

Scroll of Sorcerous Enlightenment

A Sorcery Compendium by Matías N. Caruso for



CREDITS

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INTRODUCTION

CHAPTER ONE

SORCERY CHARMS

Universal Sorcery Charms

The following Charms are universal and can be learned by any sorcerer who meets the requirements.

This effects do not apply to the narrow focused Necromancy not can be learned by anyone using Infernal Sorcery, for they use the signature style of the Yozis to cast spells.

Also, a sorcerer with any Absorption Charm cannot learn them, for they have chosen to attach themselves to other sorcerer paradigm instead of discovering their own.

Signature Sorcery Focus

Cost: -; **Mins:** Occult 4, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery, 1 spell invented by the sorcerer

The most powerful of sorcerers have enough power to shape the history of kingdoms, but the true masterful sorcerers can do that and also impose their own perspective of the world and esthetic principles in their spells.

After learning this Charm, the sorcerer can shape the aesthetic of his spells with a simple effort. The player chooses a theme while purchasing this charm, and after that moment, the sorcerer can choose to apply this theme to the spells he cast. If he does so, he adds (Occult/2) as an external penalty to any attempt trying to identify what spell is he casting.

On the other hand, someone used to the signature spells of the sorcerer can identify such works as his work if he succeed an Intelligence + Occult roll at difficulty 3 for Emerald spells, 2 for Sapphire spells and 1 for Adamant spells.

The spells can slightly vary according to his signature, for example a Thunder Kraken instead of the magma one, dealing damage to creatures immune to fire, or an Earth Sanctuary instead of a Solar one. These changes are generally related to one element or one type of creature, but not always. The storyteller decided what variations are allowed. This should only make minor changes in the spells, not increasing duration or target(s).

(Character) Sorcery Transcendence

Cost: -; **Mins:** Occult 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Signature Sorcery Focus

The last step for a sorcerer is to recognize what spells resonate more with his personality, learning how to synchronize with them.

The player chooses a single type of spells that goes in accordance with his Signature Sorcery Focus theme. Valid types of spells are (these are not the only options):

- Damage spells .
- Social spells.
- Transportation spells.
- Elemental spells (if the character only chooses one element, maybe two effects can be added, like increased damage and cost reduction).
- Crafting/Repair spells.
- Communication spells.

While casting such spells with his Signature, he can choose one of the following benefits (these are not the only options):

- Damage spells deals an extra half of damage.
- Certain type of spells costs 10 motes less to use (minimum 10 motes)
- Certain types of spell cost 5 motes and 1 willpower point less to use (minimum 5 motes and one willpower point).
- Holy effect: damage spells deal aggravate damage against Creatures of Darkness while social spells deal unnatural mental influence that costs one willpower point to resist by Creatures of Darkness (or, if the spell already has a willpower cost, adds one to the willpower needed to avoid the effect).

A character can only have one benefit, chosen at the moment of purchase, which she chooses when purchases this Charm. This cannot be changed later. Storytellers and players are encouraged to work together to ensure the effect reflects the character's personality.

Balancing the Arcane Scale

Cost: -; **Mins:** Occult 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: (Character) Sorcery Transcendence

When the character uses his Signature on a spell, he can exchange willpower and motes from the cost. He can reduce 1 willpower per 5 motes, or the other way around.

Sorcerous Pattern Internalization

Cost: -; **Mins:** Occult 6, Essence 6; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: (Character) Sorcery Transcendence

The Sorcerer becomes more attached to his Signature, rejecting something that directly opposes to it.

The character chooses certain type of spells, like in (Character) Sorcery Transcendence, that is opposed to his Signature. When casting this spells, he takes a penalization (this are not the only options):

- Damage spells deal half damage.
- Certain type of spells costs 10 extra motes to cast.
- Certain types of spell costs 5 motes and 1 willpower point extra to cast.
- The character needs an extra Shaping Sorcery action to cast them (this does not affect ritual spells).

When the character uses his Signature on a spell, he can reduce his Shaping Sorcery actions by one, to a minimum of zero, in which case the spell is cast in the same action that the character starts the casting. This does not affect ritual spells.

Celestial Exalts can purchase this Charm a second time at Essence 7+ to reduce the Shaping Sorcery actions by two, to a minimum of zero.

Solar Exalts can purchase this Charm a third and final time at Essence 8+ to reduce the Shaping Sorcery actions by three, to a minimum of zero.

Masterful Research Methodology

Cost: -; **Mins:** Occult 5, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: (Character) Sorcery Transcendence

The sorcerer becomes an expert into his field, capable of doing research for spells more efficiently than his peer within his area of specialization.

The character cuts by half the time needed to memorize and invent spells that falls in his purview, as stated in (Character) Sorcery Transcendence. When creating new spells, he can add his Signature to cut the time by half (if the spell is also

inside his purview, the intervals within rolls is 1/4 than normal).

CHAPTER TWO

THE EMERALD CIRCLE

Hundred-Pleasures Lingam

Cost: 10m plus 5m per extra hour

Target: Caster or Creature

This spell was invented by a solar sorceress who wanted to expand her sexual options. The sorcerer makes the Mudra of The Mast and a spark of yellow light shines in his lower body, where an erect penis appears. The result is a Shaping effect. If the caster is female, she now has male organs. If the caster was a male, he now has a penis that never gets tired. She can also cast this spell to affect another creature by gently touching his genitals. The spell lasts for (Essence) hours and can be extended by one hour for every additional 5 motes spent at the moment of casting.

While this effect can be more than enough for most sorcerers, it has another benefit. Both male and female targets can now impregnate women and this can be controlled at will (they can choose not to impregnate any women). If the target was sterile, this spell lets him produce fertile sperm out of his essence, with the same benefits of normal sperm.

Due to the magical nature of the phallus, the target adds the Sorcerer's Essence in dices to his Stamina + Resistance roll to see if he gets tired while having sex.

The Blossoming Slave of Love

Cost: 15m

Target: Conjured Slave

Developed by a passionate and insatiable lover of the First Age, this spell is one of the favorites among House Cynis sorcerers. All quality orgies have at least one of these unearthly, beautiful sex slaves.

The sorcerer needs only a circle made of fresh petals, fine oils and/or a sweet perfume. If he wants a female lover, he puts a lotus flower on the center of the circle; if he wants a male, he puts a small scepter made of crystal; if he puts both objects, he gets an androgynous slave (Resources 2 for the materials). Then he casts a simple ritual reciting the Sutra of the Lovers, which takes only two minutes. When he intonates the last word a spiral of cerulean and white light dances around the circle. In its center, a beautiful young man or woman appeared, with a suitable shape to fulfill the sorcerer most

immediate sexual fantasy. The sorcerer can choose to shape the desired partner of another person, if that person is present at the moment of the casting. The materials are utterly consumed by the spell.

The slave lasts (Essence) days. Once this time elapses or if killed, the slave dissolves into a harmless explosion of lights of different colors.

Blossoming Slave of Love

Motivation: Please the sorcerer and anyone he designates

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

Virtues: Automaton psychology.

Abilities: Athletics 2 (Bedroom Activities +2), Performance 5 (Exotic Dances +3, Seduction +3), Presence 4 (Seduction +2, Flirtation +1), Resistance 3 (Sex +3), Medicine 2 (Massages +3), Socialize 3 (Sense the Desires of Others +3)

Heath Levels: -0 / -1 x2 / -2 x2 / -4 / Incapacitated

Essence: 1 **Willpower:** 10 (0 against the sorcerer).

Other Notes: The Slave cannot make physical attacks, not even in self defense.

They have the *Inexhaustible* mutation for sex-related acts.

Garda's Last Cry

Cost: 15m

Target: Area

This spell is a memorial to the death of Garda, his last cry shattering the skies with fire.

The sorcerer needs only to focus his anger and make a loud shout to blast a torrential halo of fire toward anyone close enough. Everyone within 50 yards of the character who is not behind full cover suffers the attack. The player rolls Intelligence + Occult, adding his Essence in automatic successes. The attack is undodgable. Everyone hit takes (Essence x2) L damage, plus extra successes on the attack roll.

Curse of Unearthly Beauty

Cost: 15m

Target: Creature

Ugliness is a blessing that the targets of this spell cannot achieve, for their beauty is such that it shapes the world around them.

The sorcerer must have an arcane link to the target, generally hair or blood, but any link works. He puts the link into a cauldron with a boiling solution of perfumes, roots and various flower bulbs that only blossom in the Far East (Resources 3 for everything), he also needs three drops of Nymph's blood. The ritual itself lasts for an hour, once finished a big pillar of green and blue smoke rises a few yards, displaying the face of the target for a few seconds. The cauldron is left empty.

The target feels a warm breeze for a few minutes, no matter where he is. The next time he sleeps, the spell takes effect. The target's Appearance rises to 6 or (Current Rating + 1), whichever is higher, as a Shaping effect. Unfortunately, this comes with a great drawback. Every person that sees the target that can normally feel attraction for him whose Dodge MDV is lower than (Caster's Essence x2) feels a Compulsion to instantly seduce him that costs one willpower point to resist for a scene. On the other side, persons of non compatible sexual inclinations whose Dodge MDV is lower than (Caster's Essence x2) feels an Emotion effect of jealousy, seeing him as a rival, that also costs one willpower point to resist for a scene. Anyone who doesn't spend the willpower point gains an Intimacy of Lust or Envy (as appropriate) for the target. Also unfortunately, this Appearance is a lie. In social combat, the character only gains the benefits of his sorcerous Appearance against characters who have gained an Intimacy towards them as a result of their supernal beauty. Against characters who lack the Intimacy created by this spell, they use their natural rating. Also, he can't use this new rating to meet requirements for Charms.

