Awareness roll, or a roll to analyze what he senses.

The trance does distract the sorcerer from all besides the truth, however, imposing a -2 internal penalty to all non-reflexive actions that are not granted bonus successes by this spell (nor any rolls from the Essence perception).

The Horse that Travels Earth and Water

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Limited

Duration: Instant (a year and a day or until dismissed)

As the sorcerer makes the Sign of the Horseman, mighty winds converge on his location, forming a great elemental stallion automaton, tossing and stamping, eager to be ridden. The stallion is even intelligent enough to travel without the sorcerer directing it — he can even sleep or be otherwise inactive while the horse runs, with no change of falling off just from being inactive.

When this spell is cast, the sorcerer chooses an element to incorporate into his steed, which gives it related powers and colorings to match. The steeds are obviously not mundane horses, more akin to elementals than animals. The steed has the following traits:

Motivation: To obey the sorcerer and carry the sorcerer with swiftness and grace.

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

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

Abilities: Athletics 4, Awareness 3, Dodge 5 (While moving +3), Integrity 2, Investigation 2, Martial Arts 3, Presence 2 (Intimidation +3), Resistance 4, Survival 4, War 2

Powers:

Wind's Grace—Reflexive (Step 1) 1wp to add (sorcerer's Willpower) dice to an Athletics roll or value.

Dance of the Breeze—Reflexive (Step 6) 1wp to add (Dodge) to Dodge DV pool.

Speeding Zephyr—Reflexive 1wp to multiply Move and Dash speeds by (the sorcerer's Essence) until DV refreshes or double Move and Dash speeds by for the scene. These multipliers do not stack.

Racing Rejuvenation—While taking constant and continuous Move or Dash actions to run, the horse may heal one level of bashing or lethal damage per DV refresh..

Elemental Steed's Benediction—Gain specific elemental-based capabilities depending on the sorcerer's desires, and grant the sorcerer similar benefits; see below for details.

Join Battle: 5

Attacks:

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

Kick: Speed 5, Accuracy 8, Damage 8L, Parry DV 4, Rate 2

Soak: 13L/16B (Elemental hide 10L/10B, Hardness 8L/8B)

Health Levels: -0x10/-1x5/-2x5/-4/Incapacitated

Dodge DV: 7 **Willpower:** 10

Essence: 1

Other Notes: The horse is tireless and inexhaustible; it is never required to check for strenuous activity and never suffers fatigue from any source. Its Move speed is 12 yards per tick and its Dash speed is 24 yards per tick, and can travel upon water as if it were land. Its "horseback, tireless" long-distance travel speed is 50 miles per hour; water is considered open terrain when calm, difficult terrain when choppy, and extreme terrain

when white-capping or worse. The steed has an effective Strength of 12 for the purposes of calculating jumping distances. Its feats of strength pool is 10, allowing it to carry or pull 1,200 pounds (and without encumbrance or difficulty). The stallion has space upon its back for the sorcerer, one passenger, and saddle bags. It understands all language and only obeys the sorcerer. It has a Control Rating of 0 for the sorcerer, or 10 for anyone else.

The sorcerer's choice of element grants the following benefits through the horse's Elemental Steed's Benediction power:

- *Air*: The horse and riders are not damaged, penalized, or otherwise discomforted by cold temperatures. The steed also does not suffer penalties to movement from snow or ice nor is it required to make Athletics rolls for unstable footing from snow or ice.
- *Earth*: The sorcerous steed shares its inexhaustible endurance with its riders—they need no sleep nor are required to make rolls for strenuous activity (see **Exalted**, p. 130) while riding upon the horse (such things return to how they normally would be after dismounting). Furthermore, the stallion's long-distance travel speed increases by (Essence x 10) miles per hour while riding upon constructed roads.
- *Fire*: The horse and its riders are not damaged, penalized, or otherwise discomforted by heat or hot weather—they require no extra water and hot temperatures do not increase the time interval for making fatigue checks while wearing heavy armor. The steed also does not suffer penalties to movement from sand nor is it require to make Athletics rolls for unstable footing from sand.
- *Water*: The horse gains the capability to swim underwater as quickly as it can walk or run, and its riders can breathe water without problems. Anything worn or carried by the horse or riders treats the water as air for the purposes of determining any damage done to it; paper will not get soggy and ink will not run, for example.
- *Wood*: The stallion does not take penalties to movement and is not required to make Athletics rolls for unstable footing from plants or plant-based hazards. The horse and its riders gain immunity to natural poisons, and both also gain (Essence) bonus successes on navigation rolls.

If dismissed, the sorcerous stallion dashes off, quickly dispersing into a wind that seems to last the rest of the day in that area before fading.

Component: The sorcerer must make the Sign of the Horseman to cast this spell, else it will fail. He also needs access to the air of the sky, thus this spell cannot be cast underwater and in similar environments without extraordinary circumstances.

Hound of the Five Winds

Cost: 17m, 1wp; **Circle**: Emerald; **Type**: Simple

Keywords: Arcane Link, Banish, Component

Duration: Instant (eight hours)

The sorcerer hurls his Essence into the air and makes the Gesture of the Huntsman. Winds from the five elemental poles swirl together and form a massive, horse-sized wolfhound. This magical automaton is an incredible tracker, but can also serve the sorcerer as a bodyguard, warrior or even a riding beast. It has the following traits:

Motivation: To serve the sorcerer.

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

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

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

Join Battle: 6

Powers:

Superlative Tracker—If the hound helps the sorcerer track a target, it provides a third roll and grants (the sorcerer's Essence) bonus dice to the tracking roll. Note that the dog very well may have a greater speed than the target, which grants additional successes.

Mystic Bloodhound—If the dog has touched and smelled an arcane link of the target's, it is guaranteed at least (the target's successes) successes on the opposed tracking roll (see **Exalted**, p. 140), after taking all penalties into account. If another effect contests this one, it forces a roll-off, gaining (the sorcerer's Essence) bonus dice on the opposed roll. If the hound is helping the sorcerer track, the sorcerer gains the same effect for his own rolls. The target must be within (Essence x 30 miles) for this power to function.

Master's Ward—Reflexive 1wp (Step 2) to add (the sorcerer's Essence) to its Dodge DV pool for the rest of the action when using a Defend Other action to ward the sorcerer.

Ferocious Beast—Reflexive 1wp (Step 1) to add (the sorcerer's Willpower) to its raw damage for one attack. In mass combat, this makes the dog so ferocious that it automatically causes a route check at a difficulty of (the sorcerer's Essence + 1), no matter if the attack succeeds or not.

Attacks:

Bite: Speed 4, Accuracy 11, Damage 7L, Parry DV —, Rate 1, N

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

Health Levels: -0x2/-1x4/-2x4/-4/Incapacitated

Dodge DV: 5 **Willpower:** 10

Essence: 1

Other Notes: The hound of the five winds has a Move speed of 8, Dash speed of 16, and has an effective Strength 7 for the purposes of calculating jumping distances. If ridden, it has a Control Rating of 1 (or 5 if someone other than the sorcerer). The hound cannot be healed by any means, and does not heal naturally. If it is killed, it explodes in a violent eruption of wind that inflicts a one-time environmental effect of Damage (sorcerer's Willpower)B, Trauma (sorcerer's Essence), within a radius of (Essence x 2) yards.

Component: If the sorcerer does not make the Gesture of the Huntsman, the spell cannot be cast.

Impervious Sphere of Water

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Commitment (0m or 6m), Obvious, Sustain

Duration: Until no longer Sustained

The sorcerer's anima flashes blue and green as it transforms the air in up to an (Essence)-yard radius around her heart into a globe of fresh, magically breathable water; the sorcerer chooses the radius of the effect. She can move this sphere (Essence) yards per tick reflexively, its center up to a maximum distance of (Essence) miles from her heart. In fact, neither the sorcerer nor the sphere of water can break that limit; if she attempts to move faster than she can move her sphere, her heart is tugged back, slowing her down; if the sphere is trapped at that distance, the sorcerer cannot move farther away. The sphere must also remain at least tangent to a solid surface. When the sorcerer moves the sphere, it travels through space and around objects as if it were normal water, seeping through porous surfaces with ease.

While the sorcerous water is as breathable as clean, fresh air, it is still water, and actions are limited as normal (see **Exalted** p. 155). Its surface functions as an object with a soak and Hardness of $(\text{Willpower} \times 3)L/(\text{Willpower} \times 3)B$ and $(\text{Willpower} \times 5)$ Damaged/ $(\text{Willpower} \times 10)$ Destroyed health levels. (See **Exalted** p. 153 for rules on attacking inanimate targets.) As a magical thing, damaged is rolled against it. The surface acts as such a barrier in both directions as far as physical attacks are concerned, providing 100% hard cover. The sorcerer and anyone within the sphere when it is created can move into an out of the sphere without issue, whereas those without the sphere cannot penetrate its surface without destroying it. The sorcerer may choose up to (Willpower) targets that are not allowed to move freely through the barrier and are trapped within the sphere. This entrapment is considered an unblockable and undodgable attack (thus appropriate defensive capabilities like Seven Shadow Evasion will let the target escape). It can be avoided, however, if a target has a reflexive movement speed high enough to move beyond the edge of the sphere and succeeds at a (Wits + Dodge) roll at a difficulty of (the sorcerer's Essence).

This spell lasts as long as the sorcerer Sustains it, unless she would rather commit six motes of Essence. When its Damaged health levels are filled, its it starts leaking like a cracked dam, spitting and streaming its clear water from unseen cracks (its radius drops by one yard per hour until it is fully drained and the spell ends). It still cannot be physically breached by anything human-sized, but physical attacks may pass through, treating the broken sphere as 90% hard cover. When all its health levels are filled, the sphere crumbles, gushing rivulets of mundane water in all directions for the next minute, ending the spell. As such, this spell sees another use during long journeys through deserts or other areas where water is scarce. (Note that a three-yard radius sphere is approximately 23,000 gallons. To compare, 6,500 gallons is required to fill a small private swimming pool, 100,000 gallons for a fairly standard pool.)

This spell can also be cast underwater, in which case the water around the sorcerer becomes an impervious sphere of fresh, clean air. When a casting of Impervious Sphere of Water overlaps with an existing sphere of water, they cancel each other out, becoming air; each sphere takes damage appropriate with the amount of overlap.

Incantation of Effective Restoration

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Touch, Obvious

Duration: Varies

Imprinted upon the Essence of all things is the memory of its flawless form, as long as the majority of it is still intact (that is, greater than fifty percent). Otherwise, the object's Essence only retains the memory of being a piece of something greater. This spell taps into these memories to restore a single object back to its pristine shape. This spell can affect any object that is not part of a structure and cannot repair structures themselves. The sorcerer must Touch the object to begin the spell.

When the spell is cast, the object rises up a yard into the air and begins to slowly turn. As its Essence is awakened and empowered, it calls out to missing pieces to return. If its broken pieces are within a thousand miles and have a direct flight path to its majority piece, they also rise into the air and — after a moment slowly rotating to find their bearings for six ticks — hurl themselves toward the epicenter of the spell, eager to rejoin and become whole again. At such speeds they shred the air, screaming like eldritch thunder and causing great winds. If the pieces cannot do this, they instantly teleport to a place in a loud sorcerous crack and bright flash of light with those qualifications. Both effects are Obvious. The pieces travel at (the sorcerer's Willpower x 100) miles per hour. When they reach the majority piece, they click into place and their Essence rejoices as it becomes one once more. If a broken piece no longer exist in any way, such as if it were destroyed by Total Annihilation or thrown into Oblivion, the sorcerer may reflexively pay an extra five motes to forge a duplicate piece purely out of Essence. It fades into being a yard adjacent to the majority piece. Multiple missing pieces require multiple Essence expenditures. Note that a piece burnt to ash, rusted to dust, eaten and digested, or similarly annihilated does not need to be forged anew from Essence; the spell will return every particulate of ash or mote of dust to the majority piece, and rebuild it.

The object also appeals to its own substance to transform back into its immaculate state. Rust and verdigris return to gleaming metal and cracked leather becomes one again supple as its state returns to that which it was when the object was first made or formed. This process continues for the spell's duration, affecting returning pieces as well.

If the majority piece is countermagicked, the spell ends. If one of the broken pieces does, that piece will not make its way to the majority piece; the spell will repair, but not fully restore, the object. (Taking pieces out of creatures counts as an unblockable and undodgable Shaping attack which, if successfully defended against, will keep the the piece from returning just as if it were countermagicked). Recasting this spell on the same object will attempt to fix it once more, again calling the broken piece to unify with the rest.

When the object has been restored anew, it hovers in place, continuing its slow spin, waiting for someone to grasp it. After a minute of this, the spell ends on its own, and the object lowers carefully to the floor, landing softly enough that even the most fragile thing will not break.

This spell cannot be used on artifacts that have a rating greater than (the sorcerer's Essence) nor on those with a Repair rating (and N/A artifacts are out of the question). It cannot be used to reconstitute a broken piece of an artifact out of pure Essence; when the spell ends, the artifact remains incomplete.

The Incantation of Effective Restoration can be used on a whole object to restore it mint condition, thereby removing any current need for maintenance. This does not, however, replace fuel, lubricants, reagents, or other such expendable materials.

Incantation of Spiritual Discretion

Cost: 5+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action or Speed 6 in long-ticks, DV -2)

Keywords: Banish, Component, Ritual Circle

Duration: Instant ([Willpower] days or [Willpower] hours)

This rite creates a warding circle against spirits. As the he takes the shaping action, he speaks the Mantra of Heaven-Meets-Earth backwards, twisting the spiritual principles with that ancient chant. Afterwards, the expendable ritual components sublimate into Essence, and the non-expendable ones can be removed.

The circle affects spirits of Essence (the sorcerer's Willpower) or less. The sorcerer can designate up to (Willpower) different categories of spirits for any of the listed uses of the circle. This can range from types, Essence rating, particular Charms, individuals, or anything else the sorcerer wishes. If any Charm or effect contests those listed below, the sorcerer's player rolls (Essence + Willpower) for the roll-off. Any or all effects can be used, each effect increasing the cost of this spell by ten motes. The effects are listed as follows:

- *Blockade the Immaterial*—The circle disallows designated dematerialized spirits to enter its area. It makes an unblockable and undodgable attack against the designated spirit whenever it attempts to enter or is within the circle, continuously attacking every action until the spirit is gone. If the attack hits, the designated spirit is inflicted with a Shaping effect that expels it as if by a great wall inexorably pushing it toward

the circle's perimeter. The rate at which it is pushed is (the sorcerer's Willpower) yards per tick. Materialized spirits are unaffected.

- *Toll the Alarm Bell*—The circle notifies the sorcerer when a designated spirit crosses its boundary. This signal can be anything the sorcerer desires, as long as it is not harmful. It always notifies the sorcerer with a unobtrusive telepathic message instantly, as long as she is on the same plane of existence. She can choose up to (Willpower) additional people to be notified in such a way. Otherwise, the alarm can cover an area up to (Essence) miles around the circle, and can be of any sense: the sound of a large bell, a flash of light, a rumbling feeling, a particular bitter taste or smell.
- *Manifest the Spirit*—The circle makes all designated spirits within it perceptible to any or all senses the sorcerer desires. Different categories of spirits can manifest different sets of senses. This does not materialize the spirit. If the sorcerer wishes, designated dematerialized spirits within the circle can also be struck with attacks.
- *Bastion Against Divine Might*—The circle protects those within it from designated spirit attacks. Any defense value or roll to defend against such effects gains (the sorcerer's Essence) automatic successes. If anyone within the circle is possessed by a designated spirit, it is automatically expelled. Scrying, teleportation, or other distant-travel or -perception effects from designated spirits are also unable to pierce the circle.

Component: This spell, if cast as a dramatic shaping action, uses pure salt, small mirrors and talismans engraved with symbols of the five cardinal points when casting the ritual. The mirrors and talismans cost Resources 2 to acquire, and may be reused. The expendable material—the salt—costs Resources 2 per casting. The salts are required to cast the spell. The mirrors or talismans reduce the sorcerer's effective Willpower for the purposes of determining the Essence rating of the dematerialized being affected by one if missing, or by two if both are absent. If the sorcerer casts this spell with a miscellaneous long-tick shaping action, he needs no material components. No matter what, however, he is required to speak the Mantra of Heaven-Meets-Earth backwards or else the spell will fail.

Internal Flame

Cost: 5m or 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist, Obvious, Shaping

Duration: Instant (varies)

Molten rock flows within the bones of the earth. With the Mudra of Burning Earth, the sorcerer can invoke this effect on a target within (Essence x 100) yards that he can see. A valid target must be an object or creature that is made of or has within it rock or mineral (creatures with bones are valid targets, as bones are mineral). Against objects this spell costs five motes, while against creatures it costs 15 motes. The sorcerer can manipulate the form of the Mudra to change how hot the rock or mineral gets, thus setting the interval of the damage dealt (see below). Waves of red and gray Essence-flames wash over the target, seeping into any crack or entering through the eyes and mouth of a creature. This is

considered an unblockable and undodgable attack.