Open the Gate of Desolation

Cost: 25m, 1lh

Target: Conjured Gate

This spell can only be cast in a place of desolation. The Infernal inscribe prayers to Cecelyne in his own blood, and then he put them in the ground and burn them. The full ritual takes 5 minutes. Once it is completed, the ashes and smoke transform into silver sand that begins to expand and move like a sandstorm, until a radius of 2 yards is covered with it. Then, a gate of white stone and crystal erupt from the ground opened. Through it, the sorcerer can see a white sand desert with a night without stars. The gate lasts for one minute (60 ticks) before crumbling into the ground and vanishing. From there, 5 days separate the sorcerer and his companions from Malfeas.

This spell cannot be used to return to Creation.

Sorcerer's Spirit Companion

Cost: 20m

Target: Conjured Spirit

After decades of experimentation during the Shogunate, a Dragon-Blooded sorcerer discovered a way to conjure a Familiar out of his own pattern. This servant shows to be extremely loyal and substantially capable of improving his master's natural skills.

This spell requires a ritual lasting from sunset to midnight. The sorcerer needs a circle made of pulverized gems (Resources 3) and his own blood (2 lethal health levels of damage). When he finishes his cantata at midnight, he makes the Minor Sign of Self over his heart. In a flash of light a small creature appears floating a few feet above the ground in the center of the circle. This creature is known as Sorcerous Familiar, and it's bound to the character in the same way other Familiars are. The pulverized gems can be reused but the blood must be fresh. A character can only have one Sorcerous Familiar.

The creature lasts until killed or the character makes the Inversed Minor Sign of Self over his forehead. In both cases the Familiar dissolves into ambient essence. The spirit can be conjured again with the same ritual.

No two Sorcerous Familiars are exactly the same in appearance, although they all share similar characteristics:

- They are semi translucent spirits made of the sorcerer's essence between six inches and one foot tall.
- They can't take any kind of physical action nor can be damaged by any attack that couldn't affect the immaterial.
- They can float and can never be farther than (Essence x100) yards of the sorcerer.
- They have an Intimacy of Loyalty toward the sorcerer that can never be erased. They treat any mental influence to convince them to betray the sorcerer as unacceptable orders.
- All Familiars have access to (Sorcerer's Essence x2) Spirit Charms of up to Essence 2 as a requirement. They can never use more than one Charm per action.

For as long as the creature exists, it grants its master several benefits:

- The sorcerer can always share the senses of the Sorcerous Familiar.
- The spirit can store up to 25 motes that his master can access at any time, even if the spirit is far away (but within radius). This is treated as Personal Essence and only regenerates after the sorcerer as recovered all his essence. The creature can use this essence pool to power his own Charms. If the

Familiar ever gets his own essence pool (like, for example, with Essence Plethora), this motes can't be access by the sorcerer.

- Finally, the sorcerer can cast any spell he knows (even spells that require physical contact) through his companion. While been the vessel for spells, the familiar can be hit by any magical weapon, attacks powered by Charms or spells. The creature uses the character's stats for casting spells, not his own.

Sorcerous Familiar

Motivation: Help the Sorcerer at the best of his capabilities

Attributes: all Physical Attributes are rated at zero. Social and Mental Attributes are rated at 5.

Virtues: The same as the Sorcerer.

Abilities: The Familiar has the same natural rating of the Sorcerer into any abilities, plus his specialties. However, physical inclined abilities are useless to him.

Health Levels: -0 x (Sorcerer's Essence x2) / Dissolved

Essence: 2 **Willpower:** (Sum of two highest Virtues)

Other Notes: The creature uses its Intelligence to calculate his Movements.

Efficacious Soul Golem

Cost: 15m

Target: Conjured Golem

This spell was developed by Varan Dorzek, a Dragon-Blooded sorcerer-engineer, during the Shogunate Era to help him perform his duties. Many technicians, especially in Lookshy, make a good use of this spell in the Second Age.

The sorcerer carves a circle on the earth using a special ritual dagger made of several rare components (Resources 3). Once the circle is complete, he intonates the Song of the Soul followed by three slaps on the center of the circle with his open palm. This lasts for approximately 3 minutes. Once he does the last slap, the earth starts trembling and from the center of the circle erupts a Golem made of the Magical Material that better resonates with the sorcerer's nature. The Golem remains inert, with his eyes and mouth closed. The character must take a portion of his soul, open the Golem's mouth and put it inside. Once he does this, the Golem opens his eyes, ready to serve the sorcerer with unbreakable loyalty. The sorcerer can command them any task, and they will perform it to the best of their capabilities. They count as 10 mortal laborers for crafting purposes and add the same benefits as First Circle Demons while crafting Artifacts. As an artificial magical construct, the Soul Golem cannot get tired and can perform tasks indefinitely.

Soul Golems are not mindless automatons, since they have part of the sorcerer's spark inside them, and will interpret orders creatively. Because of this, they have self-awareness

and can spend willpower points in the same way heroic mortals can. Additionally, it treats any mental influence to betray the Sorcerer as an unacceptable order.

The golem lasts for (Essence) months. Once the spell finishes or if the golem is destroyed, it shatters into thousands of pieces of iron and clay. It's not possible to call the same golem again. The character can have up to (Essence x2) Soul Golems at the same time.

Soul Golem

Motivation: Obey the Sorcerer

Attributes: Same as the sorcerer plus (character's Essence /2) additional dots to every Physical Attribute.

Virtues: Mechanical Virtues with the same rating than the character's Virtues equivalents.

Abilities: Same as the sorcerer (but no specialties).

Health Levels: -0 x10 / Destroyed

Essence: 3 **Willpower:** 10

Other Notes: It adds 15B/15L to his natural soak and has a Hardness of 10B/10L. It can use his natural lethal soak to resist Aggravate damage.

His hands are considered to be Smashfists and his feet God-Kicking Boots of the appropriate Magical Material.

If the sorcerer provides them, they can use weapons, armor and tools.

Folding Motonic Servant

Cost: 15m

Target: Conjured Servant

This spell was developed in the early days of the First Age, since sorcerers need storage space to transport their exotic components and possessions over long and dangerous distances.

The sorcerer takes a stone the size of his fist, and draws a complex mandala on it, which takes approximately one hour without the use of Charms. The character needs to score at least 5 successes on a Craft (Air) roll in order to make the correct mandala. After that, he only needs to cast the spell, which takes five minutes of deep meditation in which the sorcerer infuses the stone with arcane energy. When he finishes, he throws it into the sky. When it falls, a blazing halo of changing light surrounds the stone and keeps it suspended in the air, 4 feet above the ground. The stone quickly breaks, and from within comes a creature of pure motonic substrata, a colorless galaxy of impossibilities two yards in diameter. The sorcerer can take any objects he owns and put them inside the servant, who has a maximum spherical storage space of (Essence) yards in radius. The sorcerer only needs to introduce the objects into the blazing vortex, and the servant will arrange them in the most efficient way. If the sorcerer wants to remove something from storage, he only needs to

touch the vortex, and the servant will automatically know what the sorcerer wants and give it to him. Storing an artifact automatically terminates any attunement the sorcerer may have.

Living creatures cannot be put inside this storage, unless they can be considered inanimate objects (for example, using *Crystalline Encasement* on them first).

The sorcerer may send the servant to Elsewhere with a single reflexive miscellaneous action. He can summon him back with another casting of this spell, although he doesn't need a mandala stone to do that. If the servant is targeted by counter magic all the objects are violently expelled as the pocked dimension explodes. When the sorcerer dies, the objects appear in the last place the servant was summoned.

A character can only have one of these servants at a time.

CHAPTER THREE

THE SAPPHIRE CIRCLE

Swift Breeze of Promise

Cost: 25m, 1lh

Target: Area

This spell is a long ritual that takes one hour to complete. During that time the sorcerer draws a circle of one yard in radius made of his own fresh blood, inscribed with the Sutra of Fertility. Once it's finished he steps inside the circle and recites the Sutra, along with the Mudra of the Emerald Mother. The circle then begins to glow and a pillar of pure white light rises into the sky. Everyone in a radius of (Essence) miles of the sorcerer can see cerulean and green petals made of light falling upon them.

Everyone in the area, animals and sentient creatures alike, feels a brief moment of peace and joy. Everyone affected who has a sexual encounter within the next 25 hours and who can normally have children has a 50% chance to produce a child. If both sexual partners are under the effect of the spell, there is a 99% chance of pregnancy.

This spell does not create or increase the desire to have sex, only the fertility of the people it blesses. The child is a normal offspring according to the traits of his parents.

Blow the Horn of Harvest

Cost: 20m

Target: Conjured food

Sorcerers can use this spell to feed the hungry populaces of the poorest regions, or just to feast his friends and allies with an exquisite banquet. Like always, that depends on the person behind the power.

The character starts singing the Song of Prosperity, while making the Great Harvest Mudra for a variable number of minutes. After this time a green and golden halo surrounds the sorcerer and everything between a few yards. This halo takes the shape of fruits and vegetables of all regions of Creation, the most beautiful and tasty of its kin. Enough food to feed up to (Essence) Magnitude people can be conjured, every point of Magnitude adding one minute to the casting time. This food cannot be poisoned, diseased or made uneatable in any way for the first (Essence) hours after its creation. After that, it's normal fruit to all effects. Because of

its magical nature, for the next 25 hours after eating them every person receives one additional die to resist disease of any kind. This bonus does not stack with multiple meals, but if they eat this food at least one a day, they can retain the benefit indefinitely.

Minor Sign of the Archer

Cost: 25m

Target: Unit

This spell drawing from the star of the Archer from the constellation of the Quiver was the favorite of the confident and loner sorcerers of the First Age, because it could take down a whole legion when used wisely.

When the sorcerer makes the Minor Sign of the Archer his whole anima flares in a crimson color and a shadowy unit dressed in honor to the Maiden of Battles appears behind him. They pull the strings of their bows and fire deadly volleys at a single enemy unit within Essence miles the caster designates. This is treated as a magical flurry of ranged attacks that ignores multiple action penalties made by a unit of (Essence) Magnitude. The phantom archers fire (Essence) times with the character's Dexterity + (Archery or Occult), adding his Essence in automatic successes for (Strength or Intelligence) +2L damage before vanishing. All the attacks happen during the Cast Sorcery action and inflict the normal Onslaught penalty.