If it hits, the target's rock or mineral substance is heated to magma as a Shaping effect. It deals one automatic level of lethal damage per set interval for (Essence + Willpower) intervals. The first interval is on the casting action. The target can attempt to mitigate this by her player rolling (Stamina + Resistance), every success reducing the number of damage intervals by one, down to a minimum of (the sorcerer's Essence). The damage is otherwise unsoakable and Hardness does not apply. Creatures are also inflicted with agony beyond belief by these internal flames; such targets suffer -(Essence) additional wound penalties while there are intervals of damage left. Against objects a made of rock or mineral, this spell lasts (the object's health levels) intervals. Little is left of such objects besides molten slag afterwards.

The interval of the damage can be per action, per hour, per day, per week, per month, per season, or per year. Thus the sorcerer can choose a quick and painful death or a long and drawn-out suffering. Against object of mostly rock or mineral, the sorcerer can choose an interval of per tick.

The horrific internal fires can be alleviated slightly by a skilled healer by taking an extended action to perform pressure point and Essence-gate manipulation. The interval of treatment is the same length of time as the spell's damage interval (the cooler the magma, the longer it takes to draw forth its Essence), the healer's player rolling (Intelligence + Medicine) at a difficulty of (the sorcerer's Essence). Lack of medical tools such as acupuncture needles imposes a -2 internal penalty to the roll. The cumulative difficulty of this action is (the sorcerer's Essence + Willpower). If successful, the molten rock cools but still exists: the damage interval is increased by one step (i.e. per action to per hour or per month to per season; if the interval is per year, the molten bones cool completely and the effect ends). Multiple bouts of medical attention can further extend the damage interval.

Component: The sorcerer must make the Mudra of Burning Earth or this spell cannot be cast.

Invocation of the Living Ship

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Limited (Willpower), Shaping, Touch

Duration: A year and a day

The sorcerer lays her hand upon the figurehead of a ship, pouring her Essence into it, praying and calling for it to awaken. The small god of the ship hears this call and feels the might of the sorcerer's Essence drawing it out, empowering it. With the final word "Awaken," whispered or shouted, the small god merges with the ship itself, infusing it with a living soul. The figurehead gains flexibly like flesh and its sea-green eyes then open to the world. It has the following traits:

Motivation: To be loyal to her captain, respectful to her owner, and loving to the sorcerer.

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

Virtues: Compassion 1, Conviction 1, Temperance 1, Valor 1 [5 dots]

Abilities: Archery 1, Awareness 2, Craft (all) 0 (ships +1), Integrity 2, Lore 1 (ships +1), Martial Arts 1, Presence 2, Resistance 3, Survival 0 (in water +3), Socialize 1 (maritime flags +1), Sail 5 (ships +3), War 1 (sea combat +1) [12 dots, 10 specialty dots]

Join Battle: 5

Powers:

Fuel the Essence—Reflexive 1wp can be used to gain up to (the sorcerer's Willpower) motes to use Essence-powered equipment and weaponry. These motes last for an instant; if they are not used, they are gone. This is not stackable.

Soul-Wrought Power—The ship 's living self provides (the sorcerer's Essence) dots worth of hearthstones for powering the ship or its functions.

Living Planks and Keel—The ship heals damage at the rate at which Exalted heal; Undamaged as -0 wound penalty, Minor Damage as -1, Critical Damage as -2, and Inoperative as -4. Damage to the ship is always rolled instead of being automatic levels.

Arms of Rope and Rudder—Anything a crew member could potentially use or control that is part of the ship, the ship can control on its own. This includes doors, pulleys, ropes for raising and lowering the sail, rudder, oars, the wheel, and any Essence-powered devices. In essence, the ship can sail and work itself, just as any being can do with its own body.

Vessel's Mind—The ship does not need to make Sail rolls to perform normal functionality, just as a human does not need to make Athletics rolls to walk or sit. When the ship is required to make Sail rolls (such as delicate maneuvering or attempting to outrun a hurricane), it gains (the sorcerer's Essence) automatic successes to represent its instinctive use of its own body's functions, and can spend a reflexive 1wp can be spent to add (the sorcerer's Willpower) to the roll.

Attacks: Varies depending on the armament of the ship; the ship uses its own traits to fire such weaponry. The ship can fire all its weapon banks in one action as a flurry with no multiple action penalties and only suffering the highest DV penalty. A ship can always ram, as described in

Wonders of the Lost Age p. 33 and **Scroll of Kings** p. 43.

Soak: Dependant on the ship.

Health Levels: Dependant on the ship.

Dodge DV: Dependant on the ship.

Willpower: 10

Essence: 1

Other Notes: The ship is treated as a structure, as normal, for the purposes of dealing damage to it or being affected by physical effects. It is otherwise considered an automaton. The Strength and Dexterity of the living ship describe how much force and finesse it can put behind its various mechanical parts. No matter what, though, they are always enough to easily control any mechanical part, from raising the sails to opening doors. The living ship is not organic and, while it does have a Stamina, it never needs to make Stamina checks unless a particular Charm or power

calls for it.

The above traits are a basic template. Listed after some traits, in brackets, is an amount of dots that the player can distribute among that set of traits. For example, the player has 5 dots to distribute among the Virtues. The choices of where all the extra dots go should reflect the nature and history of the vessel. A smuggling vessel might have Manipulation as its best Attribute and dots in Stealth, while a a guilt-laden noble's ship may have a higher Appearance and more dots in Socialize. A war boat a may have Charisma as its best Attribute, extra dots in War and Archery, and high Valor. No trait may exceed 5 dots, and the final distribution must be approved by the Storyteller. Once chosen, the ship's traits are as static as any other living thing, even through multiple castings of the spell; they shift and grow as the vessel learns and experiences new things or is physically changed through construction.

The ship can use any of the five basic senses from any point on the ship's structure. It also can accurately perceive leagues deep into the water, negating any penalties that the water or surface below it may impose. It speaks only through the figurehead with voice and speech that reflects its nature.

This spell can be used on any vehicle that is controlled with the Sail Ability, including artifact vessels. If used on a vehicle which already has an intelligence, a clash of wills between the sorcerer and the previously-established presence begins. If the sorcerer wins, the ship's original intelligence is suppressed for the duration of the spell. If the original intelligence wins, the spell fails. If the spell ends or is countermagicked, the ship closes its eyes and the small god retreats back to its original form. The spirit does house the memories and personality of its once-living ship, however; if this spell is cast upon the vessel again, it retains prior memories as a living thing and keeps its previous personality.

Keel Cleaves the Clouds

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Commitment (2m), Counter-Resist, Obvious, Touch

Duration: Until the next full moon

The sorcerer alters the fundamental nature of a ship (any vehicle that is controlled with Sail) he is Touching, allowing it to sail upon any liquid (including blood, acid, lava, oil, and more) in any amount greater than air humidity—as well as any form of water—as if it were an ocean, lake, or river. This includes mist, fog, clouds, small streams, puddles, light rain, acid, oil, ice, steam, and more unimpeded. Only some portion of the ship's keel must be touching the new sailing medium for the vessel to travel upon it; a shallow mountain rivulet can carry a galleon as well as the Inner Sea.

By default, all these alternative mediums are considered Open terrain (see **Exalted** p. 266-7), the ship travelling at its normal speed. Storms, choppy ice, or other rough circumstances might be considered Difficult or Extreme terrain, at the Storyteller's discretion. Normally hazardous materials, such as acid, deal no damage to the vehicle (although the crew is not so protected). Note that fog and mist often lift as they vanish; it will raise the ship until it sails on clouds. Also note that, while the ship cannot sail upon the water ever-present within the air, humidity does slow the fall of the ship—slow enough that it will not take damage from impact with the surface (about 1 yard per tick).

Once this spell is cast, the sorcerer does not need to stay on the ship for this spell to function. The crew of the ship should be careful not to let this spell end while in dangerous situations like upon a sea of acid or sailing among the clouds, however, for the vehicle will quickly dissolve or fall from the sky.

Lightning Spider

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (2-4m), Counter-Resist, Obvious

Duration: Indefinite or until dismissed

The sorcerer takes the eight fundamental steps of the slow and fluid Dance of the Building Storm, expanding and relaxing his Essence through his chakras like blood flowing through veins. The movement of Essence through his energy gates builds up something akin to a static charge seething within his soul. As he concludes his paces, the sorcerer makes the eight resonant Mudras of the Storm Unleashed, quick and fierce. With each motion, a leg of coherent lightning radiates from the sorcerer's back, each under his control.

The sorcerer may actually cast this spell in one of two ways. The traditional method of the Dance and the Mudra as described above forges the electric legs immediately, and requires a two mote commitment. The sorcerer may also stop with just the Dance (still taking the shaping and casting action) and commit four motes, storing the static-like charge within this Essence gates. At any later time, he may drop the commitment down to two motes and reflexively make the Mudra of the Storm Unleashed, creating his eight limbs of lightning instantly.

These legs are not solid, though they carry the sorcerer's weight and gain purchase on physical objects themselves. They can touch living flesh without harm, causing only a slight tingle. They shine as bright as candlelight, and impose a +2 difficulty on Stealth rolls to hide. These legs can carry the sorcerer at her normal movement rates across any solid terrain, no matter its orientation or texture, without penalty or hindrance. They guarantee the sorcerer automatic success on rolls to climb any surface as well as rolls to catch himself while falling. The legs even buoy the him to some degree, reducing his effective weight for the purposes of gaining purchase on solid surfaces to a tenth its normal value. Additionally, the lightning spider legs allow the sorcerer to dash more easily, reducing the DV penalty for the Dash action by one.

The additional legs grant the sorcerer (Willpower) bonus dice to all rolls to maintain balance, resist knockdown, escape from a grapple. The sorcerer can also create a length of lightning-thread she can tie to or around objects or people. Evoking this dragline requires the sorcerer to reflexively spend one mote per (Essence x 50) pounds she wants it to support, and she can spend up to (Willpower) motes. Once created, it exists indefinitely (but can be countermagicked). The dragline has a lethal and bashing soak and Hardness of (Essence x 4) and can take (Willpower x 3) levels of damage before breaking. Damage against it must be rolled.

Component: The sorcerer must perform the Dance of the Building Storm, and must eventually make the Mudra of the Storm Unleashed for this spell to be cast.

Lightning Whip Smites the Water

Cost: 16m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (4m), Counter-Resist, Limited

Duration: Until used or until the next dawn

After the sorcerer casts this spell with a sharp, lashing gesture, a copper whip appears in his hand. Until he uses the whip, he must commit four motes of Essence. Cracking the whip dissolves it into a single bolt of red-streaked copper lightning. This is an attack with Speed 6, DV -2, an attack roll of (Perception + Occult), and an Accuracy of (Essence). It has a Range of (Essence) miles, which is also its maximum distance. The attack cannot be dodged or parried without a stunt or appropriate magic. The spell is only Obvious when the attack is made.

The eldritch lightning has a base damage of (Essence + 2)L and ignores any soak or Hardness objects may have. An animate target successfully hit are also automatically stunned for (Essence) actions. Immediately after striking, the lightning flares out into a myriad of searing sparks—a one-time environmental effect with Damage (Essence)L, Trauma (Essence), in a (Willpower)-yard radius around the target. When used on a target in water, the whip's damage and the damage from the resultant sparks becomes aggravated. The whip may target and deal full damage to entire structures that are in water and are not touching land (dry land or the land beneath the waves; it needs to effectively be floating on or in water), ignoring its soak and Hardness.

Only the sorcerer may use the whip. If the spell ends without the whip being used, it falls apart into copper dust (which, if collected, is worth only Resources 1).

Component: The sorcerer must make the particular sharp, lashing gesture to cast this spell.

Malediction of the Distorted Compass

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist, Gaze, Illusion

Duration: Up to (Willpower) days or until dismissed

The sorcerer makes eye contact with a creature and manifests the Spinning Sign within his dominant eye, thrusting spatial confusion into the target's brain. The target is inflicted with this unnatural Illusion unless she has a Dodge MDV greater than the number of successes the sorcerer's player gets on a (Intelligence + Occult) roll with (Essence) automatic successes. The Illusion causes the victim to lose all sense of direction, automatically botching any attempt to navigate, no matter if she has a map or travel instructions. She cannot successfully make it to locations she wishes to go that are even steps away, like the next room over. If people try to help him, they are also struck by the Illusion (comparing the original roll to the new victims' Dodge DVs), albeit temporarily; when they stop helping the victim, the Illusion is immediately removed.

The sorcerer can choose one of two ways this Illusion manifests itself. The first method causes the victim's internal compass to spin randomly; she wanders, never seeing the same location again once she travels away from it. The second method makes her sense of direction loop upon itself, causing the victim to circle endlessly to the same location.

The Illusion lasts for up to (Willpower) days. Each day after the first at dawn, the victim rechecks her Dodge MDV against the successes the sorcerer attained, with a cumulative +1 bonus (this bonus can take the victim's Dodge MDV above the normal DV cap). If successful, the Illusion is broken. It cannot be resisted with Willpower expenditure.

Component: The sorcerer is required to make eye contact per the Gaze keyword. Appropriate penalties, if they exist, apply to the (Intelligence + Occult) attack roll.

Mast-Shattering Spell

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple (4 actions or Dramatic Action [see text])

Keywords: Banish, Component, Obvious

Duration: Instant (Indefinite [see text])

This spell was originally designed by a Western sorcerer to destroy the masts of ships. It has since been developed to apply to any class of object, so this spell has found use throughout Creation. When the sorcerer learns this spell, he chooses a single category of object as specific as "ship masts," "ship hulls," "personal armor," or "carts." The sorcerer can learn a new class of objects by retraining the spell for one experience point.

As the sorcerer shapes the spell, dark blue light flashes and solidifies into a hovering spiked ball of blue-tempered steel about a yard in diameter. The sorcerer chooses a target object (which can be part of a greater structure) or location within (Essence) miles that he can see. As he finishes the spell, the sorcerer taps the spiked ball with his finger, shooting it toward its intended target in a literal blink of an eye (tens of thousands of miles per hour).

If targeting an object, this is an attack that cannot miss, automatically gaining sufficient successes to strike it regardless of any difficulty, penalties, or DVs. It deals enough lethal damage to fill all the object's health levels, destroying it, ignoring its soak and Hardness. Against objects that have damaged rolled against them (or that the Storyteller deems are similarly magically reinforced), the blue-steel ball deals only enough lethal damage to fill the object's Damaged health levels. Indestructible objects, like artifacts made from the Magical Materials, take no damage from this spell.

If targeting a location, must immediately decide what class of object the spiked ball may affect. The orb hovers at the chosen location, slightly bobbing. The moment the chosen type of object touches the spiked ball, it immediately attacks the object, as described above. Otherwise, the orb stays at that location, immovable, for (Willpower) hours, at which time the ball disintegrates into blue light. If this spell is cast as a dramatic action taking an hour, the orb will hover at the targeted location until the sorcerer spends a mote to dismiss it.

While the orb waits, it may be banished, or it may be disarmed. The diffuser must be touching the orb to do so, rolling an extended (Wits + [Occult or Larceny]) at a difficulty of ([Essence + 1] for Occult or [Essence + 2] for Larceny), cumulative difficulty of (Willpower), with a roll interval of one action. If any roll fails, the orb detonates. If the diffuser succeeds the steel ball dissipates into blue light, and the spell ends.

In either case, no matter if the object is destroyed or not, the orb explodes, sending blue-steel shrapnel in all directions at incredible speeds. This is an attack against all targets within (Willpower) yards of the target object, rolling (the sorcerer's Willpower + Essence) as the attack. It is unblockable and undodgable without a stunt or appropriate magic. It has base damage of (Essence)L/(Essence), Overwhelming 3.

Legends speak of fields of blue-steel spiked orbs still hovering underwater in secret coves, created by long-dead First Age sorcerers, protecting their lost manses or other treasures. Many adventurers seek out such bounty, but few return, their ships annihilated by the destructive spheres.

Component: The sorcerer must be able to touch the blue-steel spiked orb hovering before him to send it hurtling through the air. If he cannot, it lingers, hovering before him, for up to one minute before vanishing in a flash of dark blue light.

Mists of Eventide

Cost: 15+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious, Poison, Sustain

Duration: Until no longer Sustained (until the sun passes the horizon twice)

The sorcerer forms with her hands a representation of the Gates of Eventide, the metaphorical "gates of sleep" through which all must pass to reach the lands of dream. The sorcerer takes a deep breath and blows through the gate, her breath becomes opalescent mist as it passes through. The plume of iridescent fog billows forth and settles in an area of (Willpower)-yards radius within (Essence x 20) yards of the sorcerer. For every extra mote spent, the sorcerer can increase the radius of the spell's area by one yard. The mystical fog cannot be moved (by the sorcerer or external forces) and is eerily unaffected by weather or wind.