Courageous Heart Contemplation

Cost: 20m

Target: Caster

Sometimes, a lone sorcerer can be more dangerous than a well armed unit. Courage and determination makes the true warrior, not numbers.

The sorcerer makes the Mudra of the Shield, after which a halo of red light surrounds him taking the form of a totemic representation of the character (Essence) times bigger. For the rest of the scene, he is considered to be a unit of (Essence) Magnitude with a Close Combat Attack, Range Combat Attack, Close Combat Damage, Range Combat Damage and Armor equal to his Essence rating. However, he

is still a solo character, so any damage he takes goes directly to his own health levels. The sorcerer's courage is unbreakable. He adds half his Essence in automatic successes to any Valor check to see if he flees from combat.

If the sorcerer is in a unit of equal to or less than his Essence in Magnitude, he can cast this spell in long ticks. If he does so, the whole unit gets the better of the spell bonuses or their own.

Secrets of the Dragons Internalization

Cost: 25m

Target: Caster

The sorcerer meditates for one hour, internalizing one of the Sutras of the Elemental Dragons into his own essence pattern. Most sorcerers do this meditation naked and surrounded by the element of the Dragon they try to comprehend, although it's not strictly necessary. When he finishes, a deep silence surrounds him for a few seconds, then his anima flares, the color appropriate to the element. At the end of the scene, this halo disappears. For (Essence) days after this is casted, the character has several benefits:

- He is immune to non-magical environmental hazards of that element.
- He adds his (Essence x2) to his Soak against attacks using the element, even magical ones (including magical environmental hazards).
- He can perceive and recognize any elemental of the chosen element, even if they are dematerialized.
- The sorcerer perceptions of his chosen element enlighten and he can perceive even the small details that resonate with his element. He adds his Essence in automatic successes to any Perception roll involving geomancy of the appropriate element or that are related to the element in some way.
- He can sense Manses and Demesnes of the chosen element if he is up to (Essence + Manse/Demesne rating) miles of them.
- He doubles the motes he receives from Manses or Demesnes of the appropriate element (or even from appropriate hearthstones).
- Any elemental of his chosen element that has less Essence than the sorcerer must make a Valor roll every time he wants to attack him or cannot do it, feeling the presence of an Elemental Dragon inside the character. They only have to roll once per action.
- The character also adds his (Essence) in automatic successes to any social roll with appropriate elementals of lesser Essence than he. He can add this bonus even to the binding rolls for sorcery.
- Finally, the character can enter a deep trance for one minute and spend 1 willpower point to join the

geomantic lines of Creation and travel along them. When he does so he dematerializes himself before merging with the flow of essence, and can then move at (Essence x10) miles per hour. This only work in places where the dragonlines of Creation reaches. When he decides to stop he just materializes again where he is without cost.

Awakening the Dreaming Beast

Cost: 25m

Target: Conjured Creature

The Lunar lorekeepers tell the legend of Oroboros, the Great Dreaming Beast. When the Primordials were young, Oroboros was already an elder among the shapeless infinitude of Chaos. He is said to be bigger than shape and unshape alike, and more powerful than any other entity of the Wyld. Many Solar savants theorize that Oroboros was the first self of Sacheverell, were others said that Oroboros is the future awakened self of the Yozi projected into the infinitude beyond time and space. Other savants said that Oroboros is the familiar companion of Luna. None knows for sure what story, if any, is true. Nevertheless, a Lunar survivor of the Primordial War developed this spell to tap into the powerful dreams of Oroboros.

The sorcerer can only cast this spell in a night with full moon. He needs a reflecting surface of at least four square yards, usually a big mirror or a lake. It's important that the moon and the sorcerer are reflected by the surface. Once this condition is met, the sorcerer starts a ritual lasting three hours. On the last minute he makes the Sigil of Oroboros over the surface with an ink made of moonsilver and his own blood (1 lethal health level). The sigil starts shining in white and silver light, and a creature appears on the other side of the reflection. The character then put his hand over the Sigil and intonates the Song of the Dreaming Beast. When he finishes, the creature crosses to the other side of the reflection and is bind to the sorcerer's pattern.

The Dreaming Beast can have any animal appearance, often made of features of several animals. It has the size of an average bear. None that sees it mistakes it for a normal animal, for the Wyld nature of the creature is obvious. They wear arcane and alien sigils made of moonsilver upon their bodies. Many Sidereals theorize that the Lunars discovered their tattoos by studying these beasts.

Even when their manners can be alien, all this creatures respect and are loyal to their summoner, and consider an unacceptable order any mental influence to betray him. As an additional benefit, Dreaming Beasts can be used as Shaping Combat weapons. They have the stats of an Artifact behemoth with a rating equal to the sorcerer's Valor.

If the sorcerer's traits rise after summoning a Beast, the creature capabilities upgrade as well on the first night of full moon. This is also true if the sorcerer's traits are reduced. A sorcerer cannot have more than one Dreaming Beast at a time. The creature lasts until killed, and countermagic cannot affect them. Once they die, they dissolve into the ambient essence of Creation. Even when the spell can be cast again, it will summon another creature (although it can look as the old one). The death of a centuries old Beast companion is something that can make cry even the most hardened heart Lunar elder.

Awakened Dreaming Beast

Motivation: Be a useful and loyal companion for the sorcerer.

Attributes: up to (Sum of Virtues) dots. Every Attribute starts at 3. No attribute can be higher than 8 without mutations.

Virtues: the same as the sorcerer.

Abilities: up to (Sum of Virtues x2) dots. No ability can be higher than 8. They can trade ability dots for specialties, up to three specialties per ability.

Charms: [(Two Highest Virtues x2) + (Beast's Essence x2)] raksha Charms and/or Mutations.

Heath Levels: calculated as a Spirit.

Soak: depends on Stamina. Also, they have a Strong Hide armor equal to (Two Highest Virtues x2) against bashing and lethal damage.

Essence: 5 **Willpower:** (sum of two highest Virtues)

Essence Pool: 50

Other Notes: They can use Charms and make dynamic combos in the same way spirits do.

The moonsilver tattoos allow them to retain shape in Creation even without having Assumption Charms. More important, they are immune to the mutagenic effects of the Wyld and can't calcify in Creation due to high Mutation points. They can't breathe essence in Creation, but their summoner can restore them one mote for every two motes he spends.

For Charm purchase, they are considered to have Graces equal to their Virtues and a Heart Grace equal to their (Lowest Virtue /2), rounded up.

Twin-Mirrors Gate

Cost: 30+m

Target: Two Mirrors

An elder Sidereal of Journeys developed this spell right before the Usurpation, to infiltrate the bedroom of one mad God-King and assassinate him. Both brave combatants die in battle, but the secret of the spell was highly appreciated by his fellow Sidereals. Today, the Hall of Mirrors is one of the most famous and guarded places of Yu-Shan, for anyone with

the correct keys can access hidden and powerful places of Creation.

The sorcerer needs a set of two mirrors of 7 feet tall and 3 feet wide (no more, no less), which must be exactly equal and of the best quality (Resources 5 per both). Generally, they are highly ornamented, but they don't need to. The sorcerer puts the mirror in opposite directions, while he is on the center. Both mirrors reflect the other and the sorcerer. Then he starts a long ritual lasting for twelve hours. The two mirrors shine in a pale white light for a second. For now one, they are bound to each other, no matter how far they are, for as long as they remain within Creation or Yu-Shan.

The sorcerer can set a Key that awakens the power of the mirrors and open a hallway between them through Elsewhere. This Key can be certain kind of object, a phrase or a gesture. He can put up to (Essence) different Keys that can trigger the opening of a portal.

Anyone that meets the condition can touch the mirror and spend 10 motes or two willpower points to open the Gate. He can take up to his Essence additional persons with him if they are all next to the mirror. The mirror opens to a hallway four meters tall and two meters wide, whose walls reflect strange versions of the travelers. Sometimes, translucent spirits walk around, incapable of touching the travelers, but not less scary for that. Everyone walking must make a Valor check at difficulty 2. If they fail, they lose a temporary willpower point. Once they have succeeded on a Valor roll for certain mirror, they have never to roll again to make that travel in the future. If both Mirrors are within Yu-Shan, the travel takes 1 tick per mile (60 miles per minute). If both mirrors are in Creation, the travel speed is 5 miles per minute (300 miles per hour). Finally, if one mirror is in Creation and the other in Yu-Shan. The travel is calculated from the mirror in Creation to the nearest Celestial Gate, and the required time is doubled. If one of the mirrors is inside a zone protected against teleportation, the gate does not open.

The mirrors last for (Essence) weeks plus one week per additional 5 motes the sorcerer spends in the ritual. The mirrors shatter once the spell ends or if they are affected by countermagic. The sorcerer can make them permanent by spending a permanent dot of Willpower. Another alternative, only available for Sidereals, is that the Maiden of Journeys use *Righteous Answer of Catechism* to answer a prayer of the sorcerer asking her to make the Mirrors permanent in the last moments of the ritual. This costs her the usual 30m and 1wp, and can only do this if this is congruent with her vision of *samsara*.

If someone is inside the hallway while one of the mirrors is destroyed, then the travelers suffer the violent explosion of the reality around them. They take 10 dices of unsoakable lethal damage and are expelled from a random mirror big

enough for them to pass through, *somewhere*. Kagami, the City of Mirrors, is often one of such destinations.

Faith is Ownership

Cost: 10m plus 5m per Cult rating

Target: Creature's Cult

An unknown sorcerer of the First Age made this spell to steal the power of a god that offended him.

The sorcerer needs an arcane link toward the target to start the ritual, which takes 5 hours and requires a wooden shrine honoring the target (Resources 2) to work. The sorcerer puts the link inside the shrine and starts the ritual, which requires a successful Charisma + Performance prayer roll with a difficulty equal to the target's Essence. Each additional Resources dot over 2 to build the shrine lowers the difficulty by 1, to a minimum of half the target's Essence. If the roll succeeds, the sorcerer makes a powerful connection with the target's spiritual pattern as a Shaping effect. He then burns the shrine with magical fire and inhales the smoke, as a symbol of his hunger for prayers. The target feels an intense pain for a few seconds, as his prayers are severed from him. The effect lasts for one season, during this time the sorcerer gains access to the target's Cult background, as if all that prayers were directed to him, which applies as follows:

- If the sorcerer doesn't have a Cult background or if his rating is lower than the target's, he gains a Cult equal to the target's rating.
- If the sorcerer has the same Cult rating than the target, he gains (Cult +1). If the sorcerer ends up with Cult 6, it reduces the time intervals in which a character with Cult 5 gets motes and willpower by half.
- If the sorcerer has a higher rating in Cult than the target, his rating doesn't change.

In any case, the target loses his Cult background for the duration of the spell or until he can find a way to terminate Shaping effects upon his soul (or if the sorcerer is affected by one of such effects). This is particularly dangerous for spirits, since they also lose access to any traits or Charms obtained because of their Cult.

CHAPTER FOUR

THE ADAMANT CIRCLE

One Sun, Many Beams

Cost: 30m plus 5 motes (committed) per duplicate

Target: Caster

The sun is not just in the sky but on every beam that comes from it. With this in mind, the sorcerer can make weaker duplicates of himself to aid him in many ways. There were many legends in the First Age of lawgivers that could be in multiple places at once. Other solars were less impressive and just enjoy having great egocentric orgies.

This is a long ritual taking 5 hours plus 1 hour per duplicate. The character spends this time in deep meditation inside a circle of fire made with a special combination of oils and plants that resonate with his nature (Resources 4). As soon as this period elapses, he opens his eyes and his anima blaze at full power shattering itself in many other bodies. These copies look exactly as the character, but appeared naked and a little confused. The character can create up to (Essence -1) duplicates and must commit 5 motes for every copy.

The rules are as follows:

- The duplicates have the same Motivation and Intimacies as the character. They know they are duplicates and would never try to betray or disobey the character in any way. For this reason, they have an Intimacy of loyalty toward the character that cannot be erased by any means. All copies treat the original as themselves for Social Attacks, so harming him would be an Unacceptable Order.
- The duplicates have the same attributes, abilities, virtues and willpower than the character, save that they have an effective willpower of zero against their maker.
- Their Permanent Essence is half the Essence of the sorcerer, rounded up. They have a personal essence pool of (Essence x3) + Willpower and a peripheral essence pool of zero. Nevertheless, they can use the motes of the caster as a reflexive action, but these always count as peripheral essence. The sorcerer feels the pull of essence leaving his body and can deny it at will if he needs the essence for something else. They cannot drain essence from artifacts the

sorcerer may have. Duplicates have their essence pool empty when created, but can recover it normally.

- Duplicates have all the charms of the character they meet the requirements for, even Permanent ones. They can use the spells the character knows, if they have the minimum Essence to meet the Sorcery Charm requirement. They can't, however, create more duplicates of themselves in any circumstance.
- They have all the memories of the character at the moment of their creation, except those details the character chooses not to share.
- Duplicates can attune to artifacts using only their own pool, not the sorcerer's one. They are also considered to be attuned to every Manse or Demesne the character is.
- If the character has a Cult, all his duplicates benefit from this as well. Without knowing who the true character is, the prayers go to all of them.
- The sorcerer and his duplicates have no way of special communication, but they can sense each other direction and distance with a successful roll of Perception + Occult at difficulty 3.

The sorcerer can end the commitment at any time, making the duplicate explode into many harmless but beautiful lights of the sorcerer's anima colors. If the sorcerer touches a duplicate and spend a willpower point while ending the commitment, he can absorb all the memories of that duplicate into himself. Any effect that could be affecting the duplicate is not transferred to the sorcerer.

Share the Blessed Might

Cost: 50m, 5Ihl

Target: Area

This spell is feared within the Bureaus of Heaven, because it can change the fate of whole nations. One of the greatest fears is that ends up in the hands of the enemies of Creation. The sorcerer needs a giant obelisk (10 yards tall and 2 yards thick) made of the magical material that resonates better

with him (Resource cost incalculable) and put it where he wants to cast the spell.

The exalt sings and dances around the statue, infusing it with his power, soul and life. This ritual starts at sunset and ends at sunrise, after which the obelisk begins to glow and an enormous halo the color of the character's anima surrounds everything within a radius of (Essence x10) miles for a few minutes, then disappears. The obelisk is consumed in the process, only ashes remains. And then nothing seems to happened, but the sorcerer knows better.

The first son of anyone affected whose Essence is lower than the caster's Essence at the moment the spell was casted has 1-2 chance in 10 to have an Inheritance of 1 and share a similar parentage as the appropriate god-blooded offspring of the sorcerer. If two persons affected by the spell have a child, the chance is 1-4 in 10, and the Inheritance is 2. If the sorcerer was a Creature of Darkness, then this child is also one no matter if he has Inheritance or not (in which case the spell is known as Extend the Unholy Curse). A child without Inheritance is a common offspring of his parents.

This is a Shaping effect and can be dispelled at any time by using Adamant Countermagic or a Charm that nullifies Shaping Effects. This can not affect an already existent child. The Infernal Sorcery version of this spell is a Blasphemy effect.

Faster than Time

Cost: 30m

Target: One child

Lawgiver sorcerers were not known for their patient, and this spell is an example of it.

The sorcerer puts a child with less than a year old inside a circle of pulverized roots (Resources 3 in the East, 4 everywhere) and begins a long ritual that lasts from sunrise so sunset. After that the child begins to age one year per minute, until he reaches 18 years old. This spell also provides a formal education in any field the sorcerer could normally teach to such a child, transferring the knowledge from the sorcerer's mind. Treat the sorcerer as a Mentor for this purpose.

Use the normal rules for creating new Heroic Mortals or God-Blooded (as appropriate for the parentage of the child) save that the child cannot begin with more than Essence 1 (if Heroic Mortal) or 3 (if God-Blooded). The child receives (Sorcerer's Essence x5) additional bonus points, but can't start with any power not inherent to his normal parentage. He also begins with any positive Intimacy toward the sorcerer the character chooses. This Intimacy can't be erased for (Sorcerer's Essence) years. If removed, it just reappears at sunrise.

Unknown be many, this spell has a special effect upon Terrestrial Exaltation. The child probability to exalt can't be higher than (Sorcerer's Essence -4). Any dots the child gets in Breeding are similarly capped. This cannot increase the chance for exaltation or Breeding, just cap the probabilities.

Raise the Elemental Legion

Cost: 30m plus 5 motes (committed) per Magnitude

Target: Summoned Unit

The most powerful and terrible Solar warlords of the First Age use this spell to rise an army worthy of their might. This spell was often a reason of jealousy among the Dragon-Blooded, who see it as a corruption of their porpoise. The sorcerer must make a special object before casting this spell which must be made of a single Magical Material (Resources 5) and alloy it with the sorcerer's blood (5 lethal health levels of damage). This object must be a symbol of rulership for the sorcerer, usually a scepter or a crown. The sorcerer then can cast this spell as a long ritual lasting 15 minutes per Magnitude summoned. He can summon a unit of up to (Essence) Magnitude, and must commit 5 motes per Magnitude. This is a Shaping effect. Once he finished, the ambient essence and local least gods start forming a legion at the service of the character using the nearest source of appropriate element. They have the appearance and behavior of the sorcerer's dreamed army, a reflection of his own desires. They elemental and magical nature is Obvious cannot be hidden.

This can only create an army if there is enough appropriate element near for the least gods to posses. This is as follows:

- Blue Jade: air, ice, thunder, etc.
- White Jade: earth, stones, metal, etc
- Red Jade: fire, lava, etc.
- Green Jade: wood, grass, flowers, etc.
- Black Jade: water, steam, etc.
- Orichalcum: sunlight.
- Starmetal: starlight.
- Moonsilver: moonlight.

The Legion has the basic stats of an Elite Soldier except as follows:

- The elemental soldiers are considered automatons and have automaton psychology (no Virtues).
- They understand (but cannot speak) Old Realm and the native language of the sorcerer.
- Willpower 10 (0 against the sorcerer)
- Drill 5.
- They are tireless, so no Endurance is needed.
- They have a Might equal to (Sorcerer's Essence/2), rounded up.

- They never fail a Morale check.
- They have any non-artifact weapon and armor the sorcerer's know, but this equipment benefits from the Magical Material bonuses appropriate for their element.
- They are always extras.

Also, every Magical Material gives one additional power to the soldiers:

- Blue Jade: the unit can fly at their normal movement.
- White Jade: the unit is immune to knockdown or knockback.
- Red Jade: the unit deals (Might) additional levels of lethal damage, which is soaked separately.
- Green Jade: the unit heals (Might) health levels of damage per turn (once a Magnitude point is lost, it cannot be regained with this effect).
- Black Jade: the unit can move freely under water and can walk upon it.
- Orichalcum: the unit deals Holy damage.
- Starmetal: the unit is Outside Fate.
- Moonsilver: the unit is immune to Wyld influence and Shaping effects as a tattooed Lunar.

The sorcerer can choose to summon horses (or any other non-magical mount of similar size) for his troops, but the mounts count for Magnitude calculation. Mounts also add the benefit of Magical Material to their attacks and defenses and have the special power appropriate to their element. The sorcerer can only maintain one version of this spell at a time. If he wants to create a new Legion or add more Magnitude, he needs to dispel the current unit and start all over again.