All who touch the mist are inflicted with a Poison of Damage (Willpower)* /action, Toxicity (Essence), Tolerance —/—, Penalty (special). (The sorcerer is not immune to her own mist.) The mists deal no damage. If a victim fails the Toxicity roll, however, he immediately falls asleep. The penalty inflicted by the fog starts at -1, cumulatively increases by one per action as the character becomes more and more drowsy. If an affected target cannot sleep, such as undead, immaterial spirits, or automata, the spell rolls off against them, the sorcerer rolling (Essence + Willpower). Fair Folk are particularly vulnerable to this spell as the lands of dream call out like their native Chaos; the effective Toxicity increases by 2. The mists last as long as the sorcerer continues to make the Sign of the Gate and stays within (Essence x 20) yards of the fog; locking her Essence in place is strenuous and requires the sorcerer to Sustain the spell. The mist can only dose a target once, not even after the poison has run its course (unless this spell is cast again). Multiple shining mists stacked upon each other cannot inflict multiple doses upon a victim as well; the Gates of Eventide only open so wide.

Victims sleep until the sun passes the horizon twice, no matter the noise or distractions. The sorcerer may choose when she casts the spell to make the sleep restful and deep, full of strange but otherwise benign dreams or no dreams at all—sleepers awaken rested and may roll to regain Willpower as normal. The sorcerer may also choose to make the sleep deep but restless, full of strange and ominous or nightmarish dreams—sleepers respire Essence as if active and awaken as if they have gotten no sleep at all; they do not roll to regain Willpower. Sleepers can be awakened by touching them and letting a single mote of Essence flow into their minds. Force enough to garner at least post-soak dice of bashing damage will also awaken them. They are considered sleep deprived (see **Exalted** p. 129), however, until their sleep would have ended normally.

Component: The sorcerer must make the Gates of Eventide with her hands and must breathe through that gate to cast the spell. If she wishes to wait to breath through it, she may Sustain the spell as normal, locking the Gate and her Essence in her hands.

Mists of Eventide (Sapphire Upgrade)

Cost: 25m, 1wp; **Circle:** Sapphire; **Type:** Simple

Keywords: Component, Poison, Touch

Duration: (Willpower) minutes (up to Indefinite)

The sorcerer can choose, instead of breathing out, to breathe in, pulling air through the gate and into her lungs. She can hold the the magic of the spell within her in potentia for up to (Willpower) minutes. (This does not hinder her in any way; she may still breathe and speak without disrupting the spell.) During this time, she can place a kiss upon another's lips (requiring a Touch) and breathe, releasing the insomnolent mist into the target's lungs. This automatically inflicts them with the Poison of this spell greatly magnified. By regulating her breath, the sorcerer can choose exactly how long the victim sleeps—any length of time, up to "indefinitely." During this sleep, the target does not age nor does he need to eat, drink, or perform any other bodily functions; he is effectively in stasis. The sorcerer must, however, choose a set of conditions that will wake up the victim, such as a kiss from beautiful (Appearance 3+) maiden or the strike from the hand of a Dragon-Blooded (and must be approved by the Storyteller; the condition shouldn't be *too* specific). These conditions permeate the dreams of all who sleep within a radius of (the sleeper's Essence x 5) miles. While they may not consciously know it, they will know how to wake the sleeper if asked, and if they have the drive to wake him, they will know generally how to do it.

Open the Spirit Door

Cost: 25m, 1wp; **Circle:** Emerald; **Type:** Simple (Speed 3 in long ticks)

Keywords: Banish, Component, Obvious, Limited (2), Sustain

Duration: Until no longer Sustained + one minute (until the sun next crosses the horizon)

Upon the surface of a mirror, the sorcerer sketches the outline of a door with a bit of soft wax. The lines shine yellow as the mirror's surface wavers and ripples as if quicksilver, opening mystically to the word of spirits. While the sorcerer Sustains the spell, the doorway remains open, and each who passes through the gateway become immaterial (per the rules given on p. 142-3 of **the Glorious Roll of Divinity I**), if she or the sorcerer pays ten motes. Once the sorcerer stops Sustaining this spell, the doorway closes after one minute. Casting this spell while immaterial is the same as while material—even though the sorcerer cannot normally interact with the material world, his wax will still mark a mirror's surface and infuse it with his mystic Essence. (Immaterial mirrors are not a valid component for this spell.)

Those immaterial because of this spell are invisible, however their location in the material world faintly ripples as if very hot or seen through water (only one successes is granted to attempts to reestablish surprise and the external penalty to notice the immaterial beings is reduced by one). They cannot spend a Willpower to manifest themselves in the material world.

This dematerialized state lasts at most until the sun next crosses the horizon, at which point all made immaterial by this spell become forcibly and immediately material again (which may be damaging or deadly if currently within solid stone, for example). Otherwise, the only way for those who passed through the spirit door to become material once again is to use their own means (like the Materialize Charm) or by passing through another spirit door created by sorcery.

Component: The sorcerer is required to use some sort of marker—wax, chalk, charcoal, or the like—to sketch the outline of a door upon a clear, unblemished, and unwarped mirror. If he has no mirror (or his mirror is foggy, warped, or dirty), any solid surface will do, although the cost of this spell increases by ten motes. If he has no surface at all to draw upon (such as if surrounded by loose sand), the sorcerer can sketch the outline of the door upon the air itself by paying another ten motes. Without a marker of some kind, the sorcerer can pay an extra five motes to draw with his Essence, the lines shining in colors of his anima. All these costs stack, thus a sorcerer stranded in the ocean without any sort of marker or mirror can still cast this spell by increasing its cost by 25 motes.

Paralyzing Contradiction

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Compulsion, Commitment (0m or 8m), Limited (Essence)

Duration: Varies

The sorcerer folds his words like the steel of a blade, layering ten thousand meanings into a single phrase. He may speak this philosophical riddle, write it, or even draw it as a Obvious sigil of white Essence hanging in the air or just above any surface. Targets must be sentient to be affected by this spell. If spoken, it affects those that hear and understand the sorcerer. If written, it affects all who can read and understand the sorcerer's words. If drawn, it affects all who see it, for all can understand the mystic rune. The sorcerer must, however, commit eight motes as long as he wishes the symbol of white Essence to continue to exist.

The sorcerer rolls (Intelligence + Occult) with (Essence) automatic successes when he speaks, writes, or draws the philosophical koan. Affected targets with a Dodge MDV less than the successes the sorcerer attained are inflicted with an unnatural Compulsion to ponder the impossible riddle until they solve it. Solving the koan is an extended (Intelligence + Lore) roll with a difficulty of (Essence) and a cumulative difficulty of (Willpower + [successes the sorcerer rolled above the target's DMDV]). The roll's interval is one action. Actions to solve the koan are miscellaneous actions

with a DV penalty of -2 and cannot be flurried—the only action a target can take is to ponder the phrase. Indeed, targets forget the world around them when attempting to solve the riddle's mystery, ignoring any duties they may have. (This does make the target social invulnerable as if inactive, however; see **Exalted** p. 171.) Victims must find their own personal answer to the riddle out of its ten thousand meaning; nobody may aid them on the extended roll. Some particularly uneducated or unintelligent victims have wasted away because of this spell, unable to eat or sleep (and thus unable to regain Willpower), contemplating the mystically-charged koan until their bodies gave out upon death.

One Willpower needs to be spent to forgo taking an action to contemplate the riddle, and even then the target suffers a -2 internal penalty on all actions and DVs due to distraction. Only once (the sorcerer's Essence + the target's Intelligence) total Willpower is spent can a target force herself to forget about the phrase and return her attention to her surroundings, breaking the Compulsion. Being physically attacked automatically breaks the unnatural mental influence.

The Compulsion otherwise ends when the extended roll is successful or if the sorcerer dies (the Compulsion isn't sorcery; it cannot be counter-magicked). The spell itself lingers as long as the words still vibrate in the air (if spoken)—usually but an instant—or as long as the sorcerer continues to commit notes (if written), for the sigil of white Essence is not subject to the wears of time.

Victims of this spell cannot be affected again by the same casting. If targeted by another casting of Paralyzing Contradiction within the same story, the target gains a +2 to his Dodge MDV to resist it.

Component: The sorcerer must speak, write, or draw the ineffable koan to cast this spell.

The Parting of the Seas

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious, Shaping, Sustain

Duration: Until no longer Sustained

The sorcerer turns her face skyward and claps her hands together before her chest, palm mirroring each other and elbows out. She draws upon Nirupadhika—the shinma of the Way, definer of distance and location—as she pulls her hands apart, casting its aspect of separation out upon the world. This manifests in a way representative of the sorcerer's nature (such as great stone hands rising from the earth, gusts of northerly wind, spirit-like giants, auroral waves of light, or mysterious sparkling mists) parting the landscape in twain.

This spell causes structures immediately in front of the sorcerer to part. By controlling how much she separates her hands from each other (from barely separate to arms spread wide and palms facing outward), the sorcerer can control how much the would around her will split—up to (Willpower) yards wide. The length of separation is always (Essence) yards behind, (Essence x 100) yards in front, and any distance vertically. The parted structure could be a body of water, a mountain, a building, or a forest. The water splits, revealing dry abyssal land; the mountain parts, leaving a deep canyon; the building deconstructs, leaving walls open and floors rifted; the forest trees bend and shift, leaving an open path. The sorcerer has some control over what is split, but the Storytelling is encouraged to keep it mainly to features of the landscape or structures that are a single thing—things that can be simply named and categorized such as "mountain," "forest," or "the sea." This spell cannot be used on landscapes or structures that are animate or sentient (such as the Mask of Winter's Juggernaut or a Yozi's world-body *jouten*), or anything magically reinforced (such as demesnes, manses, or the Elemental Poles).

The two sides of the split structures, in some ways, still metaphysically connected. The structures still retain their normal integrity and will not collapse or otherwise be damage due to the split, so liquid mediums still flow from one side to the other without passing through the space in between and mountains do not notably crumble. This effect does not carry over to things not inherently part of the structure such as most living things or vehicles traversing the surface of a landscape.

The sorcerer may move while she Sustains this spell, parting the area in front of her and letting it rejoin behind her. Those caught when it closes up (or if the spell ends), may take damage, from relatively low amount from the unifying of a small stream to instantly lethal from the closing of a split mountain. The actual damage inflicted is up to the Storyteller, but he should keep in mind that, when the aspect of Nirupadhika is removed, the structures return to their original unified forms inexorably—damage dealt is equivalent to materializing within the united substance.

There is a legend: A notable sorcerer of a time long past, the Dragon-Blooded Kyrol, walked the abyssal sands of the Inland Sea with the Parting of the Seas, crossing its entirety by use of the Earth Meditation Charms. Two years later, his jealous brother and rival, Disagu, attempted this same feat but lost concentration halfway through. He died instantly, crushed below millions of tons of water.

Component: The sorcerer must hold her arms out and her face skyward to continue to part the landscape. If either wavers, the aspect of the shinma also wavers, causing the amount of space separated to decrease. If the sorcerer completely fails to hold this somatic position, the spell ends.

Peacock Shadow Eyes

Cost: 12+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist, Compulsion, Gaze, Illusion, Social

Duration: Indefinite

The sorcerer's eyes glow with iridescent flame that holds the gaze of a single individual up to (Willpower x 2) yards away. The light in the sorcerer's eyes is quite difficult to notice if not the target, requiring a (Perception + Awareness) roll at a difficulty of (the sorcerer's Essence + 2) to perceive. The sorcerer's player rolls (Manipulation + Occult) with (Essence) automatic successes. If the result exceeds the target's Dodge MDV, the target is hypnotized as a Compulsion effect and is ready to accept new beliefs unquestioningly. The sorcerer does not need to continue to keep eye contact after it is established once, although if she moves further than (Willpower x 2) yards away from the target, the Compulsion ends prematurely. The Compulsion keeps the target from speaking, going further than (Willpower x 2) yards away from the sorcerer, or attacking. The target is also immune to social attacks as if inactive (see **Exalted** p. 171) due to the trance he is in. The Compulsion can be broken by spending (the sorcerer's Essence + 1) Willpower or freely if attacked physically. If the Compulsion is resisted, the spell ends. The auxiliary Illusion, however, still does take effect (see below).

While the Compulsion is in effect, the sorcerer can take an unflurriable miscellaneous action to speak to the victim and instill one new, specific belief. The belief can be anything, vague or specific. The sorcerer can take only one such miscellaneous action by default, but can increase the amount by one per six extra motes spent when she casts the spell. All instilled beliefs are a single unnatural Illusion effect. When she finishes hypnotizing the target, the Compulsion ends and an auxiliary Illusion effect begins, convincing the target he had an idle conversation with the sorcerer while continuing to believe what the sorcerer told him. The secondary Illusion also hides itself from scrutiny.

The primary Illusion can only be resisted when evidence contrary to any belief instilled by it are presented to the victim. The amount of Willpower required to resist depends on how strong the evidence is (to a minimum of 1), from (Essence) Willpower for insubstantial evidence like rumors or hearsay to (Essence - 2) for evidence with decent reasoning and a few shaky facts to (Essence - 4) for incontrovertible evidence. As long as the evidence is present, the victim has the capability to spend Willpower to resist the Illusion. If it is resisted, the victim can also immediately spend three Willpower to resist the auxiliary Illusion and realize he has been hypnotized. If not, this secondary Illusion can never be resisted with Willpower.

Component: The sorcerer is required to make eye contact per the Gaze keyword. Appropriate penalties, if they exist, apply to the (Manipulation + Occult) activation roll.

Personal Tempest

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple (1 action, DV -1)

Keywords: Component, Counter-Resist, Limited, War

Duration: Until dismissed

With each motion in a series of four swift gestures, the sorcerer conjures one of the Four Tempest Winds—*kedem*, the fierce wind; *saphon*, the crisp wind; *negev*, the dry wind; and *yam*, the sweet wind. They wrap themselves around the sorcerer's person, making her the center of a confluence of a strong, extremely concentrated windstorm. The Tempest Winds cause many effects:

- They buoy the sorcerer upwards, increasing her effective Strength for the purposes of calculating jump distances by (her Willpower). The buoying winds also slow her falls dramatically, allowing her to treat falls of any distance as if they were only one yard distant.
- The zephyrs impede the sorcerer's motion, halving her Move and Dash speeds. This resistance, however, also halves any knockback distance and reduces the difficulty to resist knockback or knockdown by (the sorcerer's Essence), to a minimum of 1.
- They can deflect arrows and knock aside swords; ranged attacks against the sorcerer suffer a $-(\text{Essence} + 1)$ external penalty and close-combat attacks suffer a $-(\text{Essence} - 1)$ external penalty, both of which are treated as cover which does not apply to the sorcerer's attacks.
- The four mythic winds roar as they circle the sorcerer, causing anyone the sorcerer desires within (Willpower) yards of her to suffer a $-(\text{Essence})$ external penalty to aural Awareness or Perception rolls. These soaring windstorms can also impede enemy movements, causing unstable footing (see **Exalted** p. 155) with an instability rating of (the sorcerer's Essence - 2). If the sorcerer wishes, all four winds can converge on one target within (Willpower) yards instead of affecting the area, beating against it with hurricane-force gales; the aural external penalty increases to $-(\text{Essence} + 3)$ and the instability rating to (Essence + 1).
- Finally, the windstorm whips away gaseous environmental hazards, automatically reducing the damage type (from lethal to bashing, for example) even before the sorcerer rolls to resist, possibly allowing her to effectively reduce the hazard's damage type twice. If the gas deals no damage (like a diseased miasma), the effect grants (Essence) automatic successes to resistance rolls.

This spell may be cast reflexively by making only one swift gesture, enough to conjure a single Tempest Wind at the cost of three motes and one Willpower. This will grant the sorcerer the effects of the first two bullet points. At any later time while the limited version of the Personal Tempest is active, the sorcerer may take the spell's stated Simple action and pay the remainder of its cost to conjure the Tempest Wind's siblings.

If this spell is cast with long-tick actions, the Four Tempest Winds are bolstered with vast amounts of extra air, allowing the sorcerer to protect a unit she commands or is within that is up to Magnitude (Essence) in size.

Component: The sorcerer must be able to make the swift gestures to cast the spell. If she cannot, the spell cannot be cast.

Plague of Bronze Snakes

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Limited, Obvious

Duration: Instant ([Essence] nights)

This spell can only be cast at night, standing upon the ground. The sorcerer raises his hand into the air, open-palmed, and plunges it into the ground below, pulling forth two entwined bronze snakes, coiled into a glistening, living staff. Three heartbeats later, Magnitude (Essence) of bronze snakes—automata—wriggle out of the hole left behind, encircle the sorcerer, and bow to him. This takes about ten minutes. The sorcerer then speaks the name or description of his chosen target to the snakes, which can be only a general group for the snakes are not too bright. This could be "everyone," "livestock and domestic animals," "first-born sons," or the like. The snakes will only attack targets they can determine to be so with their mundane senses. For example, if a sorcerer chose "Anathema" as his chosen target, the snakes would only attack Solars and Lunars which are flaring their anima or otherwise being obviously Celestial Exalted. For every ten motes the sorcerer increases the cost of this spell, he conjures an additional Magnitude worth of snakes. After being given their task, the snakes slither away to attack the chosen targets within (Essence x 2) miles of the hole the sorcerer formed in the earth, their new den. For every five motes the sorcerer increases the cost of this spell, the range the snakes travel increases by (Essence) additional miles. The bronze snakes have the following traits:

Motivation: To bite the sorcerer's target

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

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

Abilities: Athletics 2, Awareness 3 (smell +2), Dodge 4, Martial Arts 3 (attacking from surprise +3), Presence 1 (Intimidation +3), Resistance 3, Stealth 7 (in tall grasses +3), Survival 2

Join Battle: 6

Attacks:

Bite: Speed 6, Accuracy 6(9), Damage 1L*, Parry DV —, Rate 1, Tags N, P

*plus venom, see "Other Notes" below.

Soak: 3L/5B (bronze scales, 1L/1B)

Health Levels: -0x3/Incap

Dodge DV: 4 **Willpower:** 10

Essence: 1

Other Notes: The snakes' Move speed is 2 yards per tick and Dash speed is 7 yards per tick. Their overland travel speed, however, is always fast enough to reach the edge of their attack radius and then back to their den in one night's time. The cunning serpents know the best time to strike; they prefer to wait until there is nobody around watching around before biting, and they always try to attack from surprise. Note their dice pool to establish or reestablish surprise gains a +3 dice bonus due to small size (so the total pool is 13, or 16 in tall grasses). Bronze snake venom has the following traits: Damage (sorcerer's Willpower + Essence)L/minute, Toxicity (sorcerer's Essence + 2), Tolerance —/—, Penalty -(sorcerer's

Willpower). Creatures slain by bronze snake venom become granite statues, frozen in a position of absolute agony. Even if the victim survives, it endures incredible pain and continues to suffer an internal penalty of $-(\text{Willpower} \div 2)$ for eight hours afterwards (as the same Poison effect). The sorcerer's serpent staff, however, instantly cures any target of the bronze snake's poison, so long as the sorcerer is holding it, desires the healing, and the victim looks upon the staff.

The snakes return to their hole after successfully biting one target, or shortly before sunrise, and wait for the following night. No snake will bite a target already bitten by another bronze snake. They never venture out during the day. These serpents remain active for (Essence) nights. If they have not been destroyed before the spell's duration ends, the snakes return to their den and decompose into tarnished metal segments. The sorcerer's staff remains, although it is of just mundane bronze and forever loses its mystical properties; worth Resources 2 purely for its quality metal, or Resources 3 to a buyer interested in the staff's exceptionally lifelike craftsmanship. If the sorcerer casts this spell again, a new staff is created.

Individual snakes can be banished but they cannot be counter-magicked. On the other hand, the snakes' den may be destroyed with counter-magic, as well as the sorcerer's serpent staff, ending the spell completely.

Component: The sorcerer must raise his hand, plunge it into the earth, and pull out the serpent staff to cast this spell.

Private Plaza of Downcast Eyes

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action or Speed 6 in long-ticks, DV -2)

Keywords: Banish, Component, Compulsion, Ritual Circle

Duration: Instant ([Willpower] days or [Willpower] hours)

This spell wards a place against unwanted scrutiny. When beginning to cast this spell, the sorcerer chooses which senses he wishes to prohibit sensing through the circle. This can include the mundane five and any exotic or supernatural senses, chosen in any way the sorcerer desires. The spell's shaping requires the sorcerer make a procession through all of the areas to be warded, circling the area again and again for the duration of the casting. As he walks, the sorcerer sprinkles ground glass along the boundary and speaks the Mantra of Downcast Eyes, a poetic hymn of discretion and secrecy.

The mystic circle automatically blocks Scrying effects, including translocation or other teleportation effects, into or out of the enclosed area. Subjects are not transported to the border of the warding, they simply never leave their original location without explanation and with full expenditure of Essence. If an effect contests this one, roll (the sorcerer's Willpower + Essence) in the roll-off. The ritual circle also dissuades spies

in two ways. First, an unnatural mental influence afflicts anyone attempting to pierce the circle with a prohibited sense, if their Dodge MDV is less than (the sorcerer's Willpower + Essence). This Compulsion forces targets to cease their spying and lower their eyes, and can be resisted until the next sunrise for (Essence) Willpower. Second, rolls involving the prohibited senses attempting to pierce the circle are inflicted with an external penalty of $-(\text{the sorcerer's Essence} + 2)$, as sounds are muffled or sights are blurred.

Component: This spell requires fine and pure ground glass worth Resources 2, if cast as the six-hour dramatic shaping action. The long-tick casting of the spell, however, requires no material components. In either case, however, the sorcerer is required to speak the Mantra of Downcast Eyes else the spell will fail.

Purifying Flames

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple (in long ticks)

Keywords: Obvious

Duration: Instant

The sorcerer closes her eyes, forcing her Essence through a series of metaphysical gates of will, cleansing it of all impurities and beyond. She releases that Essence in the form of a blazing white, heatless flame that seeks out any impurities, corruption, and decay that dare offend the sorcerer. The flames languorously move throughout a (Willpower)-yard radius about the sorcerer over the next nine minutes. This is treated as an attack against all targets in the area of effect. It is unblockable but can be dodged if the target wishes to dodge and is able to move at all, since the flames move so slowly.

The fire neutralize all Poison and Sickness effects in anything they touch, as well as any effects that would be deleterious to someone upon consumption. This includes decay, rot, or other forms of corruption. Against supernatural effects, the purifying flames will only be successful if the sorcerer's Essence is greater than the Poison's Toxicity, the Sickness's Magical Treatment difficulty, or (if the effect has neither) the effect's creator's Essence. The Great Contagion is, obviously, outside of the scope of this spell. The fires affect food and drink, fouled wells, self-contained water sources, people, animals, plants and more. The sorcerer can, however, force the flames to omit certain targets if the sorcerer wishes them not to be purified.

When a deleterious effect is purified, it is purged, expelled from the target in the most expedient way possible. For objects or structures, it seeps from its surface. It boils away in a steam from bodies of water. It pools and drips from a plant's leaves or bark. Creatures expel it by vomiting or sweating it out through their pores. This process takes about three minutes, during which time creatures are rendered effectively inactive (as a Crippling effect).

The mystic flames also deal significant damage to many forms of undead, attempting to remove its rot and the decay of death. If the flames successfully touch the undead (with the attack as describe above), they deal (Willpower) dice of unsoakable aggravated damage per action until the monstrosity is truly dead.

Raising the Earth's Bones

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Component, Shaping

Duration: Instant

This spell bends the earth to the sorcerer's will, forcing it to take on the shapes he desires. First, he must mark out the general area he wants to affect by driving cut sapling branches into the ground. The definition of "ground," in this case, must be a contiguous region of earth, mud, sand, clay, stone, or some other earthy or stony substance; Magical Materials (such as jade) or magically reinforced earth (such as that of demesnes or the Elemental Pole of Earth) cannot be affected by this spell. If the sorcerer has no stakes, he may drive his Essence into the ground instead by increasing the cost of this spell by ten motes, forming shafting of light shining the colors of his anima like candlelight. This makes the spell Obvious. Enough stakes must be placed to roughly sketch out the shape of the resultant structure—usually this means placing them at corners and vertexes or every few yards of a curve. The maximum area he can mark out is (Willpower + Essence) acres.

As part of the dramatic shaping action the sorcerer takes, he must pace along the lines of any berms, mottes, buildings, or trenches he wishes to construct. When his circuit is complete, the sorcerer visualizes the structure he wants to create. The Storyteller may require an (Intelligence + Craft [Earth]) roll to visualize the structure correctly; generally, the difficulty of the Craft roll is two less than it would be to design the structure the traditional way, to a minimum of zero. Therefore, simple structures of difficulty 1 or 2 such as box housing or walls do not require a roll at all. The Storyteller may also require a (Intelligence + War) roll if the structure is being built for war.

The sorcerer then steps off the path and slowly raises his arms, palms facing upwards, over the next five minutes. The paced lines and stakes glow ocher-yellow as earth and stone flow like wax to shape themselves into proper forms as a Shaping effect. The maximum distance above or below the surface the sorcerer can form his structure is (Essence x 5) yards; one story is about 3 to 5 yards, depending on the construction.

If there is any creature larger than a rabbit or any sapient beings where the raising of earth was to take place, it fails to happen in that location, leaving an area a yard radius around the being unrisen. Smaller creatures or non-sentient plant life, however, does not impede the spell, moving along with the earth.

The sorcerer also is limited by the earth at hand—if he does not have enough earth to shape, his structure will be left unfinished. Note that the structure will be constructed of that earthy material, although the shaping process can help increase structural integrity; sand will turn into glass or quartz while mud and clay will harden as if it were dried or fired. This gives the structure a minimum lethal and bashing soak of (Willpower) and at least (Willpower x 3) Damaged and (Willpower x 5) Destroyed health levels. Stone walls, to note, have 12L/18B soak and 40/80 Damaged/Destroyed health levels. (See **Exalted** p. 154 for more more information on the soak and health levels of structures made of various materials.)

Component: The sorcerer must stake out the outline of his structure with cut sapling branches. If he cannot, he must increase the cost of the spell by ten motes. He must also, as a somatic component, pace the perimeter of his spell, step off the path, and raise his arms. If he steps off the path before completing the circuit or cannot raise his hands, the spell fails.

The Ravenous Fire

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious

Duration: Varies

The sorcerer points his finger at an object (even if that object is part of a greater structure) and utters the Word of Destruction. A jet of blue-white flame leaps up to (Essence) yards from his fingertips to ignite the target of the spell. If necessary, this is an attack that cannot miss, automatically gaining sufficient successes to strike it regardless of any difficulty, penalties, or DVs. The fires are that of annihilation, able to consume and break down any and all material down to their component motes, leaving absolutely no detritus behind (although someone with Essence perception may be able to see evidence of the destruction). Indestructible objects (such as those made of the Magical Materials) or anything alive is left untouched by this spell; the flames feel icy cold but cannot harm living flesh. Magically-reinforced materials automatically fill their Damaged health levels as part of their structure is seared and sublimates away, but are damaged no further.

If the sorcerer wishes, he may focus his consuming fires so they do not destroy all of that which the object is made; he can opt out of destroying certain substances, down to just consuming the material to which the flames were originally set. For example, setting fire thus to a the marble of a statue with silver filigree and emerald eyes, the sorcerer could choose to destroy it all, leave just the emeralds, leave the emerald and silver, etc., but he must destroy the marble, for that is the material the flame was set upon. Untouched materials are left behind, unaffected by the annihilating fires.

The Ravenous Fire consume one cubic yard per action, guttering out once it works its way through the entire object, ending the spell. (Note that an object can be up to about 40-50 cubic yards.)

Component: The sorcerer must speak the Word of Destruction else the spell will fail to be cast.

Ritual of Elemental Empowerment

Cost: 30+m or 15+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action or Speed 6, DV -2)

Keywords: Component, Cooperative, Counter-Resist, Obvious

Duration: Indefinite

This spell imbues an object (that cannot be a part of a greater whole) with the puissant Essence of one of the elements. The object can weight up to (Essence x 5) pounds, plus an additional (Essence) pounds per mote the cost of this spell is increased. This spell can be cast in two ways: with an eight-hour dramatic shaping action beginning at dawn and lasting until noon (for a base cost of 30 motes), or a standard shaping action (for the base cost of 15 motes).

If the sorcerer chooses the dramatic action casting, he requires a significant quantity of relatively pure elemental substance: a brisk, clear wind; a few blocks of good marble or granite; a clean-burning bonfire; a barrel of fresh, clean water; or a healthy tree or bush. He surrounds the object with this material, then purifies the object's Essence by surrounding it with a second ring of incenses and salts. For the remainder of the shaping action, he chants sutras of the appropriate Elemental Dragon over the object. Modern sorcerers often draw from the Immaculate Texts but many Celestials and gods prefer epic poetry about the Elemental Dragons' contributions to the overthrow of the Primordials. At the height of the ritual, the sorcerer touches the object (as hard or as soft as the sorcerer desires) at each of its five primary Essence gates and speaks Words of Elemental Bindings. The quantity of elemental substance surrounding the object is absorbed into it, infusing the item with an elemental benediction (see below). This blessing lasts indefinitely.

If the sorcerer chooses the standard activation, he only requires a handful of clean elemental substance, held in or touching his left hand. He then speaks just the Words of Elemental Bindings and touches or holds the object to be imbued with his right hand. The elemental material is absorbed into the object through the conduit of the sorcerer, empowering the object with an elemental benediction (see below). This blessing lasts for one full day.

If an element lists multiple benedictions, one must be chosen. Enchanted objects must be attuned, just like an artifact; in parentheses is listed the attunement cost of the benediction. Those without Essence pools can substitute Willpower points for Essence. Committed Willpower cannot be spent or otherwise regained while committed. Some benedictions also have costs per use. The elemental benedictions are as follows:

- *Air (1m)*: The benediction of *Lightness* reduces the weight (but not mass) of the object. This halves the feats of strength total required to lift the object. For weapons, this reduces their Strength requirement by one, to a minimum of one. For armor, this reduces its fatigue value by one. The benediction of *Coldness* works on worn objects like armor and clothing, keeping the wearer cool. This grants a +3-dice bonus to Resistance or Survival rolls to mitigate the effects of hot environments. For armor in particular, the wearer is always considered to be in cold weather for the purposes of determining how often he needs to make fatigue rolls.
- *Earth (1m)*: The benediction of *Solidity* grants magical reinforcement to objects, causing damage to be rolled against them when struck. This makes it so cloth is not easily cut or torn, glass becomes much less breakable, and weapons rarely rust or need sharpening.
- *Fire (1m)*: The benediction of *Insulation* grants objects immunity to the ravages of fire and heat, negating damage from those sources so long as its not supernatural in nature. The benediction of *Radiance* grants the capability of objects to shed heat. Clothing and armor keep the wearer warm if the weather is cold, granting a +3-dice bonus to Resistance or Survival rolls to mitigate such conditions. Weapons automatically stun foes on hit, as their great heat causes momentary feverishness.
- *Water (1m)*: The benediction of *Fluidity* allows the object to change shape into an item of the same substance with similar form, function, and mass — for the cost of one mote (or one Willpower if the user has no Essence pool) and a miscellaneous action per transformation. Thus, a straight sword can morph into a slashing sword or a chopping sword, but not a bow (different material) or greatsword (too large). A reinforced breastplate can transform into lamellar, but not a buff jacket (different material) or a normal breastplate (too small). The Resources value of the object also cannot be increased; a ratty tunic can transform into ratty trousers or a ratty cape, but not a resplendent gown of fine silk. The Resources value of the object can, however, be reduced, and increased back to its original value later if desired. The object's user must be able to visualize the new form clearly, requiring a successful (Wits + appropriate Craft) roll at a difficulty two less than that which would be required to design the item the traditional way, to a minimum of one.
- *Wood (1m)*: The benediction of *Rejuvenation* grants the capability for the object to repair themselves as if healing. Dents and cuts in armor seal up, clothing mends itself, a charcoal stylus slowly grows back its charcoal. The object self-repairs at the rate at which Exalted heal bashing damage—one level per three hours. Superficial damage or general wear heals by the end of a scene. This cannot regenerate significant missing pieces however—anything equivalent to a Crippling effect—a sword snapped in two will not regrow the missing piece, a sheet of paper mostly burned will not be restored whole, and a bite out of a sandwich will not return. This benediction also only works to restore the objects to the state it was in when the blessing was put upon it. A rusty sword will stay rusty, but will not become further oxidized.

This spell is Cooperative if the dramatic action shaping is used, as elementals or Dragon-Blooded can aid the sorcerer. Up to (Essence) such beings of the appropriate elemental aspect can help, each one able to provide the sorcerer with up to (their own Essence) motes to help cast this

spell, but each must spend one Willpower of their own. The primary benefit of the Cooperative effect is that the sorcerer can empower structures instead of just objects, although the weight restriction still applies. He and the elemental beings sum their Essence scores together, however, to determine the maximum weight of the item to be enchant. Elementals fulfill the need for a large quantity of the desired element as long as at least one has Essence 3+, while Dragon-Blooded fulfill the need if they have Breeding or Essence of 4 or greater.

This spell cannot be used on artifacts of any sort, thaumaturgic or sorcerous objects, objects empowered by Charms, or objects with natural magical properties. In essence, objects previously imbued with magic cannot benefit from this spell.

Component: The sorcerer requires quantities of elemental material or sufficiently powerful elementals or Dragon-Blooded to cast this spell. If he is shaping the spell as a dramatic action, he also requires incenses and salts worth at least Resources 2. If missing one of these, the spell's cost increases by ten motes as the sorcerer must use his own Essence to purify the object. If missing both, the cost raises by twenty motes. Finally, no matter which shaping action the sorcerer takes, he is required to speak the Words of Elemental Bindings to empower the object.

River of Blood

Cost: 16+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Shaping, Sickness

Duration: (Willpower) days or more

The sorcerer reaches down and lightly touches a body of water. The ripple she creates, even if subsumed by waves, carries with it a transformative catalyst, turning the water into thick, red-black blood as a Shaping effect. The sorcerer has the option of affecting a body of water up to (Essence x 200) yards away by forming a deem vermilion serpent of Essence to strike it, causing this spell to be Obvious during the casting.

This spell can be cast upon rivers, lakes, canals, ponds, aqueducts, swamps, fountains, baths, or even indoor plumbing. This spell does not work on the Western Ocean, the Inner Sea, or any other massive body of water. The transformation is catalyzed downstream (for flowing bodies of water like rivers) or in all directions (for still bodies of water like lakes or swamps) for (Essence) miles, plus one mile per additional three motes the cost of this spell is increased.