The sorcerer cannot lose physical contact with the special object or be at more than (Essence x2) miles of his unit, or the spell ends. Otherwise, the Legion lasts until he terminates the effect.

This spell has a great impact in the ambient essence where it's casted. The geomantic flow in a radius of (Magnitude) miles weakens suffering a reduction of (Magnitude) to the motes that can be recovered. Demesnes and Manses suffer less because they feed on the Dragonlines; losing one mote per two motes of normal reduction (Hearthstones lose mote recovery, but retain their special power). This can't lower the motes to less than zero, but it counts for the recovery phase. The zone recovers one mote per day, and the spell cannot be cast in that place until the geomantic flow is fully restored. If casted in a Manse or Demesne of correct element in which the sorcerer is attuned to, then he adds its rating to his Essence to calculate the maximum effect of the spell.

This spell cannot be used with soulsteel or vitriol tainted Magical Materials.

There is a void necromancy version of this spell, called *Chain the Mourning Horde*, which works similarly but can only be cast with soulsteel and in the Underworld or in a shadowland at night. This unit deals aggravated damage against mortals and it is composed of Creatures of Darkness.

The Infernal Sorcery version, called *Legion of Worthy Minions*, is equal to the Sorcery one, except it can only be used with vitriol tainted Magical Materials (except orichalcum, but including soulsteel) and the soldiers are Creatures of Darkness. Using this version of the spell in Creation is a Blasphemy effect.

Unstoppable Charge of the Godspear

Cost: 40m

Target: Creature

Many lawgivers tried to emulate his patron during the First Age. This spell is one of such attempts. This spell can only be cast in daylight. The sorcerer shapes a golden spear of pure sunlight, bearing the judgment and might of the Unconquered Sun's own Spear into it, and he throws it at his enemy with a thunderous roar, targeting any enemy in (Essence) miles he can see. This is a perfect undodgeable and unblockable attack that always scores a threshold of (Essence) successes. If the spell hits, it inflicts (Essence x20) levels of lethal damage to the victim. The damage is Holy and it's aggravated against Creatures of Darkness. Targets killed by this spell are utterly disintegrated. The judgment of the Unconquered Sun is always righteous; this spell can never hit or produce a collateral effect in anyone save the intended target.

This spell can be used in war. It can target a single enemy unit within range. Everyone inside the unit suffers the effect of the Godspear separately as a golden explosion of blazing fire burns them all.

Golden Sphere of Influence

Cost: 30m

Target: Crystal Sphere

The spell was used in the First Age by the most powerful and cunning of Solar Kings, exerting their influence by subtle means and shaping the future of other kingdoms at their desire.

Before starting the ritual, the sorcerer needs to prepare a special crystal sphere of perfect quality the size of a melon made of different and expensive materials (Resources 3 in the South, Resources 4 everywhere else). This requires the sorcerer to achieve 5 successes into a Craft (Air) roll.

Once he has the crystal sphere beings a long ritual lasting from sunrise to sunset. At the end of this process the sphere is full with sunlight and the essence of the sorcerer. It shines briefly, illuminating everything in one mile like if it was the sun itself. Then, all the light solidifies, and the sphere looks like made of golden crystal.

The character can have up to (Essence) different spheres at a time. If he casts this spell again after that, one of the spheres shatter and explodes, dealing (Essence) dices of lethal damage to everyone in a radius of (Essence) yards. The sorcerer chooses the sphere.

Using the Golden Sphere

Cost: 10 motes (committed)

The sorcerer may possess any sphere he has made as a reflexive action, no matter where (even different realms of existence) it is. Only one sphere can be possessed at the same time. The sorcerer sight and hearing are transported to the sphere, so he can't see or hear what happened near his own body.

A small and tiny eye of light appears in the center of the sphere, and for as long as the sorcerer committed the motes, he can see and hear everything as if he was in the sphere location. He can use other Charms to enhance his perceptions as normal.

Most important, if anyone whose Dodge MDV is lower than (Sorcerer's Manipulation + Essence) is touching the sphere while the sorcerer possesses it, it suffers an unnatural mental influence gaining the Intimacy: Golden Sphere (Protect) as a Compulsion effect. This compulsion costs (Sorcerer's Essence) willpower points to resist, and only one willpower point can be pay per day. The Intimacy cannot be erased until the character spends the willpower points, and even after he does that, he must remove the Intimacy in the normal way. During this time the target will protect the sphere with his life if necessary, hiding it in the best places just to give it a long look while alone every night. It's not unusual for various persons to suffer the Compulsion at the same time. Depending on their nature and personality, they will collaborate to hidden the sphere together or just kill each other until one can claim the trophy.

Anyway, this is only a mean for protecting the sphere; its true purpose is more subtle and powerful. While possessing the Golden Sphere, the character can have social influence in a radius equal to (Essence x2) miles. He can use any social action to subtle shape the beliefs, manners and economy of everyone inside this zone. The voice of the character travels in a telepathic channel directly into the target's mind, which means every social attack cannot be hidden from the victim except they are supplemented by Charms that allow the sorcerer to hide social attacks. He can't read the mind of his

victims if he has no normal means to do that. He can use these social attacks in two ways. First, he can target anyone he can see. Second, he can use simple descriptions to allow the Sphere to scan the zone in search for a suitable mind, for example: "a fat merchant", "a priest of Ahlat", "the monarch", "Tepet Ejava", etc. Even when the character can influence this person with the telepathic channel, he can't see the place if he hasn't another Charm that allows him to do that. The character can target single individuals, or a group of up to (Essence) Magnitude whose members are within the zone. He can choose "The Immaculate Monks" or "The Guild Merchants" if all the persons in this organizations within the zone are into the appropriate Magnitude permitted, the fact that this groups are bigger if we take the total members of Creation is irrelevant for this spell. When the sorcerer target's a group, every member hears him.

A clever sorcerer will use this telepathic influence at night, while his targets are asleep. In this way, they would think the character's influence was just a dream. Only a person that succeed in a roll of Wits + Occult at a difficulty equal to (Sorcerer's Essence) will notice this was not a dream, but an external influence. Even if their targets are asleep, they still notice the mental influence and will interact with the character normally, but in their dreams. Many are the stories of Monarchs that awaken one morning and began a war with another kingdom just because they were inspired by their dreams.

If character creates more than one Sphere, any person touching any of them may spend 5 motes or a willpower point to make a connection with any of the other Spheres and have a shadowy view of its surroundings, up to his Essence in yards, for one scene. They can have a telepathic conversation with anyone holding one of such Spheres at that time if that person also spends the motes or willpower. The user can also talk to the sorcerer, but can't see his surroundings. If anyone is using a Sphere in this way, the character instantly knows it and can choose to hear and see the conversation by possessing one of the Spheres in the communication channel. He can use his social influence as usual. Many cunning sorcerers have disguised this object as a mere communication device.

The Infernal Sorcery version is almost equal, but it can only be cast in the blackness of the Ebon Dragon and its color is hollow black. For this reason, is know has *Unholy Sphere of Malicious Intent*.

Cerulean Palace of Dreamful Delight

Cost: 50m

Target: Conjured Palace

This spell is product of the hedonistic desires of the Lawgivers during the First Age, while they start using the most powerful of magic just to obtain pleasure.

The sorcerer must make an ornamented statue in honor to Venus (that acts as a shrine to the goddess) and put it in the center where the palace is going to be. This statue costs Resources 5 and it's not damaged by the spell, so it can be used to cast it again in the future. Once he has the statue, he starts a ritual lasting for one hour. After this time, the ground harmlessly trembles and a pillar of cerulean appears for a few seconds, visible by a few miles. Once the light disappears, a cerulean palace appears in its place. This palace has up to (Essence x100) yards on each side and up to (Essence) stories high. Its interior is full exquisite furniture, art works and commodities only seen in the palace of the Incarnas. It has a staff of (Essence x100) spirits shaped at the whim of the sorcerer out of his essence, who can be servants, lovers, intellectual partners, playmates, performers, guards and more as needed. They are very beautiful and know every kind of desire the sorcerer has, and they are happy to please him and his lucky guests. Not all spirits need to be equal, for the sorcerer may have different pleasures to satisfy.

The Palace also has food and drinks (which are an amplified version of the sorcerer's tastes) stored to feed up to (Essence) Magnitude individuals for a day, and it completely refills its stock every morning at sunrise. Suck food is of the same quality and taste as the food shaped from ambrosia. The palace can also create extravagant commodities, such as pools of melted gold, fountains of butterflies, statues of moonlight or any other appropriate feature than can satisfy the sorcerer.

Everything created by this spell cannot leave the palace by any means. If they do it, they banish into a harmless explosion of blue and white petals made of light.

This spell also exerts an unnatural mental influence on everyone inside (even the sorcerer). Everyone whose MDV is less than (Sorcerer's Essence x2) cannot initiate any hostile actions except in self defense. This costs three willpower points to resist for a single scene. After that, the effect returns and a new expenditure of willpowers must be made.

The Palace has a soak of 15L/20B and 50/100 health levels of damage are needed to make a hole enough big to pass through (see Core, p. 153-154 for more information on Inanimate Targets).

This palace lasts for (Essence) months before banishing. The sorcerer can renovate this effect before it elapses, making an hourly ritual in front of the statue while casting the spell again.

The Infernal Sorcery version is called *Magnanimous Brothel of Lust and Shadows*, and is equal save that the statue is

dedicated to any Third Circle Demon whose personality resonate with lust and sex (generally Erembour or Ipithymia), and that instead of peace is an awe feeling toward the wrath of the Third Circle Demon and the Laws of Cecelyne what stops violence.

Spirits of Cerulean Pleasure

Motivation: Please the sorcerer and his guests

Attributes: all attributes rated at 2, save for Appearance that is equal to (Essence). The sorcerer can add up to (Essence) additional dots, but no attribute may be higher than (Essence).

Virtues: Automaton psychology.