This transmutation lasts for (Willpower) days, plus another day per three motes the cost of this spell is increased. After the first day of the transmutation, plants within a mile of the body of blood begin to wither and die as a Sickness effect, for blood is ill-suited to nourish life. Virtually all plant life will be dead a few days afterward. Beasts that live nearby the water source flee for a healthier source of water, and the transformed water is practically useless as a source of nourishment, save for things that feed upon blood. Most water life dies within a day if they do not flee.

The area soon reeks of blood and, as it decays, of rot as well. Malevolent things like hungry ghosts are attracted to the stench of death. This spell is an effective way of creating conditions where shadowlands are likely to form (although it is not a surefire method; the spell's temporary duration means most shadowlands that do form are only temporary).

Beings who remain within a mile of the afflicted water for a full day or more must succeed a Virulence roll to avoid contracting consumption (see **Exalted** p. 351). Every day stayed within the the area requires a new roll to resist.

The Sacred Tongue

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Emotion

Duration: Until the sun next crosses the horizon or until dismissed

The Eternal Word belongs to no known language but is recognizable as a word of power in all tongues. Upon casting this spell, the sorcerer invokes that word and shapes its potent Essence into a mask that incorporates the themes and aesthetics of the sorcerer's anima banner and totem. Sorcerers without an anima create a mask of dusky gold that covers his ears and the lower half of his face. The mask makes the it more difficult to discern the sorcerer's intentions, imposing an external penalty of (the sorcerer's Essence) to any attempts to Read her Motivation.

When the sorcerer speaks, the mask moves as well, mirroring her words and converting them to the strange, echoing cadences of a mystic language. Everyone who hears the her understands her words, though no one could mistake them for mundane speech—an Obvious effect. Likewise, the mask translates words spoken by others into the Sacred Tongue so the sorcerer can understand them.

The power of this spell gives the sorcerer's words some minor magical power in and of themselves. When he makes a social attack using The Sacred Tongue, the MDVs of his listeners suffer a -1 external penalty. Other people treat the sorcerer with respect, awe and fear—an unnatural Emotion effect (see Feeling the Love in **The Manual of Exalted Power: Achemicals**, p. 147, on Emotion effects) that affects all who hear the sorcerer's word with a Dodge MDV lower than (the sorcerer's Charisma + Occult). It can be resisted for the duration of the spell by spending one Willpower.

Component: The sorcerer must speak the Eternal Word, whether it be a whisper or a shout, to cast this spell.

Shadow Summons

Cost: 15+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish, Component, Commitment (0m or 2+m), Obvious, Scrying, Shaping

Duration: Instant (varies)

The sorcerer begins by painting a pentagram of pitch upon the ground and holding in his hand an arcane link to his chosen target. Walking the edge of the pentagram counterclockwise, the sorcerer chants the Dirge of Shadows, which takes five minutes to speak. This incantation is completed 55 times, at which point the sorcerer speaks the target's name (if he knows it) with authority thrice—once for the Unconquered Sun, once for Luna, and once for the Ebon Dragon. The total process is the spell's shaping action, a dramatic action taking exactly 13 score and fifteen minutes (or about four and a half hours). The ritual must conclude at midnight.

On the first repetition of the chant, the sorcerer rolls (Manipulation + Occult) while the target rolls (Stamina + Integrity). This is treated as an unblockable and undodgable Shaping attack that occurs from any distance, as long as the target and sorcerer are on the same plane of existence and is not immune to Scrying. If the target currently has no shadow (such as if he is within a pitch black room), or wins the resisted roll, the spell automatically fails. If the sorcerer wins this resisted roll, the victim's shadow is torn from her body and drawn to the sorcerer's circle as a Shaping effect. The shadow travels, immaterial, at hundreds if not thousands of miles per hour, fast enough that it reaches the sorcerer by the end of the ritual. On the 55th repetition of the chant, the sorcerer hurls a knife into the center of the pentagram, just as the shadow passes over that center. The knife pins the writhing shadow to the ground.

The shadow is trapped until sunlight strikes it, the knife is removed, or the pentacle is broken. The sorcerer may use the summoned shadow in many ways:

- The shadow may be used to deliver a message. The sorcerer speaks as long a message as he desires, provided he finishes by sunrise. This message may carry social attacks, including any magic the sorcerer wishes to use. The shadow cannot carry Holy magic, however; it is instead instantly destroyed as if by sunlight (see below). The sorcerer snatches up the knife and the shadow speeds back to its owner, reattaching itself. When this happens, the target hears the full message.
- The sorcerer may destroy the pinned shadow by focusing the light of the rising sun upon it with his Essence, burning away its substance. (Therefore, this can only be performed at sunrise.) This inflicts excruciating pain on the victim, who is rendered Inactive from in agony for one minute (as a Crippling effect) while the shadow fades away. While the shadow reforms, the target suffers a -(Essence) wound penalty, another Crippling effect, which stacks with other wound penalties. This pain is healed as if it were a -2 wound penalty health level, though the target's shadow "heals," returning to its full size and darkness, as if it were a -4 wound penalty health level.
- The sorcerer can grab the shadow and wrap it around his person, altering his features to be more similar to the target. This gives him an automatic disguise worth (Willpower) dice, or he use it to enhance his own efforts, adding (Essence) automatic successes. In either case, the disguise must be to impersonate the target of this spell. This requires a commitment of two motes. Multiple shadows can be donned in this way, granting the sorcerer bonuses on multiple impersonating disguises.

- The sorcerer can merge the stolen shadow with his own, making it larger and darker. It also takes on the features of the target, which very well may be at odds with the sorcerer's own features. This enhanced shadow is powerful enough to leech into the environment, deepening shadows. This grants the sorcerer the benefits of complete darkness, a -2 external penalty to see him (see Vision in **Exalted** p. 135). This requires a commitment of two motes. Multiple shadows cannot be fused together to inflict cumulative penalties.
- The shadow can serve as a powerful arcane link to the target, granting (the target's own Essence) bonus dice to rolls involved in spells that use an arcane link. The sorcerer preserves the shadow by infusing it with a bit of his own Essence, then must store it in some way. He can keep it pinned to the pentagram, bottle it in a lead-stoppered jar, or some similar method of containment.
- The sorcerer can ask the shadow questions about the target; one question by default, plus an extra question per ten additional motes spent to tithe the shadow in payment. It has limited knowledge: the shadow knows and can describe the surfaces it has fallen upon, it knows the lies the target has spoken in its presence, and it knows what the target hates (her negative Intimacies). The shadow gives clear answers to short and direct questions, but cryptic answers to vague or open-ended questions. Usually, one question will give the sorcerer knowledge of one location, one major lie, one negative Intimacy, or something of equivalent worth.

When the shadow is in use by the sorcerer, the target is bereft of her shadow. Unless stated otherwise above, the sorcerer has use of the shadow until he deems it time to dismiss it, wherein the shadow speeds back to its owner as quickly as it came, and reattaches itself without harm.

While the sorcerer keeps the stolen shadow in his possession, the target has a vague sense of where her shadow lies. She can tell what direction and approximately how far away the shadow is from her, at all times, like a nagging thought in the back of her mind. This negates any bonuses to disguise or stealth the shadow may give the sorcerer with respect to the target.

Component: As material components, the sorcerer needs a circle of pitch and a knife, both worth effectively Resources –, meaning he can get them virtually without cost. He also needs an arcane link to his target. Finally, he is required to speak and repeat the Dirge of Shadows 55 times. If he knows the target's full true name, he gains (Essence) bonus dice to the resisted roll to summon the target's shadow.

Shadowy Simulacra of Smoke

Cost: 15+m, 1wp; **Circle:** Emerald; **Type:** Simple (1 action)

Keywords: Commitment (5m), War

Duration: Up to (Essence) scenes

A black, obscuring cloud rises from the sorcerer, extending (Essence x 5) yards from her person. Shadowy, distracting figures dart about within it. Sounds are muffled within the cloud, and their directions become unclear. The smell and taste of the smoke overwhelms the senses. Anyone

within the cloud or attempting to pierce the cloud suffers a -1 external penalty to all Perception or Awareness rolls involving sight, sound, smell, or taste. The sorcerer can increase this penalty by one for every additional ten motes the spell's cost is increased, up to a maximum of -4. She and up to (Willpower) others she chooses are unaffected by the spell.

Every time a character makes an attack directed at a target within the cloud (in any way, socially, physically, or otherwise), his player must attempt a reflexive (Perception + Awareness) roll at a difficulty of (Essence); if the attacker is within the cloud the external penalty from the spell applying as usual. On a success, he selects his intended target. On a failure, he attacks one of the simulacra of shadow and smoke, wasting his action. On a botch, he attacks the ally closest to him by mistake. If a character flurries multiple attacks against the same target, every subsequent attack in the flurry hits the same target, be it enemy, simulacrum or ally—this can be dangerous, for flurries cannot be aborted without the target becoming invalid.

The simulacra have no substance to them, and no health levels; they constantly disperse and reform within the cloud. The cloud endures up to (Essence) scenes. If the sorcerer drops the spell's mote commitment, the cloud lasts until the end of that scene. It does not move with the sorcerer, but remains centered on where she stood at the moment of casting. Regular winds won't affect the cloud, but gusts of high-speed winds can shift its location at the Storyteller's discretion. Sustained high-speed winds can disperse the cloud in a scene's time.

This spell can be cast in long-tick actions, increase the of the cloud's size to a radius of (Essence x 20) yards. Instead of choosing individuals, the sorcerer may opt to choose a unit she is leading or a special character within to be immune to the effects of this spell. This includes other special characters.

Silent Words of Dreams and Nightmares

Cost: 22m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Component, Emotion, Scrying

Duration: Until the dream manifests

With smoke and mirrors and an arcane link to the sorcerer's chosen target, she begins this spell's ten minute dramatic shaping action. The two mirrors face each other, with the arcane link. She utters the Chant of Dreams and Nightmares and makes the three Mudra of the Quicksilver Hands—the Mudra of Waking, of Dreaming, and of Gossamer. The smoke the sorcerer had lit wafts toward the mirrors—and into them.

With this spell, the sorcerer infuses the target with a sorcerous potential for any dream she desires, which will manifest the next time the target sleeps. This is treated as an unblockable and undodgable natural mental influence that occurs at any distance, so long as the target and sorcerer are on the same plane of existence and is not immune to Scrying. It cannot be resisted with Willpower.

The dream can be anything the sorcerer desires, in any amount of detail, but it by itself imposes no physical or mental consequences on the target. He vividly remembers the dream upon waking, however, so the sorcerer may imbue the potential dream information, carefully selected portents, or a single social attack. Unlike normal social attacks, those made through the medium of the dream do not need to originate from the attacker; it can be any source the sorcerer imagines. The originator could come from the target's mother, a vague figure that has no identity, an ominous all-encompassing presence, even the target's own dreamself. The sorcerer still must roll the appropriate social attack pool and use any Charms as part of the spell's shaping action, however (this does not inhibit the spell's functioning nor does it cause the sorcerer distraction). The successes the sorcerer rolls are compared to the target's MDVs when he sleeps. Because the sorcerer has full control over how the dream manifests, she can add up to (Essence) to her effective Appearance for the purposes of making the social attack. The target may use any means he has at his disposal to resist the attack, if he so chooses—Willpower, Virtue channels, or any appropriate Charms—ignoring the normal restriction on being Inactive because, in the dream, he is not.

The sorcerer gains one unique form of attack from this spell — a nightmare. This attack is considered a natural Emotion effect that cannot be resisted with Willpower. It is performed by the sorcerer rolling ([Manipulation or Charisma] + Occult) when the spell is cast. The target resists that roll when he sleeps, rolling (Stamina + Integrity) to oppose the sorcerer; again, he is able to use appropriate Charms or other means to resist the attack or enhance his roll. Every success the sorcerer rolls negates one Willpower the target gains from sleep, to a minimum of zero.

This spells works best if the target gets a full eight hours or more of sleep, allowing sufficient time for the dream to fully manifest. For every hour less than eight he sleeps, the sorcerer's social attack roll incurs a -1 external penalty. If this spell is used on a target multiple times, the dreams are "banked," one manifesting each night. If the target has effects that manipulate his dreams, such as Lullaby Stone (**Oadenol's Codex** p. 95), they do affect the sorcerous dreams as normal. (Note that the Lullaby Stone itself does negate the nightmare attack, but will not automatically negate social attacks unless they impose unnatural mental influence.)

Component: The sorcerer requires an arcane link of the target, as well as two mirrors, worth at least Resources 2. The smoke required is not special, and can be from any source. Only the smoke is consumed upon casting the spell. She also must speak the Chant and form the Mudra for this spell to function.

Sleep of Stony Safety

Cost: 12+m or 30+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Component, Commitment (3m + 1m per target), Touch, War

Duration: Up to twelve hours

The sorcerer must take a dramatic shaping action one minute long to cast this spell. She sprinkles a bit of fine white sand on each target, which can include the sorcerer—up to (Essence) targets, plus an additional target per three motes the cost is increased. For a minute after the spell is cast, the sand grows and expands, crawling its way over the target, eventually covering him completely. At this point, it hardens into a mystically-empowered sandstone shell, a cocoon that protects the target and insures restful sleep. It has many effects:

- The target cannot move, and his senses are blocked as they would be when trapped behind a stone wall; he can feel and hear vibrations, and little else. Luckily, the sorcery suppresses all but the most extreme claustrophobia (that being an Aberration-level derangement).
- The shell counts as 100% hard cover, insuring that the target cannot be struck without first damaging the stone cocoon. It has (Essence x 6) lethal and bashing soak and equivalent Hardness, (Willpower x 4)/(Willpower x 6) Damaged/Destroyed health levels. As it is a sorcerous material, damage is rolled against it. This cover cannot be breached, even via magical means; this counts as a defense for the purposes of effect conflict. When its Damaged health levels are filled, the stone encasing is treated as armor instead of cover, with the same soak and hardness as previously described. (Remember, if the shell is being attacked, no matter if it is cover or armor, only the shell takes damage. The character within only takes damage he is the target of an attack, which cannot be done before the shell's Damaged health levels are filled.) When destroyed, the shell cracks and flakes away, turning again to fine white sand. The target may also choose, at any time, to reflexively destroy the cocoon, instantly filling all its health levels with damage.
- The sorcerer or target (per the sorcerer's choice) Can choose up to (Essence) alarm triggers per target. These are governed by the stone-encasing's small god who forms when the spell is cast and disappears into puffs of Essence when it ends. It effectively have human senses from any point on the shell, with Perception 4, Wits 3, and Awareness 5. The small god can tell the time precisely to the second, thus often sorcerers choose time-based alarms. The spirit also has the capability to automatically notice attacks against the shell, removing the unexpected quality from the attack if needed. Therefore, another common choice is "when the shell is attacked." The alarm is always a soft chiming, instantly recognizable as exactly which condition has triggered.
- The sandstone changes color to match the surrounding native earth. This provides automatic camouflage worth (Willpower) dice.
- The interior of the cocoon is kept at a comfortable, neutral temperature at all times, no matter what the weather is like without the shell, insuring that the target need not make Survival rolls to survive such conditions.
- Environmental hazards have a difficult time penetrating the sandstone, even ones that would normally conduct through stone like the heat of magma. The effect of this is that the target automatically succeeds all (Stamina + Resistance) rolls to resist natural environmental effects.
- Sleeping while encased by the sandstone is wonderful. All fatigue and mobility penalties are suppressed, so even the bulkiest armor becomes fine sleepwear. Inconvenient natural processes are put on hold. Healing rates and Essence respiration rates are increased

twofold. Sleepers cannot have bad dreams, and always may roll to regain Willpower upon waking, no matter what the circumstances. This counts as a defense for the purposes of effect conflict. Finally, when the target awakens (even if from an alarm, as described above), he awakens fully and without grogginess, able to react reflexively if required.

The sorcerer can increase the base cost of this spell to 30 motes and cast it as a one-hour dramatic shaping action to affect a unit of which she is the commander or special character of up to (Essence) Magnitude. For every ten extra motes the cost is increased, the Magnitude that the sorcerer can affect increases by one. Each dot of Magnitude counts as one target for the purposes of this spell's commitment cost. Instead of individually sprinkling sand on each target, the sorcerer spreads the fine white sand in a circle on the ground, large enough to encompass all targets. Once the spell is cast, the sand grows and spreads over the next ten minutes, covering all targets in the above-described cocoon of sandstone.

The spell ends when all the cocoons are destroyed or twelve hours has passed since the spell was cast, whichever comes first.

Component: Fine white sand is required for this spell, worth at least Resources 1. However, the destroyed cocoons leave behind even more of the same white sand which can be recovered to be used again to cast this spell.

Song of the Waves

Cost: 10+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component

Duration: Instant (Indefinite)

The sorcerer infuses her voice with a multi-harmonic timbre of symphonic music, and targets a single individual. She sings a partial verse of impossibly eloquent Song of the Waves, an epic ballad of love and vengeance and death at sea, which echos within the target's mind. The lack of resolution to the verse is so intense that it causes madness related to what was sung: a verse of hunger could cause cannibalism or special diets, while one of victory might cause megalomania, or a verse about battle leading to blood-lust.

The sorcerer's player rolls ([Charisma or Manipulation] + Occult) plus (Essence) automatic successes. The result is compared to the target's Dodge MDV. He must be able to here the sorcerer's voice; aural penalties or sound-dampening barriers impose external penalties on the sorcerer's roll. Each derangement the target already suffers also inflicts a cumulative -1 external penalty on the sorcerer's roll. This attack is unnatural mental influence and can be defended against as such, but no Willpower can be spent to resist it.

If the sorcerer rolls more successes, the target immediately gains a derangement (see **Exalted** pp. 288-289, the **Manual of Exalted Power: Lunars**, pp. 209-210, the **Compass of Celestial Directions II: the Wyld** pp. 148-150, and other sources), of severity dependant on the number of extra motes the sorcerer spent casting this spell: a deficiency for no extra motes, an debility for five extra, or a deformity for ten extra motes. If the target has a Limit track, however, he may gain Limit equal to the bonus point cost of the derangement (1 for a deficiency, 2 for a debility, 4 for a deformity) if his player chooses; the target, however, reacts instinctively.

If the target has a DV greater than the number of successes the sorcerer rolled, he is unaffected by the spell.

The derangement lasts indefinitely and does not heal naturally. The sorcerer (and only the she) may cast this spell again, on the same target, for five motes and one Willpower. She sings the completion of the verse she originally sung to drive the target mad. By resolving it, so too does the target's madness resolve, vanishing. This functions automatically and does not require an attack roll; the target need only hear the sorcerer's voice.

Component: The sorcerer must be able to sing the Song of the Waves, or this spell cannot be cast.

Sorcerer's Irresistible Puppetry

Cost: 25m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Component, Commitment (3-10m), Obvious, Shaping, Total Control

Duration: Indefinite

This spell prepares a single creature for later possession by the sorcerer. This spell does not function against creatures without a living mind or without a living body: undead, automata, plants, and dematerialized spirits are invalid targets. The subject either must be willing or unconscious and immobilized during the dramatic shaping action of one hour. The sorcerer places upon the target's key chakra ritual paper inscribed with the 147 Sigils of Possession—formulae describing how spirits control mortal frames—and surrounds the target with fragrant incenses in the seven-pointed Pattern of Control.

To begin the ritual, the sorcerer directs his Essence through the Sigils via the Pattern and into the target, binding the creature to his own Essence in dominance as a Shaping attack that automatically hits. After an hour of suffusion, the sorcerer drains his Essence out of the target and crystallizes it into a a jewel upon the creature's brow, requiring a commitment of 3 motes; if the Essence is later uncommitted, the jewel dissolves away, ending the spell. The gem is considered an arcane link to the target.

The enchantment laid upon the target is deep and subtle until the gem's power is used; the magic is an invalid target for Awareness or Perception rolls.

The sorcerer can use the jewel's power by pressing it onto his own forehead, or by placing it in a hearthstone socket of which he has attuned. This requires a commitment of 7 extra motes to the jewel, and immediately provokes a clash of wills with the target. This is Obvious to the target if she wins the clash of wills *and* succeeds a reflexive (Wits + Awareness) roll at a difficulty of (Essence). The sorcerer may not attempt possession again, if he fails, until a full day has passed.

If the sorcerer wins the clash, he takes complete control of the target's body for one full day, as a Total Control effect that cannot be resisted with Willpower. The sorcerer can control his puppet in varying degrees of strength, called the Layers of Control. All layers stack, and each previous layer must be active before the next can be attained.

- *Layer One—Senses:* The sorcerer does not so much control the target as perceive through her senses. He uses the target's traits for any roll directly involved in perception, while the sorcerer uses his own traits to analyze what he perceives.
- *Layer Two—Implanted Thoughts:* The sorcerer can implant thoughts into the target, who thinks they are her own and acts accordingly. A thought like "I am hungry," for example, would cause the target to seek out food like she normally would—or not, if she normally would wait in such a circumstance. A thought of "I should kill that man," would likely go ignored if the target is not normally violent.
- *Layer Three—Superficial Control:* The sorcerer directs the target as if controlling an automaton, through commands that the target then carries out to the best of her abilities. The commands are direct and specific, unlike implanted thoughts. "Eat that apple," would force the target to consume an apple — although the target would not consume the core unless she normally would do so. A command of "Kill Tepet Fokuf" would cause the target to attempt to kill Fokuf with the means that the character would normally use to kill a man.
- *Layer Four—Body Control:* The sorcerer locks away the target's mind and controls her body directly. He uses all his own non-physical traits and uses the target's physical traits. Most traits are fairly straightforward, although some are up to the Storyteller's discretion. Wits, for example, could include muscle memory (a physical trait) or reaction times (a non-physical trait). The sorcerer cannot use any of the target's supernatural capabilities that aren't permanent or otherwise automatic, like artifact attunement. The sorcerer cannot use his own magical capabilities through the target; he could use an Intelligence Excellency to enhance his own Intelligence, but not a Resistance Excellency to enhance his target's Resistance. While in this mode, health levels of damage dealt to the target causes the sorcerer to suffer an equal number of unsoakable bashing health levels of damage. The target experiences this Layer of Control as a fugue, unable to remember any events without the use of magic.
- *Layer Five—Mind Control:* The sorcerer delves into the target's mind, controlling her body and thoughts. This acts just like Layer Four except the sorcerer can use the target's non-physical traits if he so desires. He can also access the target's memories, just as if he were the target. That is, he may need to make Intelligence or Lore (or other) rolls to delve into the target's mind and recover the memories. The sorcerer can also use the target's magical capabilities, again just as if he were the target. The target and sorcerer both experience

this Layer of Control as an admixture of both minds, the sorcerer's being unstoppably dominant. This blending of minds can cause some unwanted side effects for both parties: The sorcerer and target each gain an Intimacy that the other possesses. A sorcerer using Layer Five control too much can go mad: once he has at least (Essence) Intimacies from a single target, he gains a minor derangement based on the target's personality or desires. The derangement upgrades each use of the gem thereafter.

While controlling a target, the sorcerer is Inactive save that he can take reflexive actions that require solely thought, like the activation of Charms of personal augmentation. The puppeteering is still a subtle magic while active; it is not Obvious to any sense, and any Perception or Awareness roll that could validly notice it suffers an external penalty of (the sorcerer's Essence). If noticed, the possession looks like a ghostly overlay of an odd seven-pointed patter over the target's chakra; any character who knows this spell instantly recognizes it.

Countermagic is valid against the gem or the target of this spell. The gem is considered an arcane like to the sorcerer and the target. If the target dies while being controlled, the sorcerer automatically loses (the target's Essence) Willpower, minimum 3, and the gem shatters.

Component: The sorcerer is required to write the Sigils of Possession upon ritual paper and incenses. These material components cost Resources 2, and are consumed when the spell is cast.

Spirit of Might

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Obvious

Duration: Instant (varies)

The sorcerer strikes her fist upon the ground and speaks the barking Titan's Call. The mystically empowered word amplifies the sound of her striking fist and shapes it into an immaterial being of pure might. Its manifestation is dependant on the sorcerer, often reminiscent of her anima or totem, if she has one. Great angelic beings may reach down to help pull a door from its hinges, or a bear-totem may push a boulder of the sorcerer's path.

The construct of Essence forms within one yard of the sorcerer. It can be commanded only by her, and only in Old Realm. The Spirit of Might can be ordered only to perform feats of strength and can do so continuously if required, like holding up a portcullis. The construct has a pool for feats of strength of (the sorcerer's Willpower x Essence x 2) and never works cooperatively. This may may be increased by one for each mote the sorcerer increases the cost of this spell. The construct lasts for one full day, plus an extra full day per additional two motes the cost of this spell is increased.

The Spirit of Might is considered immaterial (but manifest) unless it is performing a feat of strength. Thus, the construct can only be damaged by attacks that can strike the immaterial. It has bashing and lethal soak of (Willpower x 3) and Hardness of (Willpower x 2). Damage is applied as a reduction in the number of automatic successes it has for feats of strength rolls. Once that total reaches zero, the construct is destroyed, and the spell ends.

The construct lasts for one full day, plus an extra full day per additional two motes the cost of this spell is increased. At the end of this time, the sound of the sorcerer's fist striking the ground again echos, fading away as the Spirit of Might does as well.

If this spell can be cast with long ticks, the construct is bound to a single location and able to perform to only a specific feat of strength, such as hefting a gate or hurling boulders from a nearby pile at a fortress wall. The sorcerer may set trigger conditions or passwords by which the Spirit of Might will start or stop enacting the feat of strength. Unlike in the standard casting of this spell, the construct only manifests visibly when performing the feat of strength. When created this way, the Spirit of Might lasts for one full week, plus an extra full week per additional five motes the cost of this spell is increased.

Component: The sorcerer must strike her fist upon the ground and speak the Titan's Call.

Spirit Sword

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Commitment (5m), Component, Limited, Obvious

Duration: Instant (a year and a day)

The sorcerer uses his hands to sketch the outline of a sword of pale light, hanging in the air, glittering like spider web in moonlight. When he casts the spell, he signs his name or title across the blade, etching the sword with a piece of his soul. This gives the sword reality enough to exist, shining softly like a candle in the pale colors appropriate to his nature — often the colors of his anima. When the blade is swung, it shimmers with ten-thousand hues, and when it strikes, it rings like an iron bell.

The sword has two modes: it can act independently or it can be wielded by the sorcerer. The blade's mode can be switched with a miscellaneous action. Switching its mode to Wielded counts as drawing the weapon. In either mode, the blade can always strike the immaterial.

Independent: In this mode, the spirit sword hovers at most (Essence) yards off the ground, but will often dip lower to strike. It will go no farther than (Willpower x 10) yards from the sorcerer's heart, with a Move speed of (Essence) yards per tick. The sword will naturally attack anyone it sees as a threat to the sorcerer, usually the closest enemy. The sorcerer can give it orders, however, but only in Old Realm. It attacks with a Speed of 6, an attack pool of $([Essence \times 2] + Temperance)$, a base damage of $(Valor)L/2$, and Overwhelming. It attacks only once, but the arc of its attack is great, hitting all enemy targets within (Essence) yards. The sorcerer can expend Virtue Channels (without using Willpower) to grant (channeled Virtue) automatic successes to an attack made by the hovering blade. The sword is not a valid target for attack, although it can be targeted by banishments magic.

Wielded: In this mode, it the soul blade is a Melee weapon to be used by the sorcerer. It has the following weapon statistics: Speed 6, Accuracy $+(Temperance)$, Damage $+(Valor)L$, Defense $+(Compassion)$, Rate (Conviction), Min Str 1, Tags —.

Component: The Sorcerer must sketch out the outline of his blade, else it will not form.

Spoke the Wooden Face

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish

Duration: Instant (Indefinite)

The sorcerer turns a tree into a conduit through which she may communicate over long distances. First, the sorcerer must carve a face into a living tree. This ritual is the spell's dramatic shaping action, requiring one hour's time. If the sorcerer wishes the face to look like more than a crude and obvious effigy, his player must succeed on a (Dexterity + Craft [Wood]) roll. The sorcerer may use successes on this roll for a variety of purposes. A single success can make the face look like the sorcerer. Success can be spent make the face blend in with the tree's natural features, requiring observers to roll against the sorcerer's successes to notice or find the face at all. Successes can also be spent make the face look like someone else, requiring onlookers to roll against the sorcerer's successes as if it were a disguise. The effigy does *not* count as an arcane link to the sorcerer unless it is active.

Thereafter, from any location in any plane of existence, the sorcerer may concentrate and spend one mote to instantly and reflexively see and hear from the carved image's point of view and speak through its mouth for as long as she wishes. She may make social attacks through the face, and empower her senses and voice with Excellencies if desired. The magic of the spell allows the sorcerer to easily act through the wooden face as well as her own body, thus suffering no penalties. She may even speak on her own as well through the face at the same time. Taking actions that require concentration (such as any action that needs dice rolled, like social attacks) imposes multiple action penalties on the sorcerer to flurry

the actions. The sorcerer may shift points of view at most once per tick.

Others can key themselves to a wooden face, allowing them to use it as if they cast the spell. This requires the individual to touch the face and spend five motes (or the sorcerer can also touch the face and spend five motes). The individual then must attune to the face, just like one attunes to a manse. All who are keyed to the face must agree that this new individual also attune to the face, again just like a manse. The sorcerer can eject an attunement at any later time if she wishes.

Only one person can use the wooden face at a time. The sorcerer can automatically usurp control, and never can have his control of the face usurped. Others may attempt clashes of wills to attain control for an action at a time.

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

The spell is forcibly canceled if the tree is killed or if the effigy is removed from the tree.

Sprouting Shackles of Doom

Cost: 10m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Commitment (5m), Obvious, War

Duration: (Essence) scenes

The sorcerer casts this spell with a gesture emulating the motion vines make as they climb and grab. His magic suffuses the local plant life in an area (Essence x 50) yards around him, temporarily making it grow and animate. Any plant life works, including lichens and fungi, but the spell will fail if absolutely no plant life is within the area of effect (such as places of desolation). The plants attempt to seize all targets in the area, although the sorcerer can designate up to (Willpower) targets to be unaffected. The sorcerer must include himself if he wishes not to be grappled by his empowered plants.

The enlivened flora twines around all within the area, attempting to hold them in place. This cause them to suffer a -(Essence) external penalty to appropriate Dexterity-based rolls and halves Move and Dash speeds. Further, the area is treated as unstable terrain (**Exalted** p. 155) with an instability rating of (Essence), although it is based on Athletics or Resistance. The Dexterity penalty does apply to the rolls to keep balance.

Finally, the sorcerer may target a single individual within the area that he can perceive by spending five motes as a miscellaneous action. This causes the plants to viciously grapple the target using an attack pool equal to (Wits + Occult). Add (Essence) successes if the target has failed her rolls against the unstable terrain. Otherwise, add (Essence) dice as the attack's Accuracy. If the attack is successful, the target is grappled. Thereafter, the sorcerer may perform any task that can normally be done while in a grapple: break hold, crush, or hold. The plants' effective Strength for the purposes of breaking the hold and crushing is (the sorcerer's Willpower). One unique capability is that, while grappling the target, the plants can carry the victim up to (Essence) yards per tick, as long as the target stays within the spell's area. The sorcerer does not need to expend more Essence to renew the grapple; the cost is only paid when initiating a new clinch. Renewing the grapple requires a miscellaneous action for the sorcerer, and it uses the same pool as was used for the attack. If the sorcerer has multiple clinches going on simultaneously, multiple action penalties apply to the attacks and renewals.

The spell lasts up to (Essence) scenes. If the sorcerer drops the spell's commitment, it remains until the end of that scene.

If the spell is cast with long ticks, the area increases to (Essence x 100) yards, the sorcerer can designate (Willpower) units to be unaffected, and the grapple attack can be made against a unit of Magnitude (the sorcerer's Essence) or smaller at the cost of ten motes.

Component: The sorcerer must make the motions of vines with his arms to cast this spell.

The Spy Who Walks in Darkness

Cost: 16m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Limited (1 or special)

Duration: Instant (a year and a day)

The sorcerer takes a shadow under her control and infuses it with the Essence of life — or, at least, a semblance of which an automation has. Normally, this is the sorcerer's own shadow, but she may use a shadow she has summoned with the Shadow Summons spell. If so, the sorcerer may have multiple dark spies active, one for each shadow captured plus her own. The dramatic shaping action takes three hours to cast, and the sorcerer must have a strong, dark shadow. She takes a her specially-prepared black powder and throws it down upon her shadow along with her Essence. Once the shadow is fully covered, she invokes the names of Luna and Five Days' Darkness, and lights the powder aflame. It burns for five minutes with a gray, darkening luminescence until the shadow automaton rises, still smoking. The dark servant looks like an inky black, roughly shaped, elongated version of the shadow's origin person, without any facial features or distinguishing marks, soft yet solid to the touch.

The dark spy has the following statistics:

Motivation: To serve the sorcerer.

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

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

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

Powers:

Master's Shadow Puppet—5m committed by the sorcerer, she may reflexively possess the spy (and only one at a time). This possession works identically to the process described in the spell Sorcerer's Irresistible Puppetry; the sorcerer may choose any layer of control and is equally Inactive. If she is in control of the shadow when it is destroyed, she takes four unsoakable levels of bashing damage as her consciousness is flung back into her body.

Eyes of Night—Ignores all vision penalties based on lack of light and can see in pitch darkness.

Body of Ephemera—A shadow is not a thing of normal substance. It halves the levels of damage dealt to it in Step 10 (roundup) unless the attack can damage dematerialized beings. This is Obvious. This power also shuts down if the automaton is fully surrounded by bright light, such as direct unclouded sunlight or a bonfiring Solar anima banner at very close range.

Invasion of Darkness—Reflexive 1wp, the shadow-spy can flatten itself and squeeze through passages that don't normally allow something of its size through. If air can pass through the gap, so can the spy. Magical wards and traps are still triggered by its passage. Using this power while grappling (or resisting a grapple) gives the automaton two additional successes, due to its malleable nature. The shadow stays flattened until it takes a reflexive action reverse this power.