Abilities: they have (Essence x5) dots to distribute among abilities and specialties. No single ability can be higher than 5 and no specialty higher than 3.

Heath Levels: -0 x (Essence)/Destroyed

Essence: 0 **Willpower:** 10 (0 against the sorcerer).

Other Notes: The Palace replaces any destroyed or injured spirit at sunrise.

Greater Sign of the Archer

Cost: 60m

Target: Area

This spell is an even more powerful and terrible version of its Sapphire Circle counterpart and a good alternative to the most powerful and destructive spells of the Adamant Circle. Making the Greater Sign of the Archer the sorcerer summons a nimbus halo of scarlet patterns covering everything within (Essence x10) yards. Every enemy unit caught in the area must make a Valor check at a difficulty of (Essence /2) or flee in terror. And while this is already impressive enough, it is far from been the main effect of the spell. A legion of archers bearing the banner of the Maiden of Battles appears, stays still for a second, and then unleashes a fury only Mars can overcome. They fire (Essence) times at every enemy unit visible within (Essence) miles. Allies and buildings are safe of any harm, as well as anyone behind complete cover. These attacks are made with the character's Dexterity + (Archery or Occult), adding his Essence in automatic successes and dealing a base damage of (Strength or Intelligence) + (Essence) L. This is treated as a magical flurry of ranged attacks that ignores multiple action penalties made by a unit of (Essence) Magnitude, and since all the attacks happen during the Cast Sorcery action they inflict the normal Onslaught penalty. The archers vanish in a crimson flash of light once the last attack is made.

Inner Totem Manifestation

Cost: 35m

Target: Conjured Totem

Many solar sorcerers and savants during the First Age tried to duplicate the power that allows Primordials to spawn multiple souls. Unfortunately for these scholars, the Usurpation came before they could finish their work. They put in practice a lot of unworkable ideas. This spell is one of such failed attempts.

When the sorcerer finishes learning this spell, he must enter a deep trance (-3 internal penalty to every Perception roll) and enter a dream landscape inside his own mind. Many sorcerers use drugs to achieve this trance, but it's not necessary. In the mindscape he must find his Inner Totem, a creature that reflects his own nature, Motivation, Intimacies and Virtues. This travel lasts for (10 – Temperance) hours, although the character can perceive the time in the trance much shorter or longer. Storyteller and players are encouraged to roleplay this travel as much as they want, even allowing the character to find some important information he forgot, or allowing him to fight the demons of his past. The end is always similar, the character finds the creature and makes a deal with it.

Once he gets out of the trance, he must make a talisman with the creature's sigil on it made of the magical material that resonates with him (Resources 3) and the sorcerer's blood (1 lethal health level).

From that moment, he can use this spell while touching the talisman to summon into existence his Inner Totem. The creature is permanent unless the sorcerer spends a reflexive diceless miscellaneous action to banish it into his mind while touching the talisman. The Totem doesn't have to be present. If the talisman is destroyed or stolen, the character can make a new one in the usual way. He doesn't have to make the whole meditation process again.

A character can only have one Inner Totem. If the Totem is killed, it dissolves into ambient essence and returns to the sorcerer's mind. It can be called again after (11 – Essence) days. Not even Charms like Ghost-Eating Technique can permanently kill the Totem for as long as the character lives, although those charms change the regeneration time to weeks rather than days, and the sorcerer must make the spiritual travel again to find his Totem after this time. When the Totem dies, the sorcerer suffers an intense pain, causing him the loss of one willpower point. If the Totem is banished but not killed, the character doesn't lose any points.

Every Totem is different, and two equals doesn't exist, even on the same essence shard different reincarnations. We provide a guideline, but in the same case as behemoths, every totem is unique. Storytellers should work with their players to make an appropriate creature. If the sorcerer's personality and nature change, the Inner Totem can change as well. If the changes are too radical, the old creature dies and the character must make the mind journey again to find his new Inner Totem.

All Totems share the following benefits and rules:

- Both Totem and Sorcerer can always communicate with a simple concentration that counts as a miscellaneous action. This talk is telepathic, so none can hear what they are saying. It doesn't matter where the character or his totem are, even if they are in different realms of existence.
- If the sorcerer or his totem spend 20 motes, the one that pays the cost can teleport himself next to the other, no matter where they are. If they are in different realms of existence, this also costs one willpower point. Effects that stop teleportation inside the area block this effect.
- If the Totem and the sorcerer are within (Essence x10) yards, the Totem can reflexively use the sorcerer's Essence and Willpower pools, although the exalt can stop the Totem from draining his motes or willpower if he wants.
- If the Totem ever receives an Essence Endowment, he is severed from the character soul (the sorcerer loses two willpower points while the Totem one *permanent* Willpower) and becomes an independent god. The sorcerer needs to begin a new spiritual journey to find another Totem (who is going to be different from the old one).
- The Inner Totem can have any size from a bear to a tyrant lizard. Totems of sorcerers of Essence 6+ can have up to twice that size. Totems of Essence 8+ sorcerers can have up to three times the size of a tyrant lizard. Finally, Totems of Essence 10 sorcerers can have up to four times the size of a tyrant lizard.
- Because of the spiritual connection between the sorcerer and his Totem, any prayers directed toward any of them are shared by both. If the same persons worship both the sorcerer and his Totem, this does not duplicate the effective Cult rating. The Totem adds (Cult x3) to his attribute dots and gains (Cult x2) Charms and/or spells appropriate to what he is worshiped for. He is not a god, so he can't hear prayers direct to him.
- The Totem's stats change automatically when the sorcerer's Essence or Virtues change.
- Every Totem is a static creature, tied to the nature of the sorcerer that creates it. For this, the Totem can't raise his stats in any fashion, no matter how powerful the effect is. The only exception is the aforementioned Essence Endowment.

Inner Totem

Motivation: Varies. Generally something related to the character's nature.

Attributes: up to $[(\text{Totem's Essence} \times 3) + (\text{Totem's Willpower} \times 2) + (\text{Totem's Sum of Virtues} \times 2)]$ dots. Mental and Social Attributes are capped at $(\text{Totem's Essence} + 4)$, while Physical Attributes can go up to twice that number. Every Attribute starts at 1.

Virtues: it has the same Virtues as the Sorcerer.

Abilities: up to $[(\text{Totem's Essence} \times 3) + (\text{Totem's Sum of Virtues})]$ dots. This can be divided among specialties. No ability can be higher than $(\text{Totem's Essence} + 1)$ and no specialty higher than 3.

Heath Levels: calculated as a spirit using the Totem's traits.

Soak: Based on Stamina. It can have a hide/strong skin/etc that adds up to $[(\text{Totem's Essence} \times 3) + (\text{Willpower} \times 2)]$ to its bashing, lethal and aggravate soak.

Essence: (Sorcerer's Essence) **Willpower:** (Totem's two highest Virtues)

Essence Pool: $[(\text{Totem's Essence} \times 10) + (\text{Totem's Willpower} \times 5)]$

Charms: The Totem can access Spirit Charms as well as any Charm appropriate for the type of exalt that creates it. The sorcerer doesn't have to know the Charms, but the totem must meet all the requirements. He can also have access to spells the sorcerer knows. It can't access Sidereal Martial Arts, Solar Circle Sorcery or the Endowment Charm. The Totem can have up to $[(\text{Totem's Essence} \times 3) + (\text{Totem's Willpower}) + (\text{Totem's Sum of Virtues})]$ Charms and/or spells. It can make dynamic combos with his Spirits Charms that cost no willpower, in the same way as spirits. He can't Combo his Solar Charms, but can have Martial Arts Combos in the usual fashion. For every Charm/Spell dot he sacrifices, he can put 5 Charms in a Combo (although he can split this in more than one Combo).

Storytellers may allow their players to design custom powers for their Totems. This powers can never be stronger than the character's own charms.

Other Notes: This calculation is based upon the real Essence and Virtues of the sorcerer, not temporary effects granted by Charms or artifacts.

The storyteller may allow the player to buy Mutation for his Totem, counting toward the maximum of spells and Charms.

Resplendent Emperor Robes

Cost: 30m

Target: Caster

During the first centuries after the Usurpation, the lawgivers discovered that no clothe from Creation or Yu-Shan could reflect their might and beauty. For this reason they made this spell.

The character makes the Mudra of the Emperor with his right hand and the Mudra of the Empress with his left hand, while singing the Song of Unearthly Beauty. He has to be naked while casting this spell. A golden and silver halo surrounds the sorcerer for a few seconds, after that he is dressed with his ideal clothes. They look like made of threads of one or all the Magical Materials, as well as any exotic component he wants. The robe lasts until the character undress himself, at which time the clothes dissolve into ambient essence. For as long as he wears them, the exalt has the following benefits:

- He adds his Essence to his Appearance, becoming one of the most delightful creatures in the universe.
- Any effect that could lower the character's Appearance made by anyone with lesser Essence than the sorcerer fails automatically. Even against stronger opponents, they can never lower the character's Appearance below his Essence.
- The character can add up to (Essence) to his MDVs in Social Combat due to Appearance difference, instead of the +3 cap. In the same way, he can lower his opponent MDV up to that same amount.
- The sorcerer has an aura of magnanimity that is difficult to ignore. Anyone who can see him whose Dodge MDV is lower than (Sorcerer's Appearance) gains an Intimacy of Respect toward the character. Even if the person is an enemy, he will feel respect and admiration for the character. The willpower points cost to resist gaining this Intimacy is equal to the difference between Appearances, up to a minimum of one and a maximum of five.
- Any successful Social Attack he makes is considered an unnatural mental influence that costs one willpower to resist, or adds one willpower if the effect the character uses already has a willpower cost.
- The character can ignore up to (Essence) external penalties into any Social situation.
- Finally, the sorcerer can make her robes shine illuminating everything within $(\text{Essence} \times 1.000)$ yards like if it was a sunny day. This is not true sunlight but imposes an internal penalty to all Social actions made by Creatures of Darkness within the area of effect as a Holy effect equal to the difference between their Appearance and that of the sorcerer, to a minimum penalty of one.