Swallow the Breath—Supplemental 1wp, enhancing a clinch, lasts until clinch is broken. The automaton gains a special capability: consuming the breath of its victims, suffocating them. This is a grappling maneuver, thus the spy cannot crush, hold, or release the clinch while using this power. Victims cannot cry out while the spy swallows their breath. Swallow the Breath inflicts two unsoakable levels of lethal damage for every action that the spy maintains the clinch. If the victim dies, a horrific dry husk of a corpse is left behind, an obvious sign of the shadow-killer's handiwork, and the automaton gains (half the victims remaining temporary Willpower points, rounded up) Willpower points. Every victim killed thus satiates the shadow, reducing the amount of damage this power deals per action by one, minimum zero. This reduction stops once the shadow has "digested" the breath; after five hours have passed.

Consume the Black—Reflexive 1wp, if the spy is standing still and surrounded by shadows, it soaks the blackness into its flesh and heals damage. This temporarily removes the shadows, negating the spy's Stealth specialty and any other effects of the darkness until the dark servant moves or deactivates this power. It heals by converting lethal damage to bashing damage first, one per minute, and bashing damage to no damage, one per action. Note that while the spy is unmoving, its Dodge DV is inapplicable. Attacking in any way, including clinches, counts as movement.

Traverse the Depths of Night—Simple (Speed 5, DV -2), 2wp, the spy can step into one shadow and emerge from another at any destination within five miles. If there are no shadows within 100 yards of the spy's intended destination of at least a yard in width, the power fails and the Willpower spent to activate it are lost. The automaton need not have seen the precise location where it wants to go. Its nature allows it to choose a direction and destination without prior knowledge.

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 10, Damage 2B, Parry DV 6, Rate 3

Kick: Speed 5, Accuracy 9, Damage 4B, Parry DV 4, Rate 2

Clinch: Speed 6, Accuracy 12, Damage 1B, Parry DV —, Rate 1

Soak: (Essence + 1)L/(Essence + 3)B

Health Levels: -0x(sorcerer's Essence x 2)/Incap

Dodge DV: 5 (7)

Willpower: 10

Essence: 1

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

The spy lasts for a year and a day, for which time the shadow's origin person casts no shadow. At the end of this time, the automaton collapses into a heavy pile of ash, and the origin person's shadow reappears. If the spy is banished or slain, the origin person loses one Willpower and takes two unsoakable levels of bashing damage as an unblockable, undodgable Crippling attack. The shadow returns then slowly, showing signs of damage that heal over the course of the remaining secondary duration (even though the spell has ended).

Component: Her shadow must be at least as dark as one formed by blocking the light of a full moon on a clear night. The sorcerer requires a specially-prepared powder of pitch, charcoal, frankincense, and dirt that has never seen the sun's light (all together a Resources 2 purchase), and must throw it upon her shadow. She must invoke the names of Luna and Five Days Darkness. Finally, she must light the powder afire, usually with flint-and-steel or something similar.

Sting of the Ice Hornet

Cost: 15m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious, Poison

Duration: (Essence + 2) actions

The sorcerer evokes a grayish cloud of Essence, speaks the Word of Sudden Frost — the essential sound of the howling blizzard — and points to a location within (Essence x 100) yards. The Word and Essence crystallizes into a swarm of ice shards that launch toward the chosen place. These ice shards are about four inches long and half an inch thick, but their exact aesthetics are up to the sorcerer's nature and desires. The

shards fill an area (Essence x 10) yards in radius. She can command the swarm to move — up to (Willpower) yards per tick.

The sorcerer's player rolls (Perception + Occult), with an Accuracy of (Essence), as the shards' attacks against all targets within the designated area. The sorcerer may exclude up to (Willpower) targets from the attack. A coordinated attack penalty of (the sorcerer's Essence) is imposed on the targets' DVs, representing the great number of attacks launched at targets by the shards. They also ignore cover. The attack's base damage is (the sorcerer's Essence)L. If a target is successfully damaged, the icy shards shatter into a heavy mystical frost that coats and poisons the target. This Poison has Damage (Willpower)L/action, Toxicity (Essence), Tolerance —/—, Penalty -3. As it damages the target, she is slowly frozen; every level of damage dealt by the Poison increases its Penalty by one. If the target is killed by the Poison, they are sorcerously transformed into a solid statue of ice as a Shaping effect.

This attack is repeated on each of the sorcerer's action ticks, up to a maximum of (Essence + 2) additional attacks.

Component: The sorcerer must say the Word of Sudden Frost and point to the location the shards will form.

Storm Rider Enchantment

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious

Duration: One week

This spell is often called the Incantation of the Storm Rider. The sorcerer conjures a simulacrum of a red-haired woman out of light and Essence and casts it into the sea. This is the only time the spell is Obvious. The simulacrum a cheat — the sorcerer not only fools the storm mothers, he steals some of their power. For a week's time, the sorcerer's ship and any desired ships within (Essence) miles of the sorcerer are immune to the storm mothers' wrath; all undesired penalties, damage, or effects from weather, storms, or rough waters at sea go ignored by the designated vessels. (Note the sorcerer must be on a sea vessel to benefit from this spell.) They also automatically succeed any navigation rolls to stay on-course.

Furthermore, storms sweep the ships along, speeding their journey. The speed enhancement depends on the ferocity of the storm:

- Strong winds/light rain: 50% increase in speed.
- Heavy rain: Double speed.
- Thunderstorm: Triple speed.
- Heavy thunderstorm/cyclone: Four-times speed.

- Typhoon: Five-times speed.
- Hurricane: Six-times speed.
- Major hurricane: Seven-times speed.

It does not matter if the winds are with or against the ship: no matter how they produce their motive force, the furious Essence of the storm empowers them. The Realm's navy once got the drop on Skullstone Archipelago privateers when an entire battle fleet rode a fortunate hurricane to arrive a week before it was expected.

This spell's duration can be extended by taking a miscellaneous action and spending 20 motes to recreate the female simulacrum and tossing it out to sea, like before.

Component: The sorcerer must physically cast the simulacrum out to sea. If he cannot, it sits on deck for an action, then sublimates away to motes of light.

Summoning of the Harvest

Cost: 5+m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist

Duration: (Essence) years or (Essence) minutes

The sorcerer weeps a single tear and uses it to trace a glyph of Sextes Jylis on the ground. The tear imbues fertility into all the vegetation and animals in an radius dependant on the number of motes the sorcerer uses to cast this spell: One mile radius per five motes spent, although he may choose a smaller radius if desired.

He may cast this spell in one of two ways: The first will ensure the crops and animals grow well, are free of disease, and are bountiful when harvest comes. This grants (the sorcerer's Essence) automatic successes to any rolls dealing with tending the crops or bringing in the harvest. Furthermore, Any rolls using the product of the harvest — crafts, cooking, medicine, resisting disease after consuming the food, etc — gain a +1 die bonus. This effect lasts (Essence) years.

The second method is the same as the first, except the area is (Essence x 100) yards radius per five motes and the harvest (or a year's worth of growth, if the crop takes multiple years to come to term) cumulates within (Essence) minutes of casting; plants mature and bring forth bountiful crops, and pregnant animals birth their offspring without complications. While useful in an emergency, this method sometimes does disrupt the

normal farming cycles. This method can only be used once per year on the same patch of land. Additional attempts in that time fail automatically — even those cast by other sorcerers.

No affected living thing is harmed in any way by this spell. Summoning of the Harvest does not affect intelligent creatures. Sorcerers often use this spell on areas afflicted with drought, as it forces a successful harvest even in the absence of proper irrigation. Much of the Blessed Isle has been enhanced by this spell, and continues to be enhanced by local sorcerers, truly making the Isle live up to its name.

Component: A tear needs to be shed, and the glyph traced by the sorcerer's hand for this spell to function.

Summoning the Lesser Minions of the Eyeless Face

Cost: 20+m, 1wp; **Circle:** Emerald; **Type:** Simple (Dramatic Action)

Keywords: Banish, Component, Obvious, Servitude

Duration: Instant (a year and a day)

With a dramatic casting action of six hours, the sorcerer reaches into a pool of black, scented oil and draws forth mewling, servile creature after creature, each long-banished from Creation. The creatures absorb the oil as the sorcerer pulls them through it; once she calls forth (Willpower + [one per five extra motes spent casting this spell]) lesser minions, bound in Servitude. The ritual then ends and the oil is expended, save for the residue on her arms and hands.

The sorcerer must choose (the sorcerer's Essence) Abilities to empower within the minions. One is increased to 5 and the rest to 4 (Crafts are chosen individually, and the sorcerer may not grant esoteric Crafts). She also grants (her Willpower) dots of desired Specialties upon the minions, with no more than three stacked, like normal. All minions summoned together must have the same Abilities chosen and Specialties received.

The lesser minions of the Eyeless Face are sexless humanoids in form. They have black skin like iridescent tar, set with ridges and protrusions—but their faces are smooth and white as maggots' skins, lacking facial features of any sort. Minions range from seven to four and a half feet tall. Their forms tend to be whatever is most appropriate for the Abilities and Specialties the sorcerer chose: minions with Resistance, Athletics, and Martial Arts may be large and muscular, with additional ridges; while minions with Stealth, Larceny, and Awareness may be small and with matte-finished skin. The whimpering they make during the summoning, before their bodies are fully set, is the last vocalization they will ever produce. They cannot speak, though they can see, hear, touch and smell as well as any mortal. To communicate, they dance, pantomime and cringe in unnaturally expressive fashion. The lesser minions are naked when called, but they can use equipment as a human would. Upon death, they crumble into stinking dust.

The lesser minions have the following statistics:

Motivation: Serve the sorcerer who pulled it from imprisonment

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

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

Abilities: Athletics 3, Awareness 2, Dodge 3, Integrity 3, Linguistics 1 (Pantomime +5), Martial Arts 3, Melee 3, Presence 2, Resistance 2, Ride 1, Stealth 3, War 3

Powers:

For the Master's Desires—Reflexive (Step 1 or 2) 1wp to add (the sorcerer's Essence) dice to a single roll or static value associated with one of the Abilities the sorcerer chose upon summoning.

All Faces Together Eyeless—For the purposes of determining the difficulty of coordinating attacks with minions, every three minions counts as one participant. Also, when helping each other or the sorcerer with teamwork actions, every three minions provide an additional die to the final dice pool.

Join Battle: 6

Attacks:

Punch: Speed 5, Accuracy 8, Damage 4B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 7, Damage 6B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 4B, Parry DV —, Rate 1

Soak: 8L/6B (Rubbery hide, 6L/2B)

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

Dodge DV: 4 **Willpower:** 7

Essence: 1

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

Component: This spell requires specially prepared black, scented oil worth Resources 3. It may be cast with less expensive substitutes, but each Resources value below 3 (to a minimum of Resources 1) reduces the number of Abilities increased by one and Specialties granted by two, to a minimum of zero for both. The sorcerer is otherwise required to reach in and draw forth the minions personally over the course of the ritual.

Theft of Memory

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple (Speed 4 in long ticks)

Keywords: Component, Gaze, Illusion, Touch

Duration: Instant

When this spell is learned, the sorcerer must choose a class of object worth at least Resources 2, to house the memories he is to steal. The traditional choice is emeralds, but sorcerers are free to choose any object; fine prayer strips, expensive silk ribbons, and more. The object choice may be changed by retraining the spell for no experience point cost or by reflexively spending one experience point to add a new class of objects to the sorcerer's repertoire. Celestial sorcerers of the First Age made a point of choosing incredibly expensive objects, like Magical Materials, to one-up their peers.

With the knowledge of what memory the sorcerer wants to steal in the forefront of his mind, he meets his target's eyes with his own and forms the Sign of Remembrance in his dominant eye and the Sign of Forgetting in the other—neither Sign is Obvious. He then must Touch the target with one hand, holding in the other his memory-capturing object. His player rolls ([Charisma or Manipulation] + Occult + Essence). Compare the successes rolled to the target's Dodge MDV, with modifiers based on the size and importance of the memory to the target:

- A memory less than a scene in length reduces the MDV by 1. A memory a scene in length is not modified. A memory multiple scenes in length gains a +1. A memory a story in length gains a +3. A memory of longer duration gains a +5.
- A memory trivial to the target reduces her MDV by 1. A non-trivial, but not important memory is not modified. A memory of small importance gains a +1. A memory of importance gains a +3. A memory of great importance grants a +5.

Thus, drawing out all of a man's memories of his loved and cherished wife, which span decades, would grant him a +10 MDV. This spell, therefore, is more often used for shorter or less important memories, due to practical concerns. Willing targets can forgo applying their base Dodge MDV, so only the modifiers apply.

If the sorcerer's successes are greater than the modified Dodge MDV, he draws out the memory, the target reliving it in a flash as it goes. This effect is unnatural Illusion which cannot be resisted with Willpower. It is gone from the target's mind, captured in the sorcerer's held object. Failure and he cannot use this spell on the target for the rest of the scene and suffers a -2 internal penalty to all Mental Attribute-based rolls for the same amount of time.

Once the object contains a memory, any being may clasp it to their forehead and concentrate to relive the memory — this is the way a victim of this spell could regain her memory. This takes one long tick, during which time the being is Inactive. Breaking physical contact with the object breaks the reverie and brings the being back to their senses. Destroying the object destroys the memory; the object has soak and health levels appropriate for what it is made of, making objects like gems of adamant valuable for long-term storage. The object is not susceptible to countermagic or banishment. The memory object is considered an arcane link to the target.

Component: The sorcerer must have an object worth at least Resources 2 to house the stolen memory. He must make the Signs in his eye, hold his object in one hand, and touch the target with the other.

Thunder Wolf's Howl

Cost: 13m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Area Effect, Component, Limited, Obvious, Sustain ([Stamina] actions), War

Duration: Up to (Stamina) actions

In ancient days long past, the Lunar Shu-lin hunted the behemoth Thunder Wolf, who roamed the far North eating men and beast alike. Though Shu-lin wished to tame him, the two struggled, painting a snowy mountainside crimson with their blood. After days and nights of vicious combat passed, Shu-lin survived but had slain the monster. The Lunar took the behemoth's terrible howl and crafted it into this spell as prize and memorial of the battle.

To cast this spell, the sorcerer forges his Essence into the shape of the Howl of the Thunder Wolf, much like Shu-Lin did all those ages ago. The Howl takes the form of a rumbling, undulating crystalline shape in the sorcerer's clenched hand that shines and pulses and attempts to free itself at every opportunity. But the sorcerer must hold on long enough to bring it to his mouth, tear into it with his teeth, and scream, his voice empowered by the Howl.

The Howl is a great roar that rips through the area within a radius (Essence x 10) yards around the sorcerer, affecting all within besides the sorcerer himself. His player rolls ([Strength or Charisma] + Occult) as the attack pool, with an Accuracy of (Essence). The attack cannot be parried and is undodgable unless the target can reflexively move fully out of the attack's area of effect before the attack resolves. The attack's has a base damage of (Willpower)B, ignores all soak and Hardness from armor, and halves object soak and Hardness. Some animate things may have their natural soak halved, such as zombies and some other undead, if the Storyteller deems it appropriate.

If a target is successfully hit, it is disoriented and deafened for (post-soak damage dice) actions, suffering a -2 internal penalty to all actions. Targets may make a (Stamina + Resistance) roll, each success reducing the number of stunned actions by one, to a minimum of (the sorcerer's Essence) actions. The struck target also suffers automatic knockdown.

This spell may be sustained, each further action repeating the attack with a cumulative increased radius of effect of (Essence x 10) yards. The length of the disorientation and deafening stacks if targets are hit multiple times; they do, however, get to roll again to reduce the time. If sustained in war, the sorcerer must spend ten motes per additional action to empower his voice for such a length of time.

Component: The sorcerer must be able to bring the pulsing Essence of the Howl to his mouth, rip into it, and scream. He can hold onto it for (Strength) actions before it rips free of his grip and vanishes in a ghostly scream.

The Titan's Icy Breath

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Crippling, Commitment (5m), War

Duration: Up to (Essence) scenes

The sorcerer calls forth a figment from the remaining scattered Essence of the slain titan Hunanura, the Heart-Frost Unending and releases it into the world. It manifests as a barely-perceptible, pulsating mist. It may be noticed with a successful (Perception + Awareness) roll, difficulty (the sorcerer's Essence + 2). Even if detected, it is not Obvious, although those familiar with this spell may recognize it.

The spell lasts up to (Essence) scenes. If the sorcerer drops the spell's commitment, the mist lasts until the end of that scene. Multiple mists do not overlap; their effects do not stack.

The mist fills an area from (Essence) yards to (Essence x 100) yards in radius, spreading out from the sorcerer at a rate of (Essence) yards per minute. It is from one yard to (Essence x 10) yards high. During this spell's duration, the sorcerer may direct the mist as she wishes, moving it up to (Essence) yards per minute reflexively, its center up to a maximum distance of (Essence) miles from her current location (once outside of that range, she cannot control the mist, although it does stay in place). The cloud must remain within (Essence) yards of a solid surface. Prevailing winds can impose penalties or bonuses to movement speed, but will never disperse or shift the cloud against the sorcerer's will.