Impenetrable Aegis of Righteousness

Cost: 45m

Target: Conjured Shield

The lawgiver meditates for a second in the righteousness and transcendental might of the Unconquered Sun, after this brief

period, he summons a shield of pure sunlight to protect himself and his allies from harm.

This spell can only be cast in daylight. The sorcerer summons a giant tower shield made of orichalcum and sunlight that floats in front of him, no more than a yard away. The golden shield automatically put itself in the path of any danger against the character. The shield gives the sorcerer a cover bonus to his DVs equal to (Essence) and an additional Soak of (Essence x5) against lethal, bashing and aggravate damage. More impressive, the sorcerer can make a perfect parry with the shield as a reflexive action, even against unblockable attacks. If he does so, he reduces the golden shield bonuses to DVs by one and his Soak by 5 for every perfect parry he makes. The Aegis lasts until the end of the scene or until it loses its last bonus to DV and/or Soak.

If the sorcerer takes a miscellaneous action every action, he can send the Aegis to every ally within (Essence x10) yards extending its bonuses to them as well. The golden shield flies at light speed, allowing it to always be in front of allies who are attacked.

When a single attack targets several people under the protection of the Aegis a single perfect parry can protect all of them, allowing the sorcerer to defend many persons against an area of effect attack. In this situation, the Aegis moves so quickly that it seems to be in multiple places at once.

This spell can be used in war. If the sorcerer increases its shaping time to long ticks, this spell can protect a unit of any Magnitude to which the sorcerer is attached. When using a miscellaneous action, the master of the Aegis can extend its benefits to any ally unit within (Essence x100) yards.

Immortal Phylactery of Soul and Mind

Cost: 60m

Target: Object

Many Solar Exalted searched for ways to become immortal during the First Age. This spell is the culmination of such research, made by a long forgotten lawgiver sorcerer. The Sidereals fear that some of the mad god-kings can be still alive even after all these centuries by the use of this spell. They have no idea how right they are.

This spell requires a long ritual and the confection of a special object. This object must be something that can be worn. No matter the form, all the objects must be made with a talent of the magical material that resonates with the sorcerer's personality (not necessarily the natural material for his kind) and the character's pure distilled blood (6 aggravate levels of damage). This is made as a 1-dot Artifact. The sorcerer can make an actual Artifact, adding one to its final rating. Many sorcerers just make an object with a great capability to resist damage. The object must be simple, like a crown, a scepter or a shield. Any Magitech device is too complex for this spell to

work, as well as golems or any object with independent mobility.

Then he needs to wait to the 3rd night of Calibration. When the time is right he puts the object into a cauldron made of iron from the Elemental Pole of Earth, where water from the Elemental Pole of Water is boiling because of flames from the Elemental Pole of Fire. He needs to add roots from the Elemental Pole of Wood and frozen lightning from the Elemental Pole of Air as well. The ritual lasts from midnight to sunrise. The sorcerer must infuse the Phylactery (how the artifact is usually named) with a portion of his mind (one permanent dot of Willpower) and a portion of his soul (one permanent dot of Essence).

A wave of golden and black light can be seen for miles around in the last minutes of the casting. After that, nothing seems to happen. The artifact is a normal object for any purposes. A sorcerer can only enchant one object at a time.

The true meaning of the Phylactery comes when the sorcerer dies. This even works if the sorcerer has been slayed by an attack that could destroy his soul, for a part if it was out of reach, inside the Phylactery. The sorcerer consciousness and soul are transported to the phylactery. His exaltation flees to find a new host, as usual. Nevertheless, some of his power remains. The character has now half the Essence he had in life, rounded up. He retains his Social and Mental attributes and his Abilities, even if they are higher than what his current Essence could allow, as well as his Willpower and Virtues. His Essence pool is now (Essence x10) and is considered Personal Essence. He loses access to any non-Excellency Charm, although he remembers them. The same applies to spells. He can extend his senses to (Perception x10) yards away from the Phylactery. He can't perform physical actions.

If anyone touches the object, the sorcerer can try to gain Total Control over him. The sorcerer rolls Manipulation + (Presence or Performance), adding his Essence in automatic successes, against the target's Dodge MDV. This attack is always unexpected. If the sorcerer wins, the target has just one opportunity to expend as many willpower points as the Essence of the sorcerer. If he does not, the sorcerer gains complete control over the body and the host permanent Willpower drops to zero. He uses his Social and Mental Attributes and the host Physical Attributes. He also uses his own Abilities, Willpower and Virtues. He can use the highest Essence rating of his host or his own. If the host is a mortal, that are all the benefits. However, a magical host can be more useful. He has access to any magical power of the host, for as long as he meets minimum requirements, as well as both essence pools (the host essence pool remains the same that had before being possessed). With effort (double training time and experience) he can even develop new Charms for his host. Spells are natural to the once great

sorcerer, so the time and experience remain the same. If the host is of the same exalted kind the sorcerer was, the sorcerer can teach him his own charms for the normal amount of experience and training time, not double.

The sorcerer and host can never be separated more than (Sorcerer's Essence x10) yards. If they do, the link between them breaks.

Adamant countermagic cannot destroy the Phylactery or free the sorcerer's soul, but can sever the connection within the sorcerer and a host.

A Void Circle Necromancy version of this spell exists, with the same requirements and effect. Nevertheless, the character can retain access to necromancy of up to the Labyrinth Circle (or Void Circle if possessing an Abyssal or any other creature capable of using the 3rd Circle of Necromancy). The Phylactery must be made of soulsteel. The necromancer also retains his condition as a Creature of Darkness and the Phylactery is also considered one for all purposes. If the connection with the host is broken, he still retains the Creature of Darkness condition as a mutation.

Imperishable Adamant Dome

Cost: 50m

Target: Area

The First Age was brutal and bloody beyond imagination, for the enemies of Creation were always threatening peace and prosperity. Luckily, the Solar Exalted were there to protect their cities with their might and Sorcerous skills. One of such skillful magicians was Swift Golden Smile, an Eclipse sorceress who was quite impressed with the adamant walls that surround the Celestial City of Yu-Shan. In her attempt to emulate their resilience, she made this spell.

The solar can use this spell on any area, generally a city. First he needs to make a crystal circle and buried it into the ground, leaving the surface visible (Resources 4 by one mile of circumference). Second, he needs to make five adamant doorways of 4 meters tall and 3 meters wide around the circle positioned exactly at the same distance from each other (Wealth 5 for all five doorways). Finally, the sorcerer must make a small ritual lasting for an hour at the center of the circle. Once he finishes, the ground trembles and a pillar of translucent light raises into the sky. From the crystal ring a pillar of adamant raises, to form a dome that surrounds the area, both above and under the ground. This dome has a Soak and Hardness equal to (Essence x10) against any kind of damage. It has Damaged Health Levels equal to its Soak and five times that amount has Destroyed Health Levels.

On every doorway, two Adamant Lions appear (they look like Celestial Lions, but made of adamant). They can go through the walls at will and only they can open the gates to anyone

that holds an official authorization. In rare circumstances, the Lions can be deceived, but never bribed. They are loyal to the caster until their last breath. If killed they transform into crystal. If less Lions than Gates remain, they will use Sense Domain to watch the unattended Gates and use *Hurry Home* to teleport within Gates as needed.

The Adamant Dome is permanent until dispelled by countermagic, in which case it transforms into ordinary crystal, having the same stats as a Wood Wall. The Lions convert into crystal statues once the spell is countered. If a part of the dome is destroyed, the pieces become ordinary crystal as well.

The sorcerer can recast the spell at any time to heal any damage the Dome could have and resurrect any destroyed Lions, for as long as the adamant Gates remain. He doesn't have to make a new crystal circle for this.

If the character wants to protect another city, he can't reuse the crystal circle used into another casting of the spell, for the magic binds their least gods to that place. The adamant doorways are more flexible and can be reused if the sorcerer makes minor changes to them.

Adamant Lions

Motivation: Protect the Adamant Dome and what is inside from harm.

Attributes: Strength 10, Dexterity 4, Stamina 8, Charisma 3, Manipulation 2, Appearance 5, Perception 5, Intelligence 2, Wits 4.

Virtues: Automaton psychology.

Abilities: Athletics 5, Awareness 5, Dodge 5, Integrity 5, Investigation 5, Linguistics 1 (Native: Old Realm; plus one language the sorcerer knows), Martial Arts 5, Presence 5, Resistance 5.

Charms: *Amethyst Awareness* (to detect immaterial creatures trying to pass through the Dome without permission), *Bane Weapon* (against those who threaten the Dome), *Banish* (to put enemies of the guarded zone outside its boundaries), *Divine Prerogative* (Protect the Dome), *Hurry Home* (they step inside the adamant walls and can come out from any other point of the dome), *Measure the Wind* (Sizing up opponents and people trying to go through his Gate), *Ox-Body Technique* (x4), *Principle of Motion* (10 banked actions), *Sense Domain* (The Dome and immediate surroundings), *Sheathing the Material Form* (All-Encompassing), *Spirit Cutting* (against spiritual foes).

-*First (Ability) Excellency* (Dodge, Integrity, Martial Arts and Presence)

-*Second (Ability) Excellency* (Dodge, Integrity, Investigation and Martial Arts)

-*Third (Ability) Excellency* (Awareness, Integrity and Martial Arts).

Attacks:

Bite: Speed 5, Accuracy 9, Damage 17L/2, Parry DV -, Rate 1.

Claws: Speed 4, Accuracy 10, Damage 15L/2, Parry DV 4, Rate 2.

Heath Levels: -0 / -1 x10 / -2 x10 / -4/ Destroyed

Soak: 25L/30B (Adamant Hide, 20L/20B; Hardness: 10L/10B)

Essence: 4 **Willpower**: 10 (0 against the Sorcerer)

Essence Pool: 90

Other Notes: The golems are always material and cannot dematerialize (although, as a special exception, they can use *Hurry Home*).

They can use Charms and make dynamic combos in the same way spirits do.

CHAPTER FIVE

MOTONIC SCIENCE

Craft (Motonic)

This is one of the most alien and exotic crafts, almost unheard in the Second Age. The Solar artificers of the First Age began to work and develop it a couple of decades before the Usurpation so its use was very experimental back then, and probably all their records were destroyed by fearful Sidereals and Dragon-Blooded.

In truth, this Craft is older than them, as ancient as Creation itself or even more. It was used to bind the Geomantic Lines that connect Creation. It was used to make some of the most powerful Spirits. It was used to craft the Exalts and the first five Elementals.

As powerful as it is, only the most skilled and enlightened individuals can even comprehend the most basic applications of this art. A character needs a minimum of 6 in Craft (Genesis), Craft (Magitech), Lore and Occult. He also must have Terrestrial Circle Sorcery (or Man-Machine Weaving Protocol). Furthermore, Craft (Motonic) cannot be higher than the lowest of the character's Occult and Lore ratings.

Example Specialties: Elemental Essence, Exaltation, New Spirits, Soul Alterations

Canon characters with this Craft:

- **Alchemical Demiurges:** While they lack the normal requirements to take this ability at all, these mortals are empowered with the infinite knowledge of the Great Maker. When they are building Alchemical Exalts, Autochthon's might grant them Craft (Motonic) 10 for any purposes related to Alchemical Exalted construction and design. They must use their own natural skills to build Charms for them.
- **Lytek:** Probably the only being that constantly makes use of this craft, the God of Exaltation uses it to polish the Celestial shards that come into their office and erase their previous memories.

- **Primordials / Yozis:** The Primordials used this craft to make the dragon lines that connect Creation, as well as the gods and everything spiritual that inhabits it. Much later, the Yozis used this art to corrupt the Solar shards and imbue them with their unholy might. Autochthon is, without a doubt, the most skilled and powerful Motonic Engineer among his brothers and sisters.
- **The Elemental Dragons:** The five most known souls of Gaia make use of this Craft to empower the Dragon-Blooded. It's not clear if they actually have this Craft or if they draw their knowledge from Gaia itself.
- **The Incarnae:** Surprisingly, the Incarnae lack this Craft. How could they make their Chosen then? Easily. The Maidens pull their knowledge from *Samsara*, seen into their own future how they will craft the exaltations. Luna used her ever changing nature to grant herself temporal enlightenment. Finally, the Unconquered Sun's perfection is enough to exceed even in challenges he doesn't have the skills naturally.
- **The Neverborn:** As former Primordials, they retain the knowledge to play with the fabric of reality, although in a different fashion they once did. Armed with unholy knowledge, they craft the Deathlords and later corrupt the Solar shards to make their own champions.

Non-Canon Recommendations:

- **Jakatam Shining-Hammer** (*CoCD: Yu-Shan*, p. 103-104): unknown to all heavenly bureaucrats save for the Maiden of Secrets who protects him, Jakatam is the God of Motonic Science and Pattern Technology, once one of the most powerful gods in Heaven. The lack of applicability of his domain in the Second Age has lowered him to Essence 8. Should this Craft become practiced once more and prayers offered to him, he will quickly rise to Essence 9 and recover

access to many of his now lost Essence related powers. Jakatan's forge, his most valuable possession, is a 5-dot Pattern Workshop.

Motonic Tools

A character with some dots on Craft (Motonic) can comprehend the basic structure of essence patterns, but without the proper powers and tools he can only make blueprints and theoretical research, without any chance to exert any real applications of it.

Motonic Workshop (Artifact 3-5)

Repair: 4

Although not recommended, this Motonic Engineering can be practice into less prepared and powerful workshops. This only allows the creation of up to level 3 artifacts. Greater wonders require more powerful tools and infrastructure. This Artifact needs a 5-dot hearthstone to operate.

A botch on any roll of artifact construction inside one of this workshops can produce essence disruption followed by an enormous explosion dealing (Artifact Level x 10) levels of aggravate damage on everyone inside the workshop and half that damage on everyone in a radius of up to (Artifact Level x20) yards outside of it.

Artifact 3: Rudimentary Workshop.

Artifact 4: Basic Workshop.

Artifact 5: Master's Workshop.

Motonic Forge-Reactor (Artifact N/A)

Repair: 6

As with Genesis, the most important complement to this craft is a well equipped workshop. Unfortunately, this art requires more complex and costly tools.

A Pattern Forge-Reactor is composed of seven 5-dot building-size Artifacts:

- A central core over a 5-dot Demesne (the result is similar to a Manse, but it automatically produces a zero level hearthstone).
- Six subsidiary Motonic Reactors, which work like Essence Capacitors capable of constant function.

Leaving aside its strange applications and dangerous requirements, it works exactly as a First Age Factory-Cathedral, save that it replaces the *Temple* power for *Analytical Senses*.

The only known intact workshop of this kind in the Second Age is the Primal Forge of Autochthon inside the Celestial City

of Yu-Shan. If some other place of greater power has remain, it's unknown by modern savants.

Craft (Motonic) Rules

This ability is no different from any other Craft, and its function is especially similar to Genesis, at least on its methods and requirements. Since this ability is so wide and powerful, the details should be an agreement between the players and the Storyteller.

A character uses [the lower of Perception and Intelligence] + [Craft (Motonic)] as his dice pool to use this art.

Spirits:

To create spirits use the table on page 118 of *Wonders of the Lost Age*, save that everything made with this craft has immortal nature like any other spirit. Imposing aging and death into a spiritual creature lowers its Artifact rating by one.

Common Artifacts:

While a character can create spirits with this craft and alter souls, this is not the only application. Characters can perfectly use this ability to make Spirit Weapons, Godstriders, Immaterial Manses and anything else they can imagine.

Souls:

A character can alter souls in any way he wants. If used with Genesis, he could create creatures with perfect reincarnation, like the Dragon Kings.

Exaltations:

A Motonic Engineer could, in theory, develop new Exalted Shards or even altering existing ones. This is left to individual Storytellers to decide, for its well beyond the range of common N/A Artifacts, similar in complexity and power to the Sword of Creation.

CHAPTER SIX

SORCEROUS WONDERS

Celestial Ecstasy (Resources 5)

This rare and powerful substance is distilled from the sap of a kind of tree that only grows in Silver Chair. Gods and Sidereals alike pay almost anything to get a few drops of the liquid.

Once distilled and prepared, the Celestial Ecstasy grants a couple of benefits to anyone that ingests it. First, he can add one to his Essence for purposes of spell calculations for one hour. Second, he reduces by one the willpower point cost of spells, to a minimum of zero, for the same period.

Unfortunately, the experience is quite hallucinogenic and addictive. For (10 – Resistance) hours after ingesting the drug (minimum one hour) the character suffers hallucinations that impose a -3 external penalty to any action not related to sorcery. Also, the character must make a Temperance roll at a difficulty equal to the number of doses of Celestial Ecstasy he has ingested within the last week. If he fails the roll, he becomes addicted and must consume at least one dose of the drug per day or suffer an external penalty of -2 to all actions until he has ingest another dose or has spend one season without consumption.

Mortals that ingest it aren't that lucky. They suffer a -6 external penalty to all actions for (Resistance) minutes, after that time they die horribly. If they somehow survive, they automatically develop an addiction and have a -4 external penalty to all actions until they ingest the drug again. This addiction never fades away without the aid of magic.

The Resources 5 is calculated with Yu-Shan money. With Resources from Creation is effectively a Wealth 5 purchase.

The Scepter and Jewel of Zarlath (Artifact 5)

These were a treasure crafted by an Eclipse caste to his Lunar lover during the First Age. Rumors say that after the Eclipse died during the Usurpation, his mate left the Jewel inside his tomb while fleeing to the Wyld with the Scepter. In this way, she can always see her lover.

The Scepter is made of orichalcum, moonsilver, adamant and brass from Malfeas all braided together to form a single object. A sorcerer can attune to it by committing 8 motes (and only sorcerers can attune). The user adds his Essence to

his Dodge DV while casting spells. Nevertheless, the main function of the Scepter is its mystic link with the Jewel.

The Jewel is a strange gem the size of a fist that sometimes looks like an emerald, sometimes like a sapphire and more rarely, like a diamond. The character can fully concentrate to extend his senses to the Jewel, no matter where it is. This has the same effect as if the character was in the Jewels spot. More than that, he can cast spells as if he was in that location for as long as he concentrates to extend his senses. The appearance of the Jewel is based upon the last spell it was casted through it.

The character can always know the direction where the Jewel is for as long as he holds the Scepter. If the gem is into another realm of existence he is guided to the closest doorway to that realm.

Sorcery Music Box (Artifact 3-5)

This boxes comes into 3 different shapes and levels of powers. The 3-dot version is made of jade and emerald. The 4-dot version is made of moonsilver, starmetal and sapphire. The 5-dot version is made of orichalcum and adamant. No matter the version, the user must commit 5 motes to attune to it.

When the character is within (Essence x10) yards of the casting of a spell of a level equal to or lower than the artifact capability, he can open the Music Box to absorb all the essence of the spell. Nothing seems to happen, and the spell is effectively annulated. All the motes of the spell cost are stored inside the Box. The sorcerer can access this mote pool by touching the Box as a miscellaneous action. This is considered Personal essence.

A Sorcery Music Box cannot contain more than one spell at a time.

If the character opens the box while some motes are still stored, a beautiful music emanates from it that can be heard by anyone within a radius of (Spell Circle x 100) yards. This adds once automatic success per circle of the spell to all Performance rolls made by the character against anyone that

can hear the music. The Music Box loses one mote per minute while opened.

CHAPTER SEVEN

PERSONALITIES