The mist is a malevolent supernatural environmental effect with Damage (Essence)B/minute, Trauma (Essence + 1). When the effect deals any damage to a character, it also imposes a -1 internal penalty to Move speed and movement-related rolls and increases the Speed of all her actions by one. The internal penalty is cumulative with additional damage while the Speed increase is not. If the internal penalty imposed by the mist becomes equal to or greater than a character's Move speed, the target is frozen in place, unable to take any movement-related actions. All these effects together are a single Crippling effect.

If someone suffering the Crippling effect takes enough bashing damage to fill their health levels to the -4 wound penalty box, they take no more damage and instead coalesce a shell of tough ice around their body that looks like odd crystalline spider webs. As a dubious benefit, they are cut off from the mist and are no longer affected by the environmental effect. The icy shell has $([Essence + Willpower] \times 2)$ health levels (half that

being its Damaged level) and soak, and a feat of strength difficulty of (Essence + Willpower). The target cannot make any physical actions besides attempting feats of strength to break out of the shell (if they are still conscious). Every failed attempt decreases the feat of strength difficulty by one, as the struggles slowly crack the ice. The Storyteller may allow alternative methods to break the shell if the target has magical means that make sense, like generating heat or attacks against the ice which do not require movement. Damage done to it from heat-based sources is doubled post soak. The shell, while magical in nature, is not sorcerous and cannot be countered. If the shell is Damaged and the mist is still active, the trapped character starts to take damage again, but may be able to take limited physical actions. The shell lasts until it is broken, and does not suffocate or otherwise cause direct damage to the trapped character. Once broken, the remaining pieces of the shell slowly melt over the course of a day.

Unbreakable Bones of Stone

Cost: 25m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist, Commitment (5m)

Duration: Until the sun crosses the horizon twice

The sorcerer hums a phrase of the Irresistible Song of Stone, which the Pole of Earth began when it was forged and continues to echo and rumble from the center of the world to this very day. Her tune resonates with the stone, drawing forth its Essence. The sorcerer takes it and drinks it in through the pores of her flesh, letting it seep down right into her bones. Her skin, eyes, and hair take a stony texture and the colors of the local stone, and her weight increases by half again.

For its duration this spell strengthens the character similarly to how the Pole of Earth stabilizes Creation; Unbreakable Bones of Stone provides protection against unwanted Crippling and Shaping effects. Every time such an effect attempts to impose itself upon the sorcerer, she may reflexively spend four motes to negate it — the Essence held in her bones reacts, causing an instant Obvious effect in tune with the nature of the spell and the sorcerer (a white flare of Essence surrounds her, her eyes crackling with elemental earth, a rumbling song echoes through the ground, etc). If the sorcerer has not taken any movement actions (such as Move, Dash, jumping, flight, swimming, etc.) during the tick the sorcerer is affected by the Crippling or Shaping effect, the cost to negate it is reduced by two motes. If the sorcerer takes a Guard action, the cost is also reduced by two motes. These reductions stack. The Storyteller may deem the use of other actions or effects related to stability or grounding (such as meditation, or the Earth Dragon Form) sufficient to reduce the cost by two (or four) motes.

The forces of the Wyld also hold less sway within the bastion of stability that exists within the sorcerer: all unwanted effects caused by the Wyld or exposure to Wyld energy are negated, at no cost.

Unbreakable Bones of Stone provides has a few minor effects: The sorcerer's unarmed attack Damage is increased by one. Falling damage is halved, rounded up. Knockback distances are reduced by (Willpower) yards.

Component: The sorcerer must be within (Essence x 3) yards of at least one cubic yard of Creation's earth; sorcerers traveling the Wyld who know this spell have been know to haul of barrel of earth with them. Without the earth, she may still cast the spell by empowering the Earth Essence within her own flesh, but the cost increases by ten motes and the commitment increases to ten motes. The sorcerer must also hum or sing or otherwise intone the Irresistible Song of Stone to cast this spell.

Unstoppable Fountain of the Depths

Cost: 17m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Area Effect, Component, Obvious, War

Duration: Varies

The sorcerer says the Birthing Word of Rivers, in a whisper or a shout, unleashing a crackle of of blue-tinged Essence as he strikes the ground with a hand-to-hand attack. The earth shivers and cracks open, unleashing a roaring torrent of water. The sorcerer may shape the water in one of two ways:

Geyser: A huge fountain of water erupts skyward (Essence x 10) yards high in a radius of (Essence x 5) yards. Every minute that passes reduces the height by 5 yards. Once its height reaches zero, the geyser is gone and the spell ends. Until then, once per action, anyone is caught within the torrent is subject to an attack (see below). The sorcerer is unaffected by his own geyser; the water spirals and swirls away from like a repelling magnet.

Wave: The spell produces a wave (Essence x 10) yards wide and (Essence x 2) yards tall. It travels outward in a direction chosen by the sorcerer (Willpower) yards per action. The massive wave attacks everything it passes through, once per action (see below). Every action of traveling across what is predominantly dry land reduces its width by 5 yards. Once its width reaches zero, the wave is gone and the spell ends. On the other hand, every action of traveling across what is predominantly water *increases* its width by (Essence) yards. The wave can last at most (Willpower) actions.

For the geyser's or wave's attack, the sorcerer's player rolls (Perception + Occult) with an Accuracy of (Essence). If the attack is parried it still hits but deals half base damage. It cannot be dodged unless the target can reflexively move fully out of the attack's area of effect before the attack resolves. It has a base damage of (Willpower)B/4, Overwhelming, and applies automatic knockdown. Those successfully knocked down are also

swept up by the water. If the sorcerer is using a geyser, this is a Knockback effect that launches the victim (height of the geyser x 2) yards into the air. Upon landing or striking any barrier in the path of flight, the character suffers falling damage as if he had plummeted straight down by the distance he actually traversed before being interrupted (with the normal maximum for falling damage). If there is no impediment upwards, then gravity will deal with the target on the way down, causing falling damage. Unless prevailing winds, mid-air acrobatics, or some other fortuitous circumstance occurs, victims will land back within the geyser. If the sorcerer is using a wave, those swept up must swim (see **Exalted** p. 155) at a difficulty of 5. The turbulent wave does not attack those already within it, but does impose an environmental effect that deals (Essence)B/action, Trauma (Essence) as it carries them along. Attempting to escape the wave requires not only successful swimming, but also a successful (Strength + Athletics) roll at a difficulty of (the sorcerer's Essence + 2). If the wave is passing over a landscape with available handholds, the Storyteller may give circumstantial bonus dice to this roll.

Whether geyser or wave erupted from the place the sorcerer struck, a gentle stream of pure water remains after the spell ends. The stream lasts until the terrestrial land and water gods of the area find the time and make the effort to subsume or remove it, which on average takes (the sorcerer's Essence) days. While the stream exists it cannot be poisoned or otherwise fouled. If magic is applied to attempt to do so, a roll-off occurs with the sorcerer's player rolling (Essence + Willpower).

Component: The sorcerer must say the Word and strike the ground with a hand-to-hand Martial Arts or Melee attack. If the surface would not be considered "earth" by the Storyteller, the sorcerer's Essence for the purposes of this spell is reduced by two.

Violent Opening of Closed Portals

Cost: 20m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component

Duration: Instant

While the first version of this spell did only violently open closed portals, it has been rigorously developed over the centuries by famous sorcerers such as Arvel Sanjeev, Twin Snake Lotus, Rajah Ramse Sur, and Cloud-Flier Teppo, becoming something far greater. The original name, however, stuck.

To cast this spell, the sorcerer stamps the ground, standing within (Essence x 10) yards of a single unified structure or fraction of a structure no larger than a palace. Her Essence ripples invisibly through the earth, crawling its way through the building and wrapping itself around every portal. For an instant, the sorcerers mind is filled with the building's blueprint — she can choose to impose her will upon any combination of the portals in any combination of the following effects:

- Lock or unlock the chosen portals as if they were picked or unbarred.
- Open or close the chosen portals gently. This is rather subtle, requiring a successful (Perception + Awareness) roll to notice unless circumstances say otherwise, such as a guard staring at the opened door, or a rusty and squeaky cell door sliding shut.
- Open or close the chosen portals with force. This can count as an attack using (the sorcerer's Wits + Occult) as the attack pool. Accuracy bonuses may be given if the portal is particularly easy or quick to move (and negative Accuracy for the opposite). Damage is generally between 2B (for a light wooden window) and 10B (for a large metal portcullis) depending on the size and material of the portal. Spiked or otherwise lethally-decorated doors can deal lethal damage.
- Deal any amount of damage to the chosen portals. The damage is always dealt in a violent manner, but the specifics are left up to the sorcerer's desires. The damage is not Obvious unless the sorcerer wishes it so.
- Make the chosen portals explode violently in a burst of Obvious Essence. This automatically destroys the portal and attacks all targets within (Essence) yards of the portal rolling and attack pool of (the sorcerer's Wits + Occult) with (Essence) Accuracy. It is unblockable without a stunt or appropriate magic and has a base damage of (Essence)L. Multiple portals exploding in close proximity to a character does mean this attack can be applied multiple times.

If any of the above effects conflict with another magical effect, the sorcerer's player rolls (Essence + Willpower) for the roll-off.

If the building has no portals, the magic of this spell instead concentrates on an outer wall, at a location of the sorcerer's choice. In a manner desired, the spell opens an oval entrance up to (Essence) yards wide and up to (Essence x 2) yards tall, boring up to (Willpower x 3) yards into the material. This effect is Obvious.

This spell cannot affect portals made of, locked by, or otherwise reinforced by magical materials. Charms or sorcery that increase the durability of the portal or magically lock it are equally unassailable, as well as the portals of manses unless the Storyteller deems it has a particular weakness. Thaumaturgical reinforcement or locks, however, are unable to withstand the might of sorcery and are utterly destroyed. These limitations also apply when boring through a wall.

Once the spell ends, the blueprint that flashed in the sorcerer's mind is gone, leaving only a lingering sensation of knowledge once there, but long forgotten.

Component: The sorcerer must stomp the ground within (Essence x 10) yards of the designated structure for this spell to function.

Viridian Mantle of Underwater Journeys

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Counter-Resist, Limited ([Willpower] targets), Obvious

Duration: Indefinite

This spell grants the sorcerer and up to (Willpower) willing individuals the ability to survive and thrive in underwater environs. To cast Viridian Mantle of Underwater Journeys, all targets must be touching a body of water at least one cubic yard in volume and be within (Essence) yards of the sorcerer. Placing both hands palm down upon the water, the sorcerer intones the Incantation of the Sea, the exemplar life of the sea creature reduced to Essence-charged words of power. Afterwards, thick, viridian seaweed (or appropriate local water flora) grows out of the water and envelop the targets, covering them like a second skin from head to toe. Filaments even grow down the target's throats and into their lungs, a disconcerting but painless experience.

This second skin provides a number of benefits to the targets:

- The ability to breathe water, speak within water, and use all their senses underwater as if it were air, as well as survive underwater as if it were the character's natural environment, immune to such underwater hardships such as high pressure and the bends.
- The ability to consume and survive off of eating underwater life and drinking salt water.
- The ability to move at normal movement speed, walking or swimming; even if the character is not a skill or trained swimmer, this spell provides that capability.
- The tough flora grants +1L/+2B natural soak that does not stack with other effects that augment natural soak. The sense of touch is unimpeded by the flora.
- The flora forms ridges and spines across the character's body, increasing all unarmed attack Damage by two and making it lethal if desired. These bonuses do not stack with other sources that enhance natural weaponry.

The spell lasts indefinitely for all targets, even if they are away from the sorcerer. If a target is not fully immersed in water, however, the water flora start slowly drying out. Once a full day has passed, it dries completely and flakes off, ending the spell for that character.

Component: The sorcerer must be touching a cubic yard of water, put her hands within it to, and say the Incantation of the Sea to cast this spell.

Virtuous Guardian of Flame

Cost: 25m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Banish, Component, Commitment (5m), Limited (Essence), Obvious, Touch

Duration: Instant (until the sun again crosses the horizon)

In one hand the sorcerer forms the Sign of the Flame, while in the other he enacts the Mudra of the Sword and Shield. This creates a sorcerous automaton in the form of a burning blade or shield that mirrors the sorcerer's nature in its aesthetics. It floats within (Essence) yards of him, a ready sentinel. The sorcerer may thereafter touch a target (a character, an object, or even a location) that the guardian then obeys and protects. If the sorcerer wishes, he may transfer the commitment cost to the target, if they have the motes available to commit. No target may have more than one virtuous guardian protecting it at a time. No matter who or what the automaton protects, it can be commanded to shrink down to the size of a candle flame when not actively defending. While in this state, the spell is not Obvious.

The flaming sentinel is considered constantly taking Defend Other actions to defend the target of this spell. When the target is attacked, the automaton reflexively expands from its shrunken stature in a wave of heat, taking the form of a sword to defend against hand-to-hand attacks or a shield to defend against ranged attacks. It has a Parry DV of (the sorcerer's [Essence + Willpower] ÷ 2, rounded up). It can explicitly apply its DV against attacks made only of Essence and takes no penalties besides from Onslaught or Coordinated attacks. None can aid its defense, however; it receives no bonuses from extra defenders. The fiery guardian is also like a natural bonfire, acting as an environmental hazard of Damage 4L/ action, Trauma 3 to any caught within it, such as those attacking the target bare-handed or with other natural attacks. The guardian is not a valid target for attack, although it can certainly be targeted by banishment magic.

The virtuous guardian is easily tricked, however. Any surprise attack or attempt to reestablish surprise against the ward automatically succeeds in fooling the automaton, bypassing its DV. The sentinel also cannot protect against hand-to-hand and ranged attacks at the same time. The target of this spell can take a reflexive Action-Only action to mentally order the automaton to switch form from sword to shield or vice-versa. If the target does not have a mind (such as an object or location), then the sorcerer, when bestowing the guardian upon it, can give the automaton simple commands as if it were a guard dog.

The virtuous guardian lasts until the sun crosses the horizon again or if its mote commitment is dropped; it burns brightly for a moment, then is gone in a puff of heat.

Component: The sorcerer must make the Sign of the Flame in one hand and the Mudra of the Sword and Shield in the other.

Water from Stone

Cost: 11m, 1wp; **Circle:** Emerald; **Type:** Simple

Keywords: Component, Obvious

Duration: Instant

To cast this spell, the sorcerer simply strikes a large boulder (on the scale of approximately a half a yard on its smallest dimension or larger) with a hand-to-hand attack. The boulder cracks at the struck location. From this rent water begins to trickle. Quickly, the flow greatens, becoming a forceful current within a minute that cuts a new stream in the nearby landscape. The water is pure, cool and drinkable. Enough pours forth to quench the thirst of up to (Willpower) individuals for a day. If the casting of the spell has witnesses, the stream's size increases dramatically: the number of individuals the stream can sustain becomes Magnitude ([Magnitude of witnesses] + 1), up to a maximum of Magnitude (the sorcerer's Willpower). Even after the witnesses are gone, the stream will continue to flow with the initial volume.

The stream's base duration depends on climate conditions: In places of abundant water, it lasts (Willpower) decades. In temperate places, it lasts (Willpower) years. In arid regions, it lasts (Willpower) months. In places of no water at all, the full torrent halts within (Willpower) days. In all cases, however, a thin trickle will always be left, enough so that a small pool, spring, or oasis will form.

The actions of terrestrial gods or water elementals can also affect the stream's duration. Spirits taking care of the stream or integrating it into their purview will allow the stream to last as if it were in the next better clime (streams in abundant water regions will last forever). Spirits working to remove the stream lower the duration to what is effectively the next worse climate (streams in deserts will be gone in [Willpower] hours).

Similar to ritual circles, at any time before the duration of the stream ends, any sorcerer who knows this spell may use a lesser variant that takes a miscellaneous action and costs eleven mote to perform. Doing so resets the duration, using the new sorcerer's Willpower.

Component: The sorcerer must strike a boulder to cast this spell.

Written Upon the Water

Cost: 12m, 1wp; **Circle:** Emerald; **Type:** Simple (varies)

Keywords: Component, Obvious, Scrying

Duration: Instant

The sorcerer inscribes upon the surface of any body of liquid a message with a finger or any other stylus up to a square yard in size, and chooses up to Magnitude (Essence) recipients for the message; a prepared list may come in handy. This may take some time, depending on how quickly the sorcerer writes. The message may carry social attacks, but they cannot be enhanced by any magic other than Excellencies. The sorcerer then strikes the liquid surface with the open palm of his hand.

The message then appears individually for each recipient on the next liquid surface at which they look that is large enough to fully convey the message, as long as she is on the same plane of existence. The message appears at the same speed it was written, and only the intended recipient can see it. If the liquid is clear, the writing manifests in letters of dark ink in a color of the sorcerer's choice. Otherwise, the message appears in fiery ink, again in a color of the sorcerer's choice. Once the target looks away, the message vanishes and never reappears. If the message carries a social attack and the recipient resists that attack with Willpower, that recipient is immune to social attacks from the sorcerer through this spell until the next time the recipient sleeps.

Component: The sorcerer must have a body of liquid, must write a message in that liquid, and must strike the liquid's surface with his open palm